Vision Document

Introduction:

In this project, we aim to build a complete, computerized version of the Blokus Board Game, allowing the user(s) to play and save the game, monitor their progress and see the final result.

Problem Statement:

Blokus is a board game for two to four players. A single player can't play the game alone and it is very inconvenient for color blind people to play it. With our computerized version, the player doesn't need to buy the physical board. He can just play it virtually. The player doesn't need any companion to play it with. He can just play against the computer. Our computerized version also provides facilities for people with color vision deficiency to play. The player is also able to save a game if he can't finish it at that time and resume it later.

Stakeholders and Key Interests:

Stakeholders	Key Interests
Players	To virtually accessing and play the game.
Developers	To develop a bug free, smoothly running game.
The Professor and Teaching Assistants	To check all the requirements for the game is fulfilled.
Maintenance Staff	To update the game regularly, get customer feedback and debug any bugs and improve the quality of the game.
Marketers	To promote the game, develop and execute strategies to maximize the amount of customers.
Digital Distribution Platforms	To deliver and distribute the game to the players through the internet.
Other Game Developers	Changes in revenue.

Summary of System Feature:

1. The system shall allow to start a new game or resume a previous saved game.
2. The system shall allow to select a mode of difficulty.
3. The system shall allow to choose the number of players.
4. The system shall allow to select the color vision deficiency mode.
5. The system shall allow disabling of hints.
6. The system shall allow to save a game.
7. The system shall allow choosing of blocks.
8. The system shall allow rotation and flipping of the blocks.
9. The system shall allow placing the blocks at a valid position on the board.
10. The system shall allow monitoring of the progress of the game.
11. The system shall show the result at the end of the game.
12. The system shall allow to exit a game.

Project Risks:

Developing 3 strategy settings for the computer player might prove difficult in the time available due to our inexperience with working with Artificial Intelligence.