

Project Charter

Team 21: Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Rohan Swaroop, Khanh Quoc Tran

Problem Statement

Pandemic is a popular board game, released in 2007; while enjoyable, it has remained largely unchanged since its release, and as a result of this, it has lost some of its popularity. Recently, however, board games, Pandemic included, have experienced a resurgence in popularity. For this reason, we plan to create a modernized, more contemporary version of this classic board game that we believe will be even more entertaining.

Objectives

- Create a video game inspired by the original Pandemic board game, sharing features and design ideas
- Simplify the original game, reducing the average play time and learning curve
- Allow play by one, two, three, or four player-characters within the same game session
- Design a basic but functional user interface which allows users to visualize and interact with the game

Stakeholders

- Project Coordinator - Matthew R Ashbeck
- Project Owners - The Development Team
- Developers - Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Rohan Swaroop, Khanh Quoc Tran
- Users - Users of this application may include any party interested in playing the game, typically of age 13+

Deliverables

- An executable file developed with C++ to launch and play the game in a Windows desktop environment
- An organized command-line interface with which to interact and play the game, or a similar design utilizing a C++ GUI Library such as FLTK or SDL
- A complete and understandable ruleset by which to play the game
- A set of basic gameplay instructions accessible by the user