

Introduction

Our aim in this project is to recreate the Can't Stop board game in a digital format with features like computer-controlled players, customisable game difficulty, and game saving along with a simple user interface.

Problem statement

The game Don't Stop is no longer widely available in print. Which means there is an opportunity to bring back this game to a broad audience in a simple and easy to access manner. Our game will allow users to play with up to four other players, with missing player spots being occupied by computer-controlled players. The game will also include features like save game, resume game, game difficulty, and an overall simple design such that children and people with colour vision deficiency can play without issues.

Stakeholders and Key Interests

Stakeholders	Key Interests
Player	Play and win the game, save the game, and continue later.
Children	Playing the game with their friends or against the computer for fun.
Parents	Allow their children to play the game without supervision.
Game developers	Ensure smooth operation of the program, Update the game with new features over time.
Game founder (Sid Sackson)	Positive exposure and renewed interest in his game.
Game publisher	To advertise and sell the game as a product.

Summary of System Features

- The system shall allow the addition of players.
- The system shall allow computer-controlled players.
- The system shall simulate dice rolls.
- The system shall allow selection of dice combinations.
- The system shall do player marker management and tracking.
- The system shall do score keeping and progress saving.
- The system shall do dice probability manipulation based on game difficulty.

Project Risks

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- Computer player behaviour (decision to keep rolling or end turn) requires further exploration from the team.
- Game difficulty implementation requires more planning from the team.