

## **Vision Document**

### **Introduction**

In this project we are going to create a virtual/digital version of the board game Blokus.

### **Problem Statement**

Currently there exists a board game named Blokus, however there exists no computerized version of the game. This project will take the physical board game and make it digital, giving users a computerized form of the game to enjoy! This will allow for any players with a computer at home to enjoy the game without having to own, carry, or buy a physical version. It will make the game more accessible and portable, allowing players to have a copy on their desktop computers, laptops, and any other device running Windows or Linux.

### **Stakeholders and Key Interests**

<b>Stakeholders</b>	<b>Key Interests</b>
Players	Be able to play the game

### **User & User Level Goals**

\*Included separately in another file\*

### **Summary of System Features**

- The system shall allow players to select how many players/computers up to 4 players
- The system shall allow players to place pieces
- The system shall be inclusive of people with vision deficiencies
- The system shall allow saving and loading of games
- The system shall allow players to toggle hints
- The system shall allow players to select difficulty of computers

### **Project Risks**

Due to the inexperience and lack of coding knowledge of project members, many aspects of the project may be difficult to implement. Which are, implementing 3 different strategies/difficulties for computers, saving and loading games, and allowing the project to extend into a networked version. Each of these goals are very complex and require an extensive knowledge in software programming to implement.