Criteria A

[Scenario 2](#_Toc185724953)

[Solution 2](#_Toc185724954)

[Rationale 2](#_Toc185724955)

[Interaction With Client/Advisor 2](#_Toc185724956)

[Success Criteria 2](#_Toc185724957)

**//500 words**

# Scenario

**//identify client, customer, business and tech context**

My uncle's (client) company, which has successfully developed engaging single-player (customer) games, now aims to venture into multiplayer games. The primary motivations for this shift include market expansion by attracting a wider audience, enhanced user engagement through social interaction, community building around the company, and revenue growth. By offering multiplayer games, the company can diversify its product range, increase user retention, and build a loyal player community, ultimately driving higher profitability.

# Solution

A simple application where we can select some games to play. For 2 players. Would be fine to have a central database

# Rationale

Low cost, rapid TTM, Prepare technologic platform for multiplayers

# Interaction With Client/Advisor

First interaction Meetings and interviews with my uncle. He advise me his CTO as a good referencee.

# Success Criteria

//4 to 10 maximum

//at this point you have only some of them, and maybe the one you have are not the ultimate one

1. Implement a few games: Tic Tac Toe and Checkers ? some based on gameboard and players turns ?
2. Allow players to choose which game to play.
3. Manage player name, including creation, selection, correction,