Introduction

In this project we aim to develop a game called Quoridor that can allow 1 to 4 human players to play against each other or AI to entertain the users and create a wholesome experience.

Problem Statement

In the current geopolitical climate people are spending more time inside isolating themselves from each other to help curb the spread of this pandemic. While people are inside and are looking for things to do. We aim to provide a simple and fun to help pass the time ether by themselves or with their family.

Summary of system features

- The game shall allow 1 to 4 players to play.
- The game shall allow up to 3 players be replaced by ai or by people.
- The game shall allow the user to turn on a color-blind mode that will change the colors of the board to help the visually impaired.
- Ai will have 2 difficulty settings (easy and hard)
- The game will allow the player to save the game and return to it later.
- The game shall allow for future expiation to a networked version

Risks

- Programing the AI is something that is going to be particularly difficult because of our groups lack of experience in AI. Allowing for two different difficulties and allowing the player to swap between the two difficulties will be a challenge for our group
- Saving and loading games can be something that may pose a challenge because we don't have any knowledge of saving or loading games.