Group #4

Iteration #1

Vision Document

1. Introduction

    In this project we aim to build an electronic version of Ricochet Robots which is a nostalgic board game. This game will allow the players, mostly teenagers and young adults, to have the opportunity to play the game of Ricochet Robots either with other players or the computer player. In order to challenge the players, the game designed will have different difficulty level for the users to choose to play. The main purpose of rebuilding an electronic version of Ricochet Robots is to encourage users to play a fun game where they can challenge their critical thinking and strategy planning skills. Since the actual board game of Ricochet Robots may be hard to find due to its age, an electronic version of the game is desired to be designed.

2. Problem Statement

    The game of Ricochet Robot which was first created in 1999. It is an old but fun board game which may be hard to find in the stores that sell board games due to its age. Since 21st century is an era of technology development and almost every family owns at least one computer device in their house we are trying to bring the game of Ricochet Robot back to life by creating an electronic version of the game. Our game will provide variety of options such as, playing the game with other players or computer as the player, choosing the difficulty of the game as desired, and more. We will try to design the game in a way that it is as user inclusive as possible (for example users with vision problems such as color blindness will still be able to play

the game by choosing an specific mode created for them). Our game will also allow users to pause the game and resume it whenever they desire to continue the game without loosing any information. In conclusion, our game will bring the old game of Ricochet Robots back to life, add more options to the game to be as inclusive and fun as possible, and ease the accessibility of the game where the people who are interested to play the game do not need to search different board game shops to find the game.

3. Stakeholders & Key Interests:

Stakeholder	Key Interest
Parents	A challenging fun game for their children to play in their free time, this game also will develop a new way of critical thinking for their children.
Players (teenagers and young adults)	Fun game to play during heir free time, develop their strategy planning abilities, improve their critical thinking skills.
Designers & Developers	Gaining reputation over their good design, making money by selling the game.

4. Users & User Level Goals

User	Goals
Players (mostly teenagers and young adults)	Have the ability to play a fun game which may be hard to find in board game stores.
Parents	To have a fun time playing this game with their children.

5. Summary of System Features

- The game should allow the user to play the electronic version of the board game Ricochet Robots.

- The game should allow the user to choose the number of players.

- The game should allow the user to be able to play against the computer player.

- The game should allow the user to choose the level of the difficulty if the board.

- The game should allow the user to choose the color of their robot form a color panel.

- The game should allow users with vision problems to choose the special mode created for them.

- The game should allow the user to pause and resume the game without loosing any data.

6. Project Risks

Fully and correctly implementing different boards based on the difficulty level of the game can be a challenge in this project. Implementing the opponents perfectly as either

computer player, other user players, or both may be difficult in the time available, because of the different possible situations, complex nature of the artificial intelligence programing, and possible exceptions to them.