Team 3 Requirements Document

Needs:

1. Software currently has command line interaction
2. Players are forced to do tasks in a set order when they should be allowed to choose
3. UI is unintuitive and does not convey player information
4. Robber is non functional
5. Game only allows the same player to win

Features:

1. Automatically gives resources to player based on dice roll
2. Clickable GUI to interact with
3. Allows custom colors for users
4. Displays icons to quickly identify resources
5. Allows users to set names
6. Allow users to click on the game board to place roads and structures
7. Allow users to set custom colors
8. Allow users to play alone with a computer player
9. Controllable robber

Functional Requirements:

1. System allows user to roll dice and appropriately updates the user's resource count if the user owns a structure next to the appropriate hex
2. System allows users to click on hex intersections on the game board to place structures
3. System allows users to click on hex intersections on the game board to place roads
4. System displays name, resource count, and victory points of each player during the game and updates when these statistics are updated
5. System displays each player's dice roll during each turn
6. System displays icons on the game board to represent resources and structures
7. System allows users to set their name at the beginning of the game
8. System allows users to set a custom player color at the beginning of the game
9. System allows users to choose a number of computer players to play the game

Nonfunctional Requirements:

1. The software uses Java
2. The software runs on Windows computers