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SDEV265  
  
Team 3 - Checkers Project **Introduction**

The program is a game of checkers that you can play with someone locally or with a bot. The program will have the board and pieces one would expect from a checkers game. We have set out a small, but achievable scope given the timeframe.

**User Requirements Definition**  
  
We plan on implementing a playable game of checkers with either another person on the same system locally, or with a bot of three varying difficulty levels. The difficulty levels would follow the expected options: “Easy”, “Normal”, and “Hard”. It will be everything you would expect out of a physical game on checkers; excepting that there is going to be a score tracker on the side so you can quickly reference your score.   
  
Also, while this isn’t a requirement, we are toying with the idea of adding sound effects and a soundtrack if we have the time to do so.

**System Architecture**  
  
The program is procedurally coded as it’s a mid sized project and the task it’s trying to do is fairly simple and any code reusability needs can be done through functions. We might redesign the code later on to be object oriented if it becomes cumbersome, but it should work well being procedurally built.

**System Evolution**  
  
We’re following a Waterfall-Agile hybrid design as Waterfall tends to be too rigid and we want some flexibility in refining the project. Following a Waterfall-Agile hybrid process gives us the level of flexibility we need.  
  
We’re aiming for the core project to be done the week before or of Thanksgiving as that gives 2 weeks of fine tuning the project and removing bugs.

**Appendices**  
  
The program will be coded with Visual Studio, and it should be able to be run on any modern PC or laptop. Python is the language we’re coding with.