

BUSINESS OBJECTIVES

The following is a list of business objectives:

Objective 1: The user will be presented with a Splash Screen to make productive use of the time the android app takes during a cold start.

Objective 2: The Splash Screen must have the following functionality:

- It must only be implemented when the application has a cold start.
- It must end as soon as the application has loaded in-order to save the users time.

Objective 3: User should be presented with a home screen. The home screen must have the following

- Play Button
- Game Settings
- How To Play Button

Objective 4: "Play Button" functionality must be supported that allows the user to play the game with the user defined game settings or the default game settings. It should take the user to the game. The game must have the following functionalities:

- Good Graphics
- Intelligent AI (Computer)
- Button for changing turns.
- Interactive images to play the game,

Objective 5: "Game Settings" functionality must be supported that displays the following:

- Number of sticks
- Difficulty Level.
- Starting turn.

Objective 6: "How to Play Button" functionality must be supported that includes the following:

- Teaches the User the basics of the game and give him tips on how to beat the computer.