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1 Introduction

1.1 Purpose

The purpose of this document is to help the development team effectively produce a high-quality product, the virtual card game "Illuminati Deluxe". It focuses on the capabilities needed by the stakeholders, clients, testing users and the target users. With proper planning and management, the product is aim to be shipped in 3 months or less.

1.2 Scope

This Vision Document applies to the virtual card game "Illuminati Deluxe", which will be developed by Team Deluxe. Team Deluxe will develop Illuminati Deluxe to be compatible with the Windows platform. Illuminati Deluxe plays an important role as the best Christmas gift for many card games fervent. It is the world's first free to play Illuminati card game online. With the support of online multiplayers, we are helping the card game community to bond closer than ever before.

1.3 Definitions, Acronyms, and Abbreviations

- Illuminati Deluxe – Online version of *Illuminati* by Team Deluxe
- *Illuminati* – Card game by Steven Jackson

1.4 References

1. IBM Rational – Vision Document Template

2 Positioning

2.1 Business Opportunity

The standalone card game *Illuminati* is one of many amazing games created by Steven Jackson. The community has an overwhelmingly enormous number of players all over the world, locally playing this standalone card game with friends. As technology advances, this game could be connected to the internet as many assumes. However, there is rarely any online simulator of this beloved game was found on the internet.

This is the window of opportunity to offer a new system to the public. In particular, team Deluxe aims to pioneer such system in this highly flourish market. Illuminati Deluxe would bring a new generation of *Illuminati.* A new wave of excitements.

2.2 Problem#Statement

The problem of	Lack of online simulator for *Illuminati.*
affects	An enormous number of online gamers.
the impact of which is	Decrease in popularity of *Illuminati.*
a successful solution would be	A cross platform application, free to play, and support multiplayer online version of *Illuminati.*

2.3 Product Position Statement

For	online gamers and *Illuminati* owners.
Who	have difficulty finding friends to play this game
Illuminati Deluxe	is a software application
Illuminati Deluxe	provides free to play, cross platform accessibility, pretty user interface, and friendly user experience.
Unlike	currently none available system for the public.
Our product	Is going to change the world.

3 Stakeholder and User Descriptions

3.1 Market Demographics

Freemium is the new trend to offer free trial of the basic version of this game. With paid version, users can unlock more features of the game. We could take Pokemon Go and Super Mario Run, these two-mobile applications launched in the recent year. Super Mario Run was a $9.99 pay to download game on the app store but did not receive an expected market feedback from the consumers. While on the other hand, Pokemon Go, a freemium app available on app store and google play, is doing exceptionally well. Matter of fact, it costed a wave of controversy for weeks.

The target market segment includes online gamers, defined as anyone who involves playing computer games. We planned to offer the freemium strategy to secure a financial income. Illuminati Deluxe offers a forever free version with limited decks. Users can pay to unlock for full card deck.

3.2 Stakeholder Summary

Name	Description	Responsibilities
Requirements Engineers	This stakeholder works with customers and stakeholders to translate needs into requirements.	Specifies domain, non-functional, and functional requirements. Refines requirements as needed.
Software Architect	This stakeholder is a primary lead in the development of the Illuminati Deluxe.	Responsible for overall architecture of the system, and guides overall design and implementation of system.
Project Manager	This stakeholder leads development of the Illuminati Deluxe.	Plans, manages, communicate and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused.

3.3 User Summary

Name	Description	Responsibilities	Stakeholder
Online gamers	Primary End user of the system	- Play the game for enjoyment - Play the game for ranking - Play the game for childhood memories - Play the game for boredom	Self

3.4 User Environment

1. Illuminati Deluxe will be used by gamers, regardless of age as defined below:
   a. Someone who plays video games as a hobby
   b. Someone who plays video games as a profession
2. Illuminati Deluxe should be available to play in the following location:
   a. In a home
   b. In a PC café
   c. Anywhere has access to internet
3. The game can be start with 4-6 online players. (Future adjustment will be added)
4. The average game cycle takes about 45 minutes. (Each game play varies)
5. Users can install on Windows platform. (Can be adjust installation on macOS)

3.5 Stakeholder Profiles

Online gamers

Description	A person who play online computer games.
Type	This is a casual user who have experience playing games online.
Success Criteria	The success is defined as the customers continuing to use our system.
Involvement	We will have sample customers to evaluate our system which will guide our vision.
Deliverables	None
Comments / Issues	None

3.6 User Profiles

See Previous Section

3.7 Key Stakeholder or User Needs

Need	Priority	Concerns	Current Solution	Proposed Solutions
Accessible	High	Traditional card game limits the reach from users to user.	See proposed	Free to download on the internet. Connect players all over The world.

3.8 Alternatives and Competition

Competition: Groups in CSULB CECS 343, 2017

4 Product overview

4.1 **Product perspective:** Our Illuminati Game will be a game which one can download and install on their desktop or laptop. Once installed and ready to play, one will need internet access to play the game since it will use a database (that we create) from firebase.google.com. This database will contain profiles of anyone who plays the game and, in turn, will let these players interact with each other in different game rooms (or channels).

4.2 **Summary of capabilities:**

Customer benefit	Supporting features
Customers will be able to enjoy online interaction with other customers.	Our program will link to a database online at firebase.google.com while the customer is playing. While in the game, customers can choose to play in different game rooms. Customers will also be able to chat with one another.
Interactive user interface (UI) will make it easy for customers to navigate in game.	We will be using GUIs to make the game more appealing to the customer. Example: Cards will enlarge when hovering over them with the mouse.
Customers will be able to notify one of our techs about a complaint or of a glitch that occurred. Their message will be replied to in a timely manner.	There will be an option for the customer to create a message to a tech person. Once they send their message, one of our techs will be able to assess the problem, try to fix it to the best of their ability, and reply to the customer with a solution to their problem. Example: We can easily ban players by changing properties in their profile that would render them unable to play the game online with other players, or something to that extent.

4.3 **Assumptions and dependencies:**

Assumptions	Features affected
Only our engineering team and our primary customer (Anthony Giacalone) will have access to this product (until we exit our preliminary testing stages).	The capacity of our database.
We will always have access to our database.	Customer profile creation and storage. Customer game chat.
Our game will be compatible with Windows.	Ability to play the game on a specific OS.

4.4 **Cost and pricing:**

Goods	Cost
Game Development	approx. $3,000 ($100 per engineer for 3 engineers per day for 10 weeks)
CDs (approx. 50)	$20
Packaging (for 50 CDs)	$1000 ($20 per disc)
Total Cost	approx. $4,020

4.5 Licensing and installation:

We will need to support serializing, password security, or network licensing to our customers in order to keep track of whether or not they have the right to play our game and protect their profile from being hacked.

5 Product Features

5.1 Feature 1: Interactive user interface – We need to implement action-reaction cases for our GUIs to interact with the user and to make them feel good when playing the game.

5.2 Feature 2: Customer profiles – We need to have our database create a user profile for the customer with necessary attributes in order to play online with other users.

5.3 Feature 3: Game rooms – We need to make game rooms for the users, so they can choose who they want to play with (by friends, experience, table size, etc.).

5.4 Feature 4: Game chat – We need to allow users to communicate, in order to enhance their in-game experience, and at the same time, restrict certain language to keep the interaction positive.

5.5 Feature 5: Complaint box – This is important, because we need to know if our game is meeting our customers' expectations, and if not, what we need to do in order to make our game better for them.

6 Constraints

Our product is really only dependent on a couple things: 1) the accessibility to our online database through firebase.google.com, and its capacity; and 2) our program's compatibility with Windows OS.

7.) The product is intended to be a database type and can accept not more than 6 people per server game. The server is free, thus has no guarantee of connection to be efficient. PC, laptops, smartphones, and iOSs will be able to play Illuminati Deluxe on its own browser.

8.) The main feature of the game is to provide easy access to all platform, such as Mac OS, Windows, or Linux, therefore Illuminati Deluxe will be a browser application. Priority, we focus on functionality of the game, such as the flow and the stability of the game. Graphics are addon and will not be priority of this game.

9 Other product requirements

9.1) Legal and regulatory standards (FDA, UCC)

Communications standards (TCP/IP, ISDN)

Platform compliance standards (Windows, UNIX, and so on)

9.2) Mac OS, Windows 7 or above, Any Linux version/ 3 GB Storage/ 1 GB RAM or above/ Intel HD Graphic or above/ 1.5 Mbps speed internet,

9.3) Users must have an Internet connect in order to play Illuminati Deluxe. 1.5 Mbps internet speed is recommended but anything above will not increase the game experience. The Illuminati Deluxe uses database to stores all the actions of the players and synchronize with other players in real time. High volume of users may or may not affects the bandwidth between our server and users' connection

9.4) The use condition of Illuminati Deluxe requires users' identification such as name, email, date of birth, and location to make an Illuminati Deluxe profile. Users will not be able to play Illuminati Deluxe if he or she does not have an account.

10 Documentation Requirements

10.1 Release notes, read me file

Will be available

10.2 Online Help

Not specify

10.3 Installation guides

Will be available

10.4 Labeling and packaging

Not specify

11: Appendix 1 - Feature attributes

Not specify