Capstone: SDLC

# Requirement gathering and analysis

The minimum amount of players in order to play this game is 3. There is no maximum amount of players, although it will be limited to 10 that way it can be finished in a reasonable amount of time.

There are two types of player, either you are a spy or not a spy. The objective for the spy is to guess the location, that the other players are talking about. The objective for everybody else is to guess who is the spy based on their understanding of the location.

There are no specific rules that need to be coded for, although a list of suggestions should be given before they start the game. Suggestions will include types of questions to ask, and what not to say.

The rounds will be timed, the players can choose how long they want the rounds to be depending on how many players they have. The recommend amount will be anywhere between 5-10 min although they can change the amount depending on how fast the rounds are going.

There will also need to be a point system. Spy’s will earn 2 points for guessing the location. All other players can receive 1 point for guessing who the spy is.

# Design

Key Elements:

* Players
  + Spy or not
    - Way to view your card
* Score
  + Show how many points each person has
  + Win or not
* Game cards
  + Locations
  + Jobs/Occupations