Vision Document

In this project we aim to build a classic board game known as 'Malefiz'. An user will play

against 3 computer players, where each of them will have a turn to roll a die and move up the

board. Each player will have set amount of tokens and will be given a chance to choose

barricades to prevent other players to move up, upon landing on the barricade.

Problem Statement:

We are improving the game by adding couple of new features, making it more convenient for

users:

1. Users will be able to save the game, where left of, and resume at a later session.

2. Users with color vision deficiency will also be able to play the game.

3. The game will be available to be played on different platforms.

Stakeholders and interests:

Stakeholders	Key Interests
Players	Playing the game
IT Staff	Maintenance of system, updating the game, making the game as convenient as possible

Users and User-Level Goals:

User	Goals
Players	Play Game, Start New Game, Save Game, Resume Game, Color Vision Deficiency Mode, Choosing board type, Changing Difficulty Level, Choosing number of players, quitting the game.

Summary of System Features:

- The game shall provide a menu and game instructions.

- The game shall allow the users to save the game and resume it later.

- The game shall allow players with Color Vision Deficiency to play.

- The game shall allow users to change difficulty level.

- The game shall allow users to set and change username.

- The game shall allow users to change the theme of the game.

- The system shall provide hints to the user as where to move.

Project Risks:

- Not being able to recover a saved game.

- Not being able to provide the exact functionality for color vision deficient players, since there are more than one form of color blindness.