GAME TITLE: Undecided

**Requirements**

Functional Requirements:

* Win and lose condition
* Game must have dice
* Maintain a persistent, visible scoreboard - display user game points
* Allow 3-6 players to play at the same time
* Supports only offline multiplayer
* At the end of the game, conditions must be displayed with a message
* Game consists of two dice rolls per person
  + First roll consists of 1-10, player gains this many points
  + Second roll has many conditions:
    - **Split:** 2 players split their points 50/50
    - **Steal:** Based on points rolled, the player steals that many from another.
    - **Multiply:** Based on points rolled, the player earns 1.5x tham amount
    - **Lose Points:** Player loses the points they gained in the first roll
    - **Tax:** Take 10% of every other player’s points (rounded down)
    - **Nothing:** Simply keep the points gained in the first roll
* Game must have a disadvantaged player(s) in it (slightly rigged die)
  + Disadvantaged player is randomly assigned to a player at the beginning of the game
* Game timer to ensure continuation of game

Nonfunctional Requirements:

* Game must be visually appealing
* Can’t take more than 10 minutes to set up
* Must be entertaining to play- people should want to play the game
* Game must be maintainable and resilient
* Game should be user modifiable
  + Support different game variants made by us and other players(eventually)
* Game should have a fast response time to user selections
* Game must be robust and stable with no crashes
* Strong documentation and support for game use and play
* Game should have a tutorial to show new players how to play the game
* Keep track of statistics locally on the user’s computer. Track if the game has been completed once or not.
* Game menu should change slightly after the first game played. An ability to create new game types, as well as include a few that the designers incorporated as well.(as easy as changing various variable values such as time, win-loss point conditions. These are to be stored locally.
* Explain the theme/message involved with having a disadvantaged player at the end of the first game.