

# **Vision Document**

## **INTRODUCTION**

In this project we look to create an emulation of the Ricochet Robot board game. Our game will allow at least one player(user) to enter the game with computerised opponents which makes up the requirement of 4 players. The emulation aims to preserve as well as getting more players to familiarize themselves with the game, given that the actual board game is a thing of scarcity in the real world.

## **PROBLEM STATEMENT**

Given the history of the board game, the rules provided are clear but not easily understandable. Most players who read through the manual will then opt to watch a video briefly explaining the rules and regulations regarding the game. Furthermore, one small misstep may lead to a long-winded loop before the player can end the game. Hence, our emulation ensures that the players have the option to start the game with either the “Easy” or “Hard” level. This helps with players who have never played this game, giving them an easier entry to the game. Moreover, the player(s) can further acquaint themselves with the nuances of the game by playing a few rounds of Ricochet Robot with the computerised opponents. With its interactive nature, this emulation will hope to attract player(s) to seek for the actual board game and prevent the board game from becoming a thing in the past.

## **STAKEHOLDER AND KEY INTERESTS**

<b>STAKEHOLDERS</b>	<b>KEY INTEREST</b>
Players	Familiarise themselves with the game
Project team members	Help develop the emulation of the game
Future players	Adopt the game based on the result of the first players
Ricochet Robot developer	Resurgence of the game upon the release of the emulation

## **USERS & USERS LEVEL GOALS**

<b>USER</b>	<b>GOALS</b>
Players	<ul style="list-style-type: none"><li>- Join the game</li><li>- Play the game</li><li>- Know the rules of the game</li><li>- Improve their knowledge of the game</li><li>- Get better at the game</li><li>- Think strategically</li></ul>

## **SUMMARY OF PROJECT FEATURE**

- This project features level difficulty
- This project features accessibility for player(s) with visual deficiency (Color blindness)
- This project features computerised opponents
- This project allow player(s) to save the game and resume at a later date or time
- This project features a help function which provides hints as to which first step to take

## **PROJECT RISKS**

Correctly predict the least steps needed for the Robot token to reach its destination may be a blocking path in the project as the nature of the game suggests an endless possibility for the token to reach its intended piece. Furthermore, the rules of the game are at times confusing and might be too much information for the player(s) to keep up. Due to the amount of rules and regulations of the game, the project team member might overlook some of the smaller details (Robot tokens are allowed to pass through diagonal walls of the same color but reflects on different colored walls) during the development of the game. Each player gets the chance to bid on the steps needed to reach the target piece. This may raise some gametime issues as each player gets the chance to demonstrate their path to the target piece and may prolong the duration of the game. Furthermore, the game might be lengthen further as players are allowed to run through the sand timer twice if the variant proved to be too complicated or difficult.