

Iteration – 1
STAKEHOLDERS AND INTERESTS,
ACTORS AND GOALS

Responsibility: Owen Combden.

<u>STAKEHOLDERS</u>	<u>KEY INTERESTS</u>
Client - Professor Mark Hatcher	<p>Receiving a single-machine digital version of Quoridor board-game that tightly adheres to the original game rules, in a format that is well-designed and intuitive to use.</p> <p>Design Note: Application is requested to run on one machine, but the Client may eventually wish to expand project to include network play with humans/AI on other machines.</p>
Group 8 Members (Zach, Riya, Lau, Jonathan, and Owen).	Building and delivering a top-notch version of the Quoridor game within given time constraints.

<u>ACTORS</u>	<u>GOALS</u>
Player(Human or AI)	<p>Play a simple game against three other opponents who may be human or computer-controlled.</p> <p>Move across the board in order to reach other side. Impede opposing player's progress by placing walls in opponents path. Comply with standard game rules.</p> <p>Achieve victory by being the first of four players to reach the opposite row.</p> <p>Save the game at anytime during play and resume at a later time if desired. This one is for human players only, obviously!</p>