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CSCI 4600
Vision Document

1: Introduction

1.1 Purpose

The purpose of this document is to outline our product which in this case is a multi gaming platform that can play a multitude of games. This document will outline things such as features of the games and program, while also expressing some of the capabilities and constraints on going forward with this project.

1.2 Scope

The project will be developed using tools such as microsoft visual studio and will be using wpf forms to show the application to the user.

2: Positioning

2.1 Business opportunity

There is a ton of business opportunity in terms of the commercial world for this project. This project will feature a multitude of games that can then be commercialized and sold for a price. This project can also be improved over time to include more games and features that can also create new and a wide variety of business opportunities. Our product proposes a solution to the lack of entertainment in which a consumer might endure in this day in age. Our software will produce a wide variety of games, where the consumer can enjoy. The games are very different which can create a wide range of experiences that the consumer can achieve. This will all be under one platform as well to give the end user easier functionality so they would not have to switch and find different programs and can instead just launch this singular program to play one of the three games in which we have developed.

2.2 Problem statement

The problem of	individuals that are looking for more ways to be entertained which
affects	anyone that needs a new form of entertainment, which could be experienced video game players to people who would rarely or have never played games before.
The impact of the problem is	that people can develop different forms of illnesses such as depression if they do not have a lot of things that they may not enjoy or do not have a lot of time to do things that they do enjoy.
A successful solution would include	The consumer enjoys their time playing simple games that can help them solve a multitude of their problems and entertain them for short or long

	periods of time.
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3: Stakeholder and user descriptions

3.2 Stakeholder Summary

Stakeholder's Name	Stakeholder's Skills
Chris Adamson	UI Development, Public Relations
James Davis	Core Programmer, Business Management, Hardware Building
Ashton Austin	Graphic designer

3.3 User Summary

For anyone to have a centralized place to play games that are listed. Users can be both experienced or not experienced to be able to use the software.

4: Product Overview

4.1 Product perspective

This product is similar to those of other gaming application platforms that are out there. The user's environment will be within a window with the capability to return back to different windows and switch to different games.

4.2 Summary of capabilities

The product will provide an assortment of capabilities not limited to users being able to play a diverse set of games, being able to access many different features that will be discussed later on in the document.

4.3 Assumptions and dependencies

This product is dependent on the windows operating system, and wpf forms. It is assumed that the user has basic knowledge on how to get around the windows operating system, and that they know how to use basic operations.

5: Product features (should be at least 10 distinct features)

5.1: Launch screen that has the capabilities to switch between multiple games and give the user an interface that is easy to navigate.

5.2: A game that resembles tic tac toe that the user can play against a friend. Graphically it will be simple and easy for the user to navigate, and have a lot of casual or competitive games against friends and family. To play the game you must place three pieces in a row, on a small grid of three by three. The first individual to do this wins the game.

5.3: A game that resembles that of connect four where the goal of the game is to “connect” four pieces in a row on a grid. You must drop a piece from the top and alternate with an opponent. To win the game you must connect 4 pieces in a row before your opponent.

5.4: A game that is called “RPG Maze” which consists of a simple maze game where you have to go through and find items to gain experience fighting things.

5.5: A scoreboard that can show scores for the various games. This scoreboard will be saved on a text document that is saved on the users system that can be used to keep track of the users scores on their system, and are able to see and look back on the scores of previous users.

5.6: A help button that is able to describe and show the user the controls and how to play and win the game that they are playing.

5.7: A back button that the user is able to use so they can go back to the launch screen where they can choose to play a different game, look at the scoreboards, or exit the application.

5.8: Customizable user interface. This includes but is not limited to changing the colors of different icons, to changing the size of text so the user can see the game or screen better.

5.9: In some instances of some games there will be a pause feature where the user can pause the game and go on to do something else and come back and unpause it.

5.10: A feature to add more games designed by us or even outside locally on the system.

6: Constraints

Some of the constraints are that our development of our product is that it might be too “big” for the allotted time that we have to create the project. This project includes 4 different wpf forms, and 3 of those forms being full fledged games (some simple, some complex). Inexperience also comes into play in terms of this project as some of the team members only have a few years at most coding and very limited graphical user interface experience. This could cause issues in terms of time when developing the project which could alter the final product of the project.

9: Other product requirements

The hardware that is being used must be the microsoft windows operating system. The computer must be able to run simple programs to be able to handle the requirements of the application. Some

features in the application are more enjoyable if you have more than one individual using the application with you.