Vision Document : Group 8

Introduction

In this project, we aim to create a digital version of **Can't Stop Game** that can be played by a mix of human and computer players, with options for computer player difficulty.

Problem Statement

Some parents are struggling to connect with their technologically inclined children and are looking for educational games to enhance their children's logical and critical thinking skills. Our system aims to bridge the gap between parents and children by providing a user-friendly platform that fosters shared interests, improves arithmetic skills, develops social skills, promotes competition, and boosts children's confidence.

Stakeholders & Key Interest

Stakeholders	**Key Interest**
Players (including Colorblind individuals)	• fun at the same time easily understandable and customizable
Parents	• having educational value and strengthening relationship with their child(ren). • A means of diverting the children's attention to allow them to complete tasks.
High Schools	• An entertaining educational activity suitable for the classroom.
Board game/Can't Stop fans	• Enjoy the game through a mobile device or computer when a physical board is unavailable. • cost saving as digital versions may be less expensive or free of charge.
Board game companies	• As more games are taken offline and re-released online, there is a decrease in the demand for physical board games, leading to a decline in their sales.
Game Websites	• Adding more content to their website leads to an increase in revenue.

Summary of System Features

- The system shall build a computerized version of the Can't Stop board game.
- The system shall allow 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 provide 2 difficulty settings for the computer players: Easy and Hard. Allow the user to save a game to resume in a later session.

- The system shall cater for users with colour vision deficiency, in a way that does not harm the gameplay and avoids stigmatizing players with colour vision deficiency.

Project Risks:

- **Difficulty settings**: Implementing different difficulty settings for computer players might be challenging, as it requires a lot of testing and balancing to ensure a good gaming experience.
- **Saving game state:** Saving the game state and allowing the user to resume a game later could be difficult to implement, especially if the game has a lot of variables and states.

- **Designing for users with colour vision deficiency**: Accommodating users with colour vision deficiency in a way that does not harm gameplay and avoids stigmatizing players with colour vision deficiency might be difficult to achieve.

- **Time constraints:** The team might have limited time to complete the project, which could make it difficult to implement all the desired features and test them thoroughly.

- **Limited knowledge or skill:** Depending on our team's abilities and knowledge, certain aspects of the project may be difficult to implement, such as the AI of the computer players or the save game functionality.