Introduction

In this project we aim to build a computerized version of the Can't Stop board game, allowing children to entertain themselves with multiple player modes and difficulty levels.

Problem Statement

Can't Stop is a computerized board game that is played by 2-4 players. The board game is only played by human players, and you cannot play by yourself. It is also not easy to save the progress in the board game. We want to allow people to play the game on a computer, even if they have no one to play with them. The goal is to create a computerized version of the game where a player can play with various multiple player modes at different difficulty levels and save and load their previous games whenever they wish.

Stakeholders & Key Interests

Stakeholders	Key Interests
Players	Playing the game and continuing previously saved games.
Developers	Respond to feedback to provide updates and maintenance.
Board game Manufacturers	Selling their board games and tackle their loss due to the development of computer version.

Users and User-Level Goals

User	Goals
Player	Play the game at any difficulty, choose amount of players, save the game, load the game, and add computer-players to play against, choose color preference, and play again.

Summary of System Features

The system shall do computer-player moves on its own.
The system shall provide help option.
The system shall allow users to change settings.
The system shall allow users to choose player colors.
The system shall allow users load a game which was played earlier.
The system shall allow users to save the current game.
The system shall allow users to select the rolled dices.
The system shall provide various difficulties.
The system shall provide various player modes.
The system shall declare forbidden moves.
The system shall determine a winner.

Project Risks

Creating a project with a group of students could be difficult if a student decides to drop the course or not participate/communicate on their behalf. This would result in more workload for others or leave the rest of the group missing pieces of the project.

Due to the strike the project submission due may cause confusion, leading to temporary withdrawal of participation in the project until university reaches some conclusion.

Being students who are taking other courses, if a mistake or set-back occurs due to poor program design, we would find ourselves pushing for time as alternate academic deadlines start to set in.

Special Requirements

System should be built keeping in mind color blind users.