

## Malefiz Project Group 3 Vision Document

### Introduction:

In this project, we are going to develop a computerized version of the game of Malefiz, with AI opponents, multiplayer capabilities, two difficulty settings, and a different colour scheme for those who are colour blind. We will also aim for the game to eventually support online play.

### Problem Statement:

Currently, there are no widely available online versions of Malefiz. The only way to play is by buying a physical set, which greatly limits the knowledge and accessibility of this game. Our goal is to create a computerized version of this game that will be easy to play and intuitive, and accessible to anyone with a computer and even to those who are colour blind. We will also design it in a way that will make it possible to play online in the future.

### Stakeholders and Key Interests:

Stakeholders	Key Interests
Players	-Being able to play Malefiz smoothly - Being able to save and quit -Being able to change to colour blind mode
Developers	-Being able to maintain and update code easily

### User and user-level goals:

In a separate file called, “*Actors and their goals*”, as specified in the instructions.

### Summary of system features:

The system shall:

- Create a new game of Malefiz at the user’s request
- Run a game of Malefiz
- Save the user’s progress.
- Allow the user to pick how many players there are (up to four)
- Allow the user to pick the difficulty level
- Allow the user to switch to colour blind mode
- Create and play as AI opponents

**Project risks:**

Some difficulties that may arise is creating AI for the non-human players, as it is complex and takes a long time to build, and preparing the system for networking capabilities, which is also complex and something that needs to be considered when designing the whole system.