Vision Document

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Revision History

Date	Version	Description	Author
9/18/2019	.5	Rough Draft of the Revision Document	Dustin Martin Matthew Pham Anthony Won Jason Tran
11/19/2019	.7	Updated requirements and Product overview, included acronyms with their definition	Anthony Won
12/3/2019	1.0	Added page numbers and table of contents. Change functional requirements.	Anthony Won

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1. Introduction

1.1. Purpose

The purpose of this project is to outline the implementation of the board game King of Tokyo into a digital version.

1.2. Scope

The objective of this document is to outline how King of Tokyo will be structured. This project will be done in java.

1.3. Definition, acronyms, and abbreviations

Acronym	Definition
FN-XX	Stands for function, the XX is the number of the function
NFN-XX	Stands for non-function, the XX is the number of the non-function
GUI	Stands for graphics user interface
PC	Stands for Personal Computer

1.4. References

1.4.1. King of Tokyo game can be found here.

1.4.2. King of Tokyo wiki page here.

1.5. Overview

Document is exactly organized as laid out in the IBM rational formatting.

2. Positioning

2.1. Business opportunity

The business opportunity that the project provides is appealing to both old and new players to download this game in it's digital format. It will be free and more convenient for players to play, incentivizing them to change

mediums.

2.2. Problem statement

The problem of cost and inconvenience for the players affects both new and old players. The impact of the problem will discourage players from enjoying the game overall and will cause them to look for other games. A successful solution would include a digital format where the game is free.

2.3. Product position statement

For the players, who are in need of a more convenient, free alternative to The King of Tokyo board game. The King of Tokyo Digital is a game that is cheaper, and convenient to play and obtain unlike The King of Tokyo board game.

3. Stakeholder and User Descriptions

3.1. Market Demographics

King of Tokyo will be for all players aged 8 and up. We believe that, under parent supervision, kids even younger may enjoy the game.

3.2. Stakeholder summary

Dustin Martin - Software Engineer - 25%
Matthew Pham - Software Engineer - 25%
Anthony Won - SoftwareEngineer - 25%
Jason Tran - SoftwareEngineer - 25%

3.3. User summary

3.3.1. King of Tokyo needs at least 2 and up to 6 players to run a functioning game. While 2 is the minimum, we recommend at least 3 or 4 players for the full King of Tokyo Experience.

3.3.2. The minimum age is listed at 8 years old.

3.4. User environment

King of Tokyo will be a local PC turn-based game. Players will primarily be looking at the same screen either on a monitor or a larger projected screen.

4. Product overview

4.1. Product perspective

King of Tokyo is designed to be played by 2-6 simultaneous players of at least 8 years of age. Each player is a monster attempting to gain control over Tokyo by strategically moving about the board, making decisions, and attacking other players. Players gain points every turn they are in control of Tokyo. The first to reach a certain point threshold is the winner.

4.2. Summary of capabilities

King of Tokyo is played in a single screen window on a local computer. Players may pick their own monster and play the game in concordance with rules and regulations laid out by the already-existing table-top version of the game.

4.3. Assumptions and dependencies

4.3.1. Computer interface (keyboard).

4.3.2. Some sort of display (monitor, tv, projector)

4.4. Cost and pricing

King of Tokyo will be freely digitally distributed.

4.5. Licensing and installation

Simply download the game and start playing.

5. Product Features

5.1. Features

The game will contain all the features and rules in the base King of Tokyo game. This includes the cards, characters, and the board map.

5.2. Game Assets

The game assets include the map, the playable characters, all original cards, and various icons to represent health, dice, energy, etc. The map will be the original Tokyo City board that includes Tokyo City as well as Tokyo Bay for five to six players games.

5.3. Players

Playable with 2-6 players, but the game will recommend 3 or more players

for the intended experience. Not playable with a single player or more than 6 without modifications.

5.4. User Interface

5.4.1. User should be able to gain helpful information at a glance from the GUI.

5.4.2. Cards zoom in when scrolled over to increase legibility for the user.

5.4.3. Resources, Health, and Energy are available and easily readable.

6. Constraints

6.1. The game will require a PC with a mouse and a keyboard in order to play.

6.2. The game will play in a “hot seat” configuration where each player takes turns on the PC while the others wait. This is due to lacking online connectivity.

6.3. While 2 players is possible, 3 or more is recommended.

7. Quality ranges

7.1. The game’s system requirements will be low-moderate.

7.2. Support on other operating systems is still in the making but as of now only windows is supported.

7.3. More players will put a slight strain on the hardware, but shouldn’t be significant.

8. Precedence and priority

Priority	Function Requirements	Non-Functional Requirements
High	FN-02	NFN-01
Medium	FN-03, FN-04	
Low	FN-01	NFN-02

9. Other product requirements

9.1. Functional requirements

ID	Name	Description
FN-01	Choose character	- User must choose character they want to play as
FN-02	Begin game	- User must be able to start a game - User must be able to add new players into the game
FN-03	Roll dice	**-** User rolls dice for their turn
FN-04	Players	- Must be users playing the game

9.2. Non-Functional Requirement

ID	Name	Description
NFN-01	Error handling	- What the game will do if it comes across an unpredictable error
NFN-02	User interface	- Gives a textual description of what is occuring

10. Documentation Requirement

10.1. Release notes, readme file

Read me files containing “What’s new”, earlier releasons, and FAQ.

10.2. Online Help

Help will referred through the team’s email as well as public forums such as reddit to rely on problems and help.

10.3. Installation guide

10.3.1. Go to team's website
10.3.2. Download game
10.3.3. Run program

10.4. Labeling and packaging

Everything will be model after the King of Tokyo board game. This includes the monster and card sprites, the dice, the display, and in the pictures of the cover itself.

11. Appendix 1 - Feature attributes

11.1. Risk

Schedule delays	High
Cost overruns	Very Low
Cancellation	Medium