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| Jar Games | Vision document – version 2.0  JAR Games: JAR Chess  ICS 499 – Capstone |

# System Overview

Our team is excited to work on an android chess game that brings progression rewards and customization popular in many other successful games to chess in a no gimmick, highly enjoyable mobile app. We plan to have our system meet the needs and desires of chess enthusiasts and casual players by offering features that each group will value. Our design goal is to create a game that is fun, accessible, and customizable on its own at release, but also to set the product up to expand and thrive post launch. By having customization rewards, we have a world of opportunity in marketing an ever-growing set of creative cosmetic customization options to players after release. We’ve all seen mobile games that looked extremely fun but ended up being unplayable due to the way in game advertisements and other money-making gimmicks where implemented. We initially thought about ways to ensure advertisements would be palatable to our players but have simply decided to make our app advertisement free.

# Key Features

* Mobility. This product is designed to be used on mobile devices to allow you to access it anywhere.
* Social Connectivity. You can connect with friends, play matches together, and share historical matches with each other.
* Multiple Modes of Play. No matter if you prefer to play face to face with an opponent, battle it out with a distant friend over the net, test your skills in ranked matches, or battle against a variety of AI opponents, this chess game is for you!
* Progression and Customization. You can use unlocked rewards to customize the appearance of the game to fit your style.
* Playability. Advertisement and gimmick free game that won’t make you jump through hoops to play.

# Capabilities

* mobility.
  + Users can play online while using data on android devices.
  + Users can play online while using WIFI on android devices.
  + Users can play offline while there is no data or WIFI access on android devices.
* Social.
  + Players can play with friends on a single device
  + Players can add each other to friends-lists
  + Friends can invite each other to custom online matches
  + Friends can share saved historical matches with each other
* Multiple Modes of Play.
  + Chess matches can be made offline vs. local players.
  + Chess matches can be made offline vs. AI.
  + Chess matches can be made online vs. a friend.
  + The system can match players up via online matchmaking.
  + The system can create speed play matches in addition to casual matches.
* Progression and Customization.
  + Players earn points by playing matches, winning ranked matches, and completing challenges.
  + Points can be used to unlock cosmetic customization options.
  + Players can change their avatar.
  + Players can change their board and piece appearance.

Change Log

* Removed Resumability and Reviewability from key features. We decided to reduce scope.
* Removed Resumable and Reviewable Capabilities.
* Changed version to 2.0
* Added Change Log