Beat the Storm:

Created by: Shmiel Minz.

Overview:

This documentation describes the software requirements for the new game called Beat the Storm. Which is a game similar to Snakes and ladders, where you challenge yourself against your friend or the computer, who will beat the storm of technology first, and get first to 50 שערי קדושה, or who will fail to fight the storm, and drop to below 50 שערי טומאה.

The Game:

Players:

Modes:

How to play:

The Start:

The game starts with all players in middle spot, there are 50 spots up, and 50 spots down, you pick the card, as specified in Modes.

Once you get the card and move up or down, you need to take care not to get caught in the Storm, and not to drop to -50, and to move up to +50.

The Winner or Looser:

Once a player reaches +50, the player takes one more turn, and if player gets a plus turn, that player is the Winner.

And same is for looser, if a player gets to -50, the player takes one more turn, and if player gets another minus turn, that player is the Looser.

Software implementation:

UI Elements:

The software will represent a board like below:

- A label for status of game.
- A set of radio buttons to choose players.
- A set of radio buttons to choose mode.
- A start button.
- The board:
  - A set of 50 spots, to represent the upper part.
  - The middle spot. Starting point.
  - A set of 50 spots, to represent the lower part.