

# Vision Document: Clue-Less

## 1. Introduction

### 1.1 Purpose

The purpose of this document is to present a detailed description of Clue-Less, a simplified version of the classic board game Clue. This will cover the objectives, stakeholders, and an overview of the features to be incorporated in the product.

### 1.2 Scope

The scope of this document is confined to presenting a vision for the Clue-Less game from a product development perspective, highlighting its objectives, stakeholders, and key features.

### 1.3 Definitions, Acronyms & Abbreviations

- Clue-Less: A simplified version of the classic board game Clue.
- GUI: Graphical User Interface.
- JHU: Johns Hopkins University.
- Suggestion: In the context of the game, it refers to proposing a combination of character and weapon as a possible solution to the mystery.
- Accusation: Making a definite claim or assertion, often in the context of identifying the culprit, room, and weapon in the game.
- Inactive characters: Characters that are not currently involved in the game or have not been moved to a room by someone making a suggestion.
- Secret Passage: A path used to get from a corner room to a diagonally opposite room.
- Hallway: A narrow passage in a building that connects different rooms.
- Starter squares: Designated squares on the game board where the characters initially begin the game.

## 2. Positioning

### 2.1 Business Opportunity

In today's digital age, with the resurgence of classic board games and the ever-growing trend towards online gaming, there exists a significant opportunity. By digitizing traditional games, we can tap into this market, offering users an accessible and enhanced gaming experience right from the comfort of their devices.

## 2.2 Problem Statement

- **Physical Limitations:** Traditional board games, like Clue, require a physical presence, making it challenging for friends or families separated by distance to enjoy a game together. This geographical constraint limits the frequency and spontaneity of gameplay.
- **Setup and Cleanup Time:** Setting up the board, organizing cards, and distributing game pieces can be time-consuming. Once the game concludes, packing everything meticulously to ensure no pieces are lost is another chore.
- **Game Interruptions:** Physical board games are susceptible to interruptions—spilled drinks, a gust of wind, or an accidental nudge can disrupt the game, potentially ruining the gaming experience.
- **Manual Note-taking:** Players need to keep track of their deductions manually, which can be cumbersome and error-prone. This traditional method lacks efficiency and could potentially lead to game disputes.
- **Lack of Accessibility for Newcomers:** Board games have a learning curve, and without an automated tutorial or guidance system, newcomers might find it daunting to join and enjoy the game.
- **Inability to Review Past Games:** In traditional setups, once a game concludes, there's no way to revisit or analyze past games. This makes it difficult for players to learn from their strategies or reminisce about memorable games. A digital solution could maintain a record of past games, allowing players to reflect on their strategies, learn from their mistakes, and even showcase their victories.
- **Cost Barriers:** Traditional board games come with a cost, typically around \$20, which might deter many potential players. While there's a one-time purchase cost, wear and tear, loss of pieces, or the desire for updated versions can lead to additional expenses. A digital version, like Clue-Less, not only provides a more durable and updatable gaming experience but also can be offered at a fraction of the cost, making it more accessible to a wider audience.

Transitioning to a digital platform, like Clue-Less, can potentially address these challenges, offering an enhanced, hassle-free, and more inclusive gaming experience.

## 2.3 Product Position Statement

For the modern board game lover and digital gamer, Clue-Less promises a transformative experience that fuses the charm and challenge of classic board games with the ease and sophistication of digital gaming. Enriched with automatic in-game note-taking and game history tracking, Clue-Less revolutionizes traditional gameplay, making it more immersive, streamlined, and memorable.

## **3. Stakeholder & User Descriptions**

### **3.1 Market Demographics and User Summary**

- Age: Appeals to young teens to adults (13-54 years), with nostalgia factors for older demographics.
- Gender: Designed with themes that could resonate across all genders, such as teenage life, fashion, and relationships.
- Interests: Targets board game enthusiasts, mystery fans, and 90's pop culture aficionados.
- Geography: Primarily North America and parts of Europe due to cultural relatability and a strong board game culture, but there might be interest in other regions as well.
- Socioeconomic: Attracts middle to upper-middle-class consumers with leisure spending capacity.

### **3.2 Stakeholder Summary**

- Students (Project Team - GGRZ): The individuals or groups directly responsible for designing the game, its mechanics, and its narrative as part of their academic requirement. Specifically, the team comprises Bohan Zhang, Jacob Garn, Fabricio Sanchez, and Onur Guvener.
- Faculty & Advisors: University professors, instructors, or mentors guiding the project. Specifically, guidance is provided by Joseph Demasco.
- Peers & Playtesters: Other students or individuals might play the game to provide feedback, ensuring the final product meets academic standards and is enjoyable.

### **3.3 User Environment**

Clue-Less is tailored for modern web browsers, covering devices from desktops and laptops to tablets and smartphones. Upon entering the platform, users encounter a start menu where they can initiate or join games. A

minimum of three participants is required for gameplay. As sessions commence, players take turns in a clockwise manner, with clear directives for each move, ensuring an engaging and intuitive experience across the digital board.

### **3.4 Key Stakeholder Goals/Needs**

#### ☐ Students (Project Team - GGRZ):

Goals: Successfully develop a game that meets the project requirements, demonstrates their understanding of the subject, and showcases their creativity and skills.

Needs: Clear guidelines, access to necessary tools/resources, constructive feedback, and adequate time for development and refinement.

#### ☐ Faculty & Advisors (Joseph Demasco):

Goals: Ensure that students grasp the course content, apply their knowledge correctly, and deliver a game that aligns with academic standards.

Needs: Mechanisms for tracking student progress, platforms to provide feedback, and criteria for evaluating the game's quality and the students' understanding.

#### ☐ Peers & Playtesters:

Goals: Engage with a functional and enjoyable game, while also providing valuable feedback to help their peers improve the project.

Needs: An intuitive user interface, clear instructions on gameplay mechanics, and a channel to report feedback or issues.

### **3.5 User Goals/Needs**

#### ☐ Engagement & Entertainment:

Goals: Users seek an enjoyable and captivating gaming experience.

Needs: Intuitive game mechanics, engaging storyline, and stimulating challenges that maintain their interest.

#### ☐ Accessibility & Compatibility:

Goals: Users want to play the game without any technological barriers or limitations.

Needs: Seamless gameplay across different devices (desktop, laptop, tablet, smartphone), compatibility with various web browsers, and minimal load times.

- Learning Curve & Usability:

Goals: Users aim to understand and play the game without unnecessary complications.

Needs: Clear instructions or tutorials, user-friendly interface, and feedback mechanisms within the game (e.g., hints, progress indicators).

## 4. Product Overview

For Clueless, our vision is to reinvent the classic board game Clue, bringing it into the digital age with a streamlined, accessible, and highly engaging online experience. We aim to deliver a web browser application that enables users to connect and play together seamlessly across multiple devices. Our goal is to provide an interactive graphical user interface (GUI) that not only simplifies the complex Clue game mechanics but also enhances the experience, keeping players informed in an aesthetic manner. Clue-Less will not just be a digital adaptation but a transformation that reimagines how people experience this beloved game. It's about combining the nostalgia of Clue with modern technology, making it more accessible and entertaining than ever before. We believe that by doing so, we'll introduce a new generation to the joy of Clue while offering existing fans a fresh and exciting way to enjoy a timeless classic.

## 5. Product Features

### 5.1 System Features

- Start Web Application
- Choose to create or join a game.
- Play Clue-Less synchronously.
- End Game and Provide Summary of Game

### 5.2 Communication Features

- Synchronous Online Connection
- Support 2-6 users
- Multi-Device Compatibility
- Notifications based on game state changes.

### 5.3 Application Features

- 3x3 Room Grid: A simplified board layout.
- Streamlined Movement: Without dice rolls.
- Interactive GUI: Facilitating easy gameplay.
- Note Sheet: Allowing for tracking clues.

## 6. Constraints

- **Development Time:** Limited time for complete product development.
- **Technology Limitations:** Potential challenges in ensuring seamless performance across all devices.
- **Licensing of Original Content:** The original board game Clue® is protected by intellectual property rights. Any adaptation, even if it is a simplified version like Clue-Less, must ensure not to infringe on these rights. Proper licensing or permission may be required to use names, characters, design elements, and other proprietary aspects of the original game.