**Vision**

**Revision History**

| Version | Date | Description | Author |
| --- | --- | --- | --- |
| Inception Draft | Oct 29, 2021 | First Draft. To be refined. | Kerem Girenes |
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**Introduction**

We dream of a brick-breaker game that is to be played for generations to come. Need for Spear, with a GUI designed with an aesthetic concern, fluid gameplay, and endless customizations, will be a game that players will be immersed in. To double the trouble, Need for Spear will also come with a two-player mode!

**Positioning**

***Business Opportunity***

Gaming industry is ever growing. It gained a huge momentum with the pandemic, and it still hasn’t lost that momentum. Many investors and big firms are after indie game developers, trying to catch the trend. With our youth and excitement, we are two steps ahead. As avid gamers and visionary developers, we know the games we want, and how to deliver them. Need for Spear will be the game the industry has been craving for a long time.

***Problem Statement***

With every game studio out there trying to deliver AAA games to make a name for themselves, there has been a shortage of good indie games that you can play anywhere, anytime. The indie games market is filled with games that are not very exciting to play or good to look at. There is a need for that nostalgic feeling of old games to come back with a fresh, modern look, and a responsive, fluid gameplay. Need for Spear is just that. It’s a remaster of a classic brick-breaker with eye-catching visuals, fun additions, and a modern feel.

***Product Position Statement***

We strive to make the game accessible to a wide range of players of a wide range of age. It will be easy to play, customize, and just have fun. At Runtime Terror, we believe in one thing. The work we do is not to develop games, but to create unforgettable experiences.

**Stakeholder Descriptions**

Our target customers are people who want to play quick games on the go. These are students in their leisure time, adults in their lunch breaks, or seniors in their comfy rocking chairs. These are people who just want to have fun in a short period of time.

***Key High-Level Goals and Problems of the Stakeholders***

| High-Level Goal | Priority | Problems and Concerns | Current Solutions |
| --- | --- | --- | --- |
| Easy to understand, good looking GUI | High | User Interface is messy when artwork is too detailed.  Frequently used User Controls may be too far away and hard to reach.  User Interface is hard to understand when User Controls aren’t clear in what they do  A not-so-good looking GUI might not interest players visually. | Many existing brick-breaker games either have a visually appealing but a complex GUI, or an easy to understand GUI which looks very basic and uncompelling. |
| ... | ... | ... | ... |

***User-Level Goals***

The player has to break all the objects before running out of chances to play.