

Criterion A: Planning

Defining the Problem

The client wants to create a solution that would allow players to learn how to play their board game. In addition, they desire for the players to be able to start learning strategies.

After consulting with them, I suggested creating a computer version of the board game that would be a virtual replica. In this computer version of the game, all of the processes that don't require the players attention, such as rolling the dice and assigning the hits during combat, will be automatically completed. In addition, actions that violate the rules will not be allowed to take place.

Rationale for the Proposed Solution

The client wants to create a standalone application for this project because it is easy to use on multiple different devices while still only allowing customers to access the software. The software solution will allow the client's board game to be played on the computer. Many strategy board games are difficult to learn and master the rules. In addition, completing many actions without player input slow the game and take some of the fun out of the game. Having a computer version can help guide new players and help them learn the rules. In allowing for the application to automatically complete actions that do not require input and not allow the users to complete actions that will violate the rules will allow for the players to learn and play the game faster as well as making the experience more enjoyable.

Success Criteria

1. Application allows for the complete board game to be played.
2. Application allows for 2 - 4 players (just like the board game).
3. Application allows for user input to make needed decisions.
4. Application prohibits actions that violate the rules.
5. Application automatically completes tasks that do not require user input.