

## Vision Documentation

### A Wireless Mobile Units Multiplayer Game

#### Revision History

Date	Version	Description	Author
2007-02-15	1.0	Description of desires from stakeholder.	A B, C D
2007-02-22	1.1	Corrections after project meeting	X Y
2007-03-01	1.2	Added some ideas from users	A B

# Product Overview

## 1. Game concept

### 1.1 Stakeholders

Stakeholders are a computer games production team that is interested in testing out new techniques, future users, typically young persons with interest in games and mobile phones, but also teachers at the department. We here use student friends to act like final users.

### 1.2 Introduction

The game concept is a simple example of a multiplayer game for mobile phones. The basic story is...

## 2. Game rules

The goal of the game is to... The basic rules are as follows...

## 3. Game technicalities

This game has some basic game play elements inspired from...

### 3.1 General stuff

...

### 3.2 Normal-level mode

Here follows a description of the game in normal-level mode. This counts for both single player mode and multiplayer mode, when nothing else is stated.

### 3.3 Difficult-level mode

The game has two modes with respect to level of difficulty. The difficult level mode includes the following: ...

### 3.4 Two-player mode

At this phase of developing the game, multiplayer mode actually means just two player mode. There should be support for maintainability to develop to software towards further player modes in the future. The Two player mode means...

## 4. Basic requirements

We here list a set of basic requirements and desires from the stakeholders. Some of the items listed here may also be found at the documents for requirements and supplementary requirements. ...