Product Vision (draft version)

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CodeFox

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Product vision

The product vision provides with the main guidelines which we strive to adhere to throughout the project. It represents the core of our perception on the product we will deliver during this project.

Target customer

We view the company Tygron as our client for this product. Tygron is the provider of 'Tygron Engine' which is a serious game used for online 3D project planning for urban communities. This game is multiplayer and requires several players to plan, negotiate and make decisions within an urban community.

Customer needs

Our client request players to be replaced by computer driven virtual humans. The virtual humans should interact within a predefined environment, which therefore has to be constructed as well. A virtual human should be able to successfully interact with human players and other virtual humans by manufacturing and proposing feasible plans and accepting or declining proposed requests.

Product competitors

Our product will be used to replace the existing need for real humans to play in Tygron Engine. It can be time consuming, expensive and unfeasible to get humans to simulate an urban community. With our product however these simulations can be remotely initiated and played, doing that requires almost no human interaction. Besides that it is also possible to use our product to create and play multiple playing sessions simultaneously which is not feasible with real humans.

Timeframe and budget

For the entire development of the product ten weeks are dedicated. The team has been provided with a framework to develop our virtual human which is, in this case, GOAL. To connect the virtual humans to Tygron Engine a specific connector is proved as well. Besides the given tools there is no additional budget available.