Saboteur Simulator

Version 2.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 18/03/2016 | 1.0 | Added brief description to the documents chapters with few term definitions and acronyms | Iulia Ungur |
| 27/05/2016 | 2.0 | Changed title, definitions, game, and technology used | Iulia Ungur |
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# Introduction

The document provides a brief description and overview on the “Board Game Simulation” project. It focuses on the business side of the project and the requirements of the user, based on its user-stories and the environment provided.

## Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the Board Game Simulation. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the Board Game Simulation fulfills these needs are detailed in the use-case and supplementary specifications

## Scope

The project provides the user with both social and strategy demanding features through its social network and game match-making experience. The user will be able to play an on-line based board game with the possibility of interacting with other users. The project serves as a platform in which multiple games can be added and users can interact and play together.

## Definitions, Acronyms, and Abbreviations

The following terms will be used throughout the documents used for project documentation:

* BGS – Board Game Simulation
* Match-Making Experience – the possibility of a user to join an already created game or to create its own and play with its friends
* Board Game – game usually played with cards or other form of cardboard/plastic supplies, intended as a multi-player experience

## References

## Overview

From this point on, the document will provide the user-stories and requirements that helped outline the BGS project as well as the stakeholders involved and environment provided.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | playing an on-line board game |
| affects | users |
| the impact of which is | multiplayer interaction, strategy and game play |
| a successful solution would be | a platform with real-time chat, match-making system and board game experience |

## Product Position Statement

|  |  |
| --- | --- |
| For | business-to-client children and adults of all ages |
| Who | want to relax from the comfort of their own house or from their PCs |
| The BGS | is a games and entertainment type product |
| That | develops its users strategy, bargain and social skills |
| Unlike | other web-sites that offer only bot match-making games |
| Our product | offers multi-player games, great user experience and user interaction |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Developer | Person in charge of the product concept, development and maintenance | * ensures that the system will be maintainable * searches for suitable IDEs, languages and architectures/patterns * writes the code for the product |
| Business Manager | Person in charge of promoting the product and ensuring that the client quality of the user-experience has been reached | * ensures that there will be a market demand for the product’s features * approves funding * processes the user feedback * ensures the user experience |
| Project Leader | Person that supervises the overall development and post-deployment of the project | * monitors the project’s progress * keeps the code within the standards * gives code-reviews for the developers * refactors code if necessary |
| Tester | Ensures that the product doesn’t have bugs or crashes unexpectedly | * quality and assurance testing * automated testing * scenario-based testing * reports problems to project leader |

## 

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Unregistered user | The user that has not completed the registration form or who hasn’t logged in yet | * Can see the main log in and registration page * Can see the lobby for current match-making games but cannot participate without signing in | Business Manager |
| Registered user | User that is in the data base and has successfully logged in | * Can interact with other users * Can join a premade game * Can create a new game and enter the match-making phase * Can spectate other games | The user is directly represented, but is represented by the Business Manager as well |

## User Environment

Number of people in a game: min 3, max 4, till number is reached, user stays in match-making phase

BGS can be played on most browsers (exceptions: IE) in online mode only (server connection required)

A game can take as much as the users are willing to spend time in it.

BGS is supported on desktops (Windows, Linux, or any other device that supports 768 pixels browser experience)

User has to have installed a HTML 5 enabled browser with possibility of future porting on IOS and Android.

# Product Requirements

* 1 GB RAM
* Windows 7 or newer (or alternative equivalent)
* Device screen width min 768 pixels
* Internet connection

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# Introduction

The document provides a brief description and overview on the “Saboteur Simulator” project. It focuses on the business side of the project and the requirements of the user, based on its user-stories and the environment provided.

## Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the Saboteur game play. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the “Saboteur Simulator” fulfills these needs are detailed in the use-case and supplementary specifications

## Scope

The project provides the user with strategy demanding features through the game experience. The project serves as a platform in which multiple games can be added and users can play together.

## Definitions, Acronyms, and Abbreviations

The following terms will be used throughout the documents used for project documentation:

* Saboteur Game– board game that involves dwarfs, saboteurs, roads, paths and gold
* Dwarf – player that has the target to get to the gold
* Saboteur – player that has the target to stop the dwarfs from getting the gold
* Gold – target card set at 7 cards distance from the start point, picked at random from 3 other cards
* Road – card places on board to reach the gold
* Path – roads placed on board with specific logic (that have continuity)
* Match-Making Experience – the possibility of a user to join an already created game or to create its own and play with its friends
* Board Game – game usually played with cards or other form of cardboard/plastic supplies, intended as a multi-player experience

## References

<https://en.wikipedia.org/wiki/Saboteur_(card_game)>

<https://boardgamegeek.com/boardgame/9220/saboteur>

## Overview

From this point on, the document will provide the user-stories and requirements that helped outline the game play as well as the stakeholders involved and environment provided.

# Positioning

## Problem Statement

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## User Environment

Number of people in a game: min 1, max 4, can start with any number of users, but only the creator can start the game

A game takes 30 rounds maximum, or till the gold is reached.

Saboteur is supported on desktops (Windows, Linux, or any other device that supports 768 pixels browser experience)

# Product Requirements

* 1 GB RAM
* Windows 7 or newer (or alternative equivalent)
* Device screen width min 768 pixels