Kevin Dalton

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Nancy Planinsek

CSC 478 B: Software Engineering Capstone

9/14/16

Java Latte

Scope Statement

Project Premise: Roman Empire version Monopoly

Platform: Windows (7 and 10)

Functionality: Stand-alone, no network connection required

Other software: None that have been identified at this time

Player support: One real life, non-computer generated player, with the option of 1-7 computer generated players that will not be true AI players

Programming language: Java

Interface: GUI