

Introduction

In this project we aim to develop a computerized version of an existing game called Quoridor. It allows 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 either by themselves or with their family.

Summary of system features

- The game shall allow (only) 4 players to play, one of which must be human.
- Any non-human players will be operated by computer AI.
- 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 possible future expansion to a networked version

Risks

- Programming the AI is something that is going to be particularly difficult because of our group's 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.