CAN'T STOP

The video game

Vision Document

Banana inc.

Introduction

In this project we aim to build a digital adaptation of the board game "Can't Stop", giving players the same thrilling experience in a convenient and accessible format.

Problem Statement

The board game is limiting due to its physical form factor. It also does not have support for players with color vision deficiencies. Our digital adaptation will help give players access to the board game anytime and anywhere on personal computers along with support for network multiplayer and the ability to play against computer players. This helps makes it more convenient and accessible to play, in effect increasing the game's reach and popularity.

Stakeholders	Key Interests
Players	Playing the game against other players or the computer, entertainment
Parents and guardians of young players	Game effect on children
Platform owners	Platform compatibility, selling it on their respective application/software/game stores
Board game makers and retailers	Effect of digital adaptation on board game sales, copyrights
Game developers	Performance on different gaming platforms, updates to the game, ratings, and feedback, smooth gameplay
Video game companies	Market performance, public reception, ratings, and feedback
Spectators	Understanding the game, entertainment

User	Goals
Player	start a new game, add players, color preference, choose difficulty, roll dice, move marker, save and resume game, restart, view current state, get help, successful completion of a round
Game developer or tester	run the game as a normal player but with debugging features like frames per second, values of different variables, resource usage etc.

Summary of System Features

The system shall

- allow starting a new game, choosing marker (player traffic cones) colour, choosing difficulty of computer players, adding local/network players
- allow rolling dice, choosing dice pairs, and moving markers accordingly
- always provide current state of game
- allow saving state of a running game and resuming on next run
- provide helpful instructions for new players
- allow quitting game without saving

Project Risks

- implementing network multiplayer and in-game debugging features would be un-realistic for this time frame
- there may be undetected bugs and glitches due to the short time frame and lack of thorough and large-scale testing
- game visuals might not be the most appealing since developers don't have extensive experience in UI Design and Development
- platform support would be limited due to time and resource constraints