**Vision Document**

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# 1. Purpose

The purpose of this vision document

# 2. Scope

This vision document applies to (Game Title), this will work on the android platform.

# 3. Stakeholder and User Description

## 3.1 Stakeholder Summary

(Legunsen, et al., 2010)

**Name**: Requirements Engineer.

**Description**: This stakeholder works with supervisor to translate needs into requirements.

**Responsibilities**: Species domain, non-functional and functional requirements. Make changes to requirements as needed.

**Name**: Software Developer.

**Description**: This stakeholder is a primary lead in the development of the AR game.

**Responsibilities**: Responsible for overall architecture of the system, and guides overall design and implementation of system.

**Name**: Project Manager.

**Description**: This stakeholder leads development of the AR game.

**Responsibilities**: Project manager plans, manages and allocates resources, decides priorities. Makes sure that the project meets its project gaols.

## 3.2 User Summary

(Legunsen, et al., 2010)

**Name**: System User.

**Description**: Primary End user of the system.

**Responsibilities:** Usesthe application to experience augmented reality.

**Stakeholder**: Self.

# 4. Product Overview

## 5.1 System Features

1. Start Application
2. Exit Application
3. Accepts Touch input
4. Accepts Keyboard input
5. Marker less tracking augmented reality

# 5. User Requirement

# 6. Solutions

* Game Engine: Unity 3D
* IDE: Visual Studio
* Programming Language: C#
* AR SDK: Kudan AR (Maker less tracking AR)
* Source Control GitHub

# References

Legunsen, O. et al., 2010. *UT Dallas.* [Online]   
Available at: https://www.utdallas.edu/~chung/RE/Presentations10F/Team-hope/1%20-%20VisionDoc.pdf  
[Accessed 05 11 2017].