

Project Vision Document

Introduction

In this project we aim to build the computerized version of Blokus Board Game. We will allow human player(s) to compete with other human player(s) or computer player(s).

Problem statement

In traditional Blokus Board Game, people are required to find a partner to play with and have access to a physical copy of the game. So, our computerised board game will allow people to play the game without necessarily finding another person to play with, and without owning a physical edition of the game. Secondly, the game will allow user to choose the difficulty level, and user will get hints to play if they choose. Additionally, it will allow players with color vision deficiency to choose a different color theme for the board and pieces. During the game, a human player can save the game and resume the session later to finish the game.

Stakeholders & Key Interests

Stakeholders	Key Interests
Human players	Play the game as intended with either other human players or computer players.
Computer players	Follow the rules set by developers and play the game with as intended without making any illegal moves.
Developers	1. Designing and creating the game and making sure that it meets all the requirements for the game to work properly and as intended. 2. Make sure the players know how to start the game, how to navigate through the UI and play the game as intended.
Testers	Test the game before release and to check the functionality of the game for any errors and bugs.

Users & User-Level Goal

User	Goals
Human players	Play the game, choose the difficulty, save the game and resume the session later, choose color.
Computer players	Follow a strategy to try to win.

Summary of System Features

- The game shall allow to play between 2, 3 or 4 total players.
- The game shall allow the human player(s) to play with the other player(s).
- The game shall allow the human player(s) to choose the difficulty level.
- The game shall provide hints to the human player(s) on where to put a block.
- The game shall allow to customize color theme for player(s) with color vision deficiency.
- The game shall allow human player to save the game and resume it later.

Project Risks

Properly and perfectly handling a state of a saved game might be difficult because of loss of data or data storing, and sometimes retrieving the data as well.