Project Board Game 1: Requirements Documentation

Instructions: The requirements documentation lays out what your program will accomplish. The board game shall, at least, present a board game for 2 player or player vs computer competition. In your requirements document, please layout what type of interface you want (command line or GUI) and what commands/actions the user will use to interact with the board game. Be sure to give a description of each command/action that the user may use. Do create a mock screen-shot of the what you expect the board to look like. Please use UML use cases to describe the interactions between the user and your game.

Communication:
Communication is vital to a team project, especially with class members that work remotely (the online users.) First, establish how you want to communicate with one another, you can look in your repository and communication via the communication.txt file. Note: how you communication will be graded! All team members must be given ample opportunity to contribute to the project. Please outline what tasks each member has done.

How to turn in:
Push your documentation to the documentation/requirements directory of your team's Github repository. Note, that a github repository has been created for your class project! Any team member may push via IntelliJ (VCS ↑) OR use the command line:

- $ git add <files>

- $ git commit

- $ git push

Due Date: February 23, 2016 2359

Teamwork: Full teamwork is encouraged, please use your teammates and feel free to use internet resources. If you use outside resources, please site.