Vision Document

Introduction

In this project we aim to create a computerized version of the Focus board game, allowing for a more inclusive and convenient method of playing this beloved board game.

Problem statement

We are trying to revive an old board game to a modern computerized version making it playable anywhere from 1 to 4 human players. We need to solve some of the problems that come with playing a board game. These problems include not being able to easily save the game for later, having to have enough players present, and problems with differentiation of the colours. To solve these problems we will create a game that allows players to save the game to resume whenever they choose, by creating a save system to allow players to come and go as they please, and by creating different colour settings to help people with colour deficiencies to play the game. This will create a more open and accessible game compared to the fixed board game.

Stakeholder And key Interests

Stakeholders	Key Interests
Player	Playing the game efficiently and consistently.
Developer	Manage and expand the game.
Parents	Developing the kid's cognitive skills like problem-solving and planning.
Professor	Submission of the assignment from the developers on time with fulfilling the requirements.
Kosmos (the company that owns the game)	Protecting intellectual property.

Summary of System Features

- The system shall allow at least 1 player to play the game Focus.
- The system shall fill any open player spots with bots.
- The system shall allow the users to save the game.
- The system shall allow for the selection of difficulty levels.

- The system shall allow switching between colour modes.
- The system shall allow a new game to be played after completing.
- The system shall allow a saved game to be resumed.

Project Risks

Computer moves in the game according to the difficulty level selected could be really difficult to handle at the moment. Secondly, saving and resuming the game from a saved session.