

## **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 version of the game to enjoy. This will allow for any players with access to a computer to play 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 in a separate document.

### **Summary of System Features**

- The system shall allow players to select how many players/computers up to four players
- The system shall allow players to place pieces
- The system shall be inclusive of players with vision deficiencies
- The system shall allow for saving and loading of games
- The system shall allow players to toggle hints
- The system shall allow players to select difficulty level of computer opponents
- The system shall let players see the pieces they have not placed yet

## **Project Risks**

Due to the inexperience and lack of programming knowledge of team members, many aspects of the project may be difficult to implement. The areas of difficulty that team members may face include: implementation of three strategy levels for computer opponents, saving and loading game sessions, 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.