

Scope Statement

Project Name: Settlers of Catan
Department: Computer Science
Date: 2/12/2011

Prepared By

Document Owners	Project/Organization Role
Ryan Blackman	Team Member
Chris Curtis	Team Member
Daniel Stauffer	Team Member

Project Deliverables

A working Settlers of Catan game written in Java.

Project Objective

With this project we will seek to build a game modeled after the board game Settlers of Catan. The game should have an interactive graphical user interface. It should also be capable of playing games over a network using a peer-to-peer connection.

Assumptions/Limitations

This project will not have an AI player or any type of one player mode unless all other requirements for the project have been met.