1. Morgan Burrows

2. wahOO

3. The project will be a game that can be played on the computer by up to 4 players (at least 2). The game is Wahoo, a marble board game where the goal is to move all four of your dice to a goal before your opponents.

4. Project requirements:

ID	Requirement	Breakdown
001	Start game	Initialize board, set players, set marbles,
002	Restart game	Reset marbles, players, board
003	Play again	(same as start game)
004	End game	Exit application
005	Choose # opponents	Instantiate # of opponents
006	Choose opponent human/computer	Instantiate opponent as human/computer
007	Bond	James Bond
008	Choose marble color	Set color for player marbles
009	Roll dice	Instantiate dice, generate random number from 1-6, return result
010	Restart game	Reset marbles, players, board
011	Play again	(same as start game)
012	Select Marble to roll for	Track individual marble locations
013	Pause game	
014	Continue game	

5. The User will see:
    a.
        i. A landing screen on startup with choices for: Start game, continue game, exit.
        ii. After starting a new game, a screen for choosing settings: marble color, #opponents, opponent type (human/computer).
        iii. Main game screen: board, turn indicator, dice, marbles, player
        iv. Pause menu: continue, exit, restart, new game
        v. Victory screen: play again, exit
    b. The interface is simple and is centered around the creation of a single instance of a game.
    c. Data will be displayed visually on the board, with roll numbers above a moving marble.
    d. Navigation is mouse based, using navigation buttons.