**Guess Who Game**

**Business Rules**

**Version 1.0**

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 24/1/2024 | 1.0 | First draft | Osama, Assam, AlTahir, Ramah |
|  |  |  |  |
|  |  |  |  |

**Business Rules**

**1. Introduction**

This document outlines the core business rules that define the operational, functional, and game logic boundaries for the "Guess Who Game." These rules are integral to the game design, ensuring a structured and enjoyable experience for players.

**1.1 Purpose**

The purpose of this document is to provide a clear and comprehensive set of rules that govern the gameplay, character interactions, and decision-making processes within the "Guess Who Game."

**1.2 Scope**

This documentation covers all aspects of the game mechanics, from character selection and trait assignment to the process of making guesses and determining the game outcome.

**2. Game Setup and Initialization**

BR1: Each game session must start with a randomly selected character as the target for the player to guess.

BR2: All characters in the game must possess a unique combination of traits to ensure diversity and challenge in the gameplay.

**3. Character Traits**

BR3: Characters must have predefined traits (e.g., hair color, eye size, accessories) that players can use to make guesses.

BR4: Traits must be assigned in a balanced manner to prevent any bias or predictability in the game.

**4. Gameplay Mechanics**

BR5: Players must take turns asking yes/no questions about the target character's traits to narrow down the possibilities.

BR6: Each guess or question must result in the elimination of characters that do not match the provided clues.

**5. Making Guesses**

BR7: Players are allowed to make a direct guess about the identity of the target character at any point during their turn.

BR8: A correct guess results in immediate victory for the guessing player; an incorrect guess provides an advantage to the opposing player.

**6. Game Progression**

BR9: The game continues in a turn-based fashion until a player successfully guesses the target character or all but one character have been eliminated.

BR10: The game must enforce a maximum number of turns to ensure that each session concludes in a reasonable timeframe.

**7. Game Conclusion and Scoring**

BR11: The game concludes when a player correctly guesses the target character or when there's only one character remaining.

BR12: Scoring, if applicable, should be based on the number of turns taken to guess the character correctly, with fewer turns resulting in a higher score.

**8. User Interface and Interaction**

BR13: The game must provide a clear and intuitive interface for players to interact with, including asking questions, making guesses, and viewing remaining characters.

BR14: Feedback on the legality and outcome of each guess or question must be provided promptly to ensure smooth gameplay.