

Iteration 1

Introduction

In this project, we aim to create a blokus game which gives 2-4 users the ability to compete with each other or the computer, as well as, providing a UI for colour blind people to enjoy the game.

Problem Statement

Blokus is a board game that can only be played when there is more than 1 player and the progress of the game cannot be saved if a player has to step out. In this project, it's a computer software that will provide functionality for a single user to play against 2-3 computer algorithms or human users, as well as, give users the ability to save the progress they have made in the game.

Stakeholders and key Interests

Stakeholders	Key Interests
Players	Successfully play the game
Distributor	Is he a stakeholder for this project?
Network Administrator	Moderate online play and deal with abuse claims
Game Developer	Extend the game functionality and maintain the game
Instructor	Ensures the quality of the project

Summary of System features

- The system will allow the user to play the game Blokus
- The system will allow multiple difficulties
- The system will allow 2-4 players
- The system controls AI opponents
- The system can save the state of the game
- The system can change the colors for the colorblind
- The system allows for the possibility of network play

Project Risk

Creating a fully functioning and effective algorithm for the computer's turn that won't cause any issues during game time might be difficult, due to the number of variables and states that must be checked before a computer's turn.