

Vision Document

Introduction

In this project our objective is to build the board game, Ricochet Robots; allowing the user the ability to save a game in progress, play the game with multiple difficulties, provide support for players with colour vision deficiency & an option to provide in-game hints.

Problem Statement

Currently, Ricochet Robots is a board game (more so a puzzle) that involves the use of many colourful components & doesn't cater to players with a colour vision deficiency very well. Our application will intrinsically provide capabilities for players with deficiencies while maintaining an equal & seamless experience. The app will provide a feature to select between two colour palettes to handle this issue; one for those with a colour deficiency, & one for those without a colour deficiency.

Stakeholders & Key Interests

- **Players** - Playing the game, saving their game sessions, seeing their high scores & achievements, & most importantly having fun.
- **Parents** - Want the game to be appropriate (PG), the ability to have parental control over the games they buy for their kids
- **Government** - Implementing regulations in games, creating laws & restrictions, applying censorship
- **Distributors** - Want to sell the game without complications like regulations or controversies
- **Developers** - Knowing what mechanics consumers want in their game, maintenance of the game

Summary of System Features

- The system shall create a board game of either two difficulties (Simple/Complex)
- The system shall allow player(s) to play a game involving 4 players (human/computer)
- The system shall allow a player to save game sessions
- The system shall provide functionality for colour deficiency
- The system shall provide functionality to hint where to move
- The system shall provide a menu for game instructions

Project Risks

Fully and correctly providing functionality for colour vision deficient players may prove difficult, due to there being multiple forms of colour blindness, & an inability to provide adequate testing on colour vision deficient players before the release of the application.