

**MiniGlory  
Vision Document**

**Version 1.0**

|                        |                  |
|------------------------|------------------|
| <b>Mini Glory</b>      | Version: 1.0     |
| Vision (Small Project) | Date: 10/11/2022 |

## Revision History

| Date       | Version | Description                       | Author            |
|------------|---------|-----------------------------------|-------------------|
| 06/10/2022 | 0.1     | Works on section 3, 5, 7          | Nguyễn Đức Thế Ân |
| 08/10/2022 | 0.2     | Work on section 1, 2, 4           | Nguyễn Trung Tín  |
| 10/10/2022 | 1.0     | Finalized document for submission | Liêu Gia Hạo      |

|                        |                  |
|------------------------|------------------|
| <b>Mini Glory</b>      | Version: 1.0     |
| Vision (Small Project) | Date: 10/11/2022 |

## Table of Contents

|     |  |   |
|-----|--|---|
| 1.  | Introduction                             | 4 |
| 1.1 | Purpose                                  | 4 |
| 1.2 | Scope                                    | 4 |
| 1.3 | References                               | 4 |
| 2.  | Positioning                              | 4 |
| 2.1 | Problem Statement                        | 4 |
| 2.2 | Product Position Statement               | 4 |
| 3.  | Stakeholder and User Descriptions        | 4 |
| 3.1 | Stakeholder Summary                      | 4 |
| 3.2 | User Summary                             | 5 |
| 3.3 | User Environment                         | 5 |
| 3.4 | Summary of Key Stakeholder or User Needs | 5 |
| 3.5 | Alternatives and Competition             | 5 |
| 4.  | Product Overview                         | 5 |
| 4.1 | Product Perspective:                     | 6 |
| 4.2 | Assumptions and Dependencies:            | 6 |
| 5.  | Product Features                         | 6 |
| 6.  | Non-Functional Requirements              | 6 |

|                        |                  |
|------------------------|------------------|
| <b>Mini Glory</b>      | Version: 1.0     |
| Vision (Small Project) | Date: 10/11/2022 |

## Vision (Small Project)

### 1. Introduction

#### 1.1 Purpose

The purpose of this document is to define the functions, ways to play Mini Glory for players. Furthermore, the

#### 1.2 Scope

- The Vision Document applies to the Mini Glory which is developed by our team.
- The Mini Glory enables two players to confront each other by playing chess. Moreover, the game allows players to create a variety of strategies to defeat the opponent.

#### 1.3 References

None

### 2. Positioning

#### 2.1 Problem Statement

|                                |   |
|--------------------------------|---|
| The problem of                 | At present, desktop games are quite old and boring. Especially, it is hard to find different formats for chess games on the computer. |
| affects                        | Children, preteen (from 13 to over), people who want to play chess games to relax   |
| the impact of which is         | Game interface is simple, unattractive so that it easy to make the player discouraged.  |
| a successful solution would be | Making new experiences for player, build a new format for a chess game, have a lot of beautiful graphics.                             |

#### 2.2 Product Position Statement

|                    |  |
|--------------------|--|
| For                | Children, preteen (from 13 to over), people who want to play chess games to relax  |
| Who                | Control chess pieces, offer a variety of strategies.                               |
| The (product name) | Game on desktop  |
| That               | Enables to play online on desktop without downloading the game to player computer. |
| Unlike             | Original chess games before.   |
| Our product        | Game on desktop which easy for everyone can approach and play our game.            |

### 3. Stakeholder and User Descriptions

#### 3.1 Stakeholder Summary

| Name                | Description        | Responsibilities                                       |
|---------------------|--------------------|--|
| Guide               | Group's guide      | Monitors and assesses developing progress              |
| Leader              | Manage the team    | Manages schedule, plan project and oversee developers/ |
| Business Analystist | Group's goal maker | Put up goals, achievements for the project             |
| Developer           | Program project    |  |

|                        |                  |
|------------------------|------------------|
| <b>Mini Glory</b>      | Version: 1.0     |
| Vision (Small Project) | Date: 10/11/2022 |

|        |                     |   |
|--------|---------------------|---|
| Tester | Test game functions | Code this project<br>Test all functions and cases in the game |
|--------|---------------------|---|

### 3.2 User Summary

| Name  | Description     | Responsibilities                                   | Stakeholder      |
|-------|-----------------|--|------------------|
| Host  | Game room owner | Creates and configures a game room                 | Business Analyst |
| Rival | Common player   | Joins in the game room, plays, and enjoys the game |                  |

### 3.3 User Environment

Players will play on a chess board with at least 8x8 cells (can be expanded and customizable).

There are only 2 players in a match.

The host will be able to create a room in game. However, if the host left, for any reason, the Rival would become the host, but if the room is empty then the room disbanded.

The Rival will be able to enter the room with the appropriate code.

Each player may perform 1 action in their turn.

Each turn lasts for a certain amount of time (which can be customized).

This game uses 3D platform.

### 3.4 Summary of Key Stakeholder or User Needs

| Need                       | Priority | Concerns         | Current Solution                                  | Proposed Solutions                |
|----------------------------|----------|------------------|---|-----------------------------------|
| Chatting                   | Low      | Avoiding slang   | Predicting some common slangs and converting them | None                              |
| Background music, sound FX | Low      | None             | None  | None                              |
| Flawless performance       | High     | Preventing crash | Waiting for feedback and fixing                   | Testing cases as many as possible |
| Joining/Hosting Game       | High     | None             | None  | None                              |

### 3.5 Alternatives and Competition

Though this idea was original, the basic chess game aspect still has some competitions.

- Classic chess game boardgame
- Xiangqi
- Go

## 4. Product Overview

- The Mini Glory enables two players to confront each other by playing chess. Moreover, the game allows players to create a variety of strategies to defeat the opponent.

|                        |                  |
|------------------------|------------------|
| <b>Mini Glory</b>      | Version: 1.0     |
| Vision (Small Project) | Date: 10/11/2022 |

#### 4.1 Product Perspective:

- Mini Glory was inspired by the original chess game.
- The original chess game was played by control chess pieces on the board to check the king of the opponent to win. Total 32 chess pieces in the board (16 black and 16 white chess pieces).

#### 4.2 Assumptions and Dependencies:

## 5. Product Features

| No. | Features         | Description   |
|-----|------------------|---|
| 1   | Player vs player | The player will play and compete with other players   |
| 2   | Instruction      | Providing players with brief and comprehensible instructions on how to play                     |
| 3   | Tutorial         | Providing a brief demo to show players the basic rules  |
| 4   | Unique abilities | Some special character units have one unique ability. This helps build diversity for this game. |

## 6. Non-Functional Requirements

Background colors must be dark-themed (or mustn't be too bright).

Two side of troops on the board must have different colors.

The right to act at the first turn is decided randomly for both players.