

CAN'T STOP VISION DOCUMENTS

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Introduction:

In this project, our goal is to create the multiplayer computerized version of the **Can't Stop** board game. The game will authorize 2,3 or 4 players including a computer player to play at different difficulty levels. Users can track their game progress and resume the game at different times.

Problem Statement :

The proposed game will be a computerized version where users can play this game without a physical game. This system will provide opportunities for 2,3 or 4 players to join the game at a time including playing versus the computer. This system will check all rules are being followed and save the game to play later. The game is playable in two difficulty settings: 1) Easy and 2) hard. This game set will be provided to accommodate any color deficiency-related problems.

Stakeholders and Key Interests :

Players	Play the game of Can not stop.
Computer Player	play against the human player
Game Designer:	Managing the system and instructing players
IT Staff:	Updating new features and fixing bugs

Advertising companies:	Market the game to people.
Evaluator	Checking if the required functionality of the game are working properly.

Users & User-Level Goals:

Player	Start the game, choose the difficulty, choose how many players, choose the number of human players, choose an aid for visual deficiency, make a move, roll dies, choose the combination of dies, save game, end game, start a new game, view game progress.
Computer Player:	Choose random moves and make combinations, make legal moves, and start from the previous saved season, Stop the game.

Summary of System Features:

- The system shall allow the players to play a computerized version of the Can't Stop Game by Sid Sackson.
- The system shall allow the first player to choose the number of players allowing the user(s) to play a game involving 2, 3, or 4 players, at least one of whom must be human, the remainder to be computer players.

- The system shall allow the first player to choose the number of human players.
- The system shall allow the players to choose a difficulty: Easy or Hard.
- The system shall allow players to choose their color.
- The system shall allow the players to use aid for visual deficiency.
- The system shall allow players to roll 4 dice and choose their combination.
- The system shall allow players to make legal moves.
- The system shall allow players to save the current game session.
- The system shall allow players to load a saved game and resume playing,
- The system shall allow players to pause the game.
- The system shall allow players to move their pieces.
- The system shall allow players to reset the game or start a New Game.
- The system shall allow computer players to randomly choose a color for their piece.
- The system shall allow computer players to wait for their turn.
- The system shall allow computer players to make legal moves, roll 4 dice randomly and choose their combination.
- The system should allow computer players to keep playing from a previously saved game session.
- The system shall allow developers to modify the source code.

Project Risks:

- Implementing a 2-D game layout and 4 players join the game might be a complex system for our level of experience.
- Tracking game progress and saving progress in a collection and reloading a previously saved game might be challenging.
- Determining the level of difficulties might need more time.
- Implementing a computer move with a player might be difficult.