Vision Document

Introduction:

In this project we aim to build a game called Blokus.The blokus game we build, will allow the user to take turns playing against one or more computers. It will also allow for the manipulation of the pieces, clockwise, counter-clockwise, and inversion. The game will also record the progress, be able to save the game for later use, and determine a winner at the end of the game.

Problem Statement:

The problem with how the current game is played is that pieces will get lost, players may not know how to play or keep score properly, some may be inclined to cheat, and worst of all you cannot play against anyone if they are not in your vicinity. We aim to automate the whole scoring process, give the player the ability to connect to a network of other players or face off against the computer at varying difficulties, and walk you through the game using simple instructions/suggestions for new players. This will ensure an enjoyable experience every time.

Stakeholders & Key Interest:

Stakeholders	**Key Interest**
Players	Playing the game against computers/people
Viewers	To be able to view the game
IT Staff	To maintain the game and build upon it

User & User Level Goals:

Users	**Goals**
Players	To be able to manipulate their pieces, have their turn, select degrees of difficulty against cpu, and to have the score added up for them
Viewers	To be able to view the game without interruptions

Summary of System Features:

- The system will allow a player to face off against the computer and potentially other players.
- The system will allow for the players to rotate and manipulate their pieces
- The system will allow for varying degrees of difficulty against the computer
- The system shall provide hints for the player on their turn
- The system can disable hints
- The system will announce the winner at the end of the game
- The system will save and restart the game at a later date
- The system shall accommodate for colour vision blindness