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Ricochet Robot
Iteration 1
Vision Document

Vision Document

Introduction:

    This project is about creating a game called Ricochet Robot that is played by only humans or humans and computers.

Problem Statement:

    The problem that we are trying to solve is how the player would choose the amount and type of players that are playing the game (if it is a human or a computer), how the player would select a complexity for the board, and how the player would play the game. These problems can be solved by building a graphical user interface that is easy to use and understood and by providing instructions on how to play the game.

Stakeholders and Key Interests:

Stakeholders	Key Interests
Players	Playing the game for fun and trying to win
Game Developers	Making sure the game works without any problems. Improving and bug fixing it.

User and User-Level Goals:

User	Goals
Player	Choosing the amount of people playing the game, choosing the board complexity, be able to start and play the game

Summary of System Features:

    The system shall receive instructions from the player regarding the amount of human players playing and the complexity of the board and then display the board and let players interact with it until the system recognizes a winner.

Project Risks:

    Making the final design allow for the possibility of extending to a future networked version. We have not learned networking therefore are uncertain what the requirements for having a game that works online should be