# Pixentration: A Silverlight Concentration Game by Vandelay Industries

## Scope Statement

Pixentration will be a Silverlight application that uses pictures from a folder on the player’s computer as the pieces in a memory game.

Software boundaries are listed in the following table.

### Software Boundaries

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| --- | --- |
| **Platform** | The game will be an “out-of-browser” (OOB) Silverlight application. Consequently, an installer will be required. OOB Silverlight programs can only be run on Microsoft Windows operating systems. |
| **Players** | Game play will be limited to one human player. |
| **Programming Languages** | * C# * XAML |
| **Tools** | * Microsoft Visual Studio Professional 2010 * Microsoft Expression Studio 4 |
| **Software Interactions** | The application must interact with the file system of the user’s PC. |
| **User Interface** | Graphical |