

Vision Document

Introduction

“ In this project we aim to build a digital version of an abstract strategy board game called ‘blokus’. This game should allow user(s) to play solo with computer or with up to 3 other human player”

Problem Statement

“Currently there is no digital version of the game which allows users to access and play the game wherever they are without actually carrying the physical version of the game. Besides, it will also help with enhanced creativity, being patient and reduced stress significantly.”

Stakeholder and Key Interests

Stakeholders	Key Interests
Human user / Player	Should be able to play game solo or with other human users.
Guardian/ Customer	Would ensure that the game is appropriate for the target users.
Publisher	Selling the game to the target market; profit share
Developers	Maintenance of the game (updates); profit share; reputation
License owners	Reputation of their intellectual property
Board game makers	Affected sales in either direction (profit/loss)

Users and Users level Goals

Users	User Level Goal
Human User/ Player	Start a game; Resume a game; Restart a game; Choose difficulty setting; Choose number of human users/player to play with (else default computer); Get play instruction; Take a turn; enable/disable accessibility mode(Vision enhancer); Get help(hints!)

Summary of system features

The game shall ...

- 1) allow user(s) to set up the game
 - start, resume, restart a game
 - assign players
 - chose difficulty setting
 - enable/ disable accessibility mode
- 2) allow user(s) to run the game according to the rule and limitation of the game
 - Should be able to recognize valid moves
- 3) notify user(s) of any invalid moves
 - Popup box with message “Invalid move, Please try again!”
- 4) allow user to view “Help” section to get rules and instruction of the game
- 5) notify the user(s) the results for the game(“Winner”/”Loser” or “Score counter”)
- 6) allow user(s) to save and resume the ongoing game
- 7) notify the user(s) who’s turn it is.

Projects Risks

“ Given the knowledge base of the group and the time constraint it may be hard for the team to design this game with different strategic setting (Easy, Medium and Hard). Also, Defining and implementing the accessibility element may turn out to be challenging.”