

Vision Document

"Illuminati"

CECS 343

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1. Introduction

1.1 Purpose

The purpose of this document is to record all relevant information pertaining to the project as a whole. It defines the project, business positioning, stakeholder and user information, product details, features, among others.

1.2 Scope

This project will use the free-to-use game engine Unity to convert Steve Jackson Games' Illuminati into a single-player or local multiplayer desktop application. The game itself will follow the rules as dictated by the official rules. This document will establish the main guidelines for us to follow as the project progresses.

1.3 Definitions, acronyms and abbreviations

SJG - Steve Jackson Games

QOL - Quality of Life

ESRB - Electronic Standards Rating Board

GSA - Gaming Standards Association

1.4 References

1.5 Overview

This document is arranged as follows. The section of the document that this piece is located in is the introduction, defining the basics of the document, from its purpose to any references made in the document itself. The second section states the business opportunities made by this project. This section is to also state the reason for the project's existence and how it fits in the market. Section three defines the stakeholder and user descriptions. This covers the average user and stakeholder for the project. The next section defines an overview of the product. The fifth covers the various features of the projects. The sixth covers constraints, requirements or dependencies. Seven covers the quality ranges not covered by the feature set. Eight covers the priority of the projects different features. Section nine covers the various hardware or platform requirements that the project may need. The tenth covers the documentation required to support the project through deployment.

2. Positioning

2.1 Business Opportunity

This project will enable more people to experience SJG's game Illuminati on their own devices. Through this, more people will be exposed to SJG as a game company, and potentially introduce them to other games that they have developed.

2.2 Problem statement

The problem of accessibility affects the user who would like to play but does not have the physical version to play with. The impact is that fewer people are able to play the game, therefore limiting the consumer base. A successful solution would include a program that nearly everyone can run, allowing a user to play single player or multiplayer locally.

2.3 Product Position Statement

For the young adult , who is looking for a modernized version of SJG's Illuminati. The Illuminati is a game that will let the player play an updated version of the game on their own personal computers. Unlike the physical version, our product allows the user to play on their computers without the need to purchase or create a physical copy of the game.

3. Stakeholder and User Descriptions

3.1 Market Demographics

With the Steam Library continuing to grow and games, such as Overwatch, Counter Strike: Global Offensive and League of Legends, rising in popularity, the amount of people who own personal computers is slowly but surely starting to outweigh console users. This is enough of an incentive to target the PC market industry rather than the console market, as its popularity would offer a greater chance for the Illuminati Card Game to be recognized to the public. The target market segment for this game would be anyone who owns a desktop or laptop.

3.2 Stakeholder Summary

Name	Represents	Role
Lead Developer	Management of Illuminati Card Game	Responsible for planning the development process and the whole layout of the game.
Software Developer	Development of Illuminati Card Game	Responsible for developing the Illuminati Card Game

3.3 User Summary

Name	Description	Stakeholder
Persons who own desktop/laptop	User of the software	Self

3.4 User Environment

1. The Illuminati Card Game can be played by a single person or multiple persons, such as family or friends.
2. The Illuminati Card Game requires the use of a personal computer.
3. The mobile app industry is very popular right now and plans for a mobile port is being considered.

3.5 Stakeholder Profiles

PC Users

Description	Persons who own a personal computer.
Type	Casual user who is experienced with games and computer software
Responsibilities	Downloads and plays our Illuminati Card Game
Success Criteria	Numerous downloads and continuous plays of our Illuminati Card Game
Involvement	End user of the product
Deliverables	Downloads and play time
Comments	

3.6 User Profiles

See 3.5.

3.7 Key Stakeholder or User Needs

Need	Priority	Concern	Current Solution	Proposed Solution
Easy to Navigate	High	User should easily be able to quickly play the game right away.	See proposed	Keep menus and text to a minimal.
Eye Candy Visuals	Low	Users should be able to read what is presented in front of them and have a coherent understanding of what is happening throughout the game.	See proposed	Have a minimalistic GUI design that provides intuitive gameplay.
Configurable Settings	Low	Users should be able to adjust specific settings to cater their personal needs	See proposed	Have configurable settings for audio, visuals, and gameplay.

3.8 Alternatives and Competition

Original physical Illuminati Card Game.

- +Does not require the use of a personal computer
- Long setup time; Cards need to be dealt individually
- Takes up space

4. Product Overview

4.1 Product perspective

Our product could somewhat similar to most board games in general, and visual board games as well. We're familiar with common board games such as monopoly, uno, life... et cetera. And most of them consist of a board (where the game actually happen), deck of attribute cards, small pieces represent the player, dice, turn based action, rules, and fake currency. Compared to other games, where the player has to enforce the rules, ours will enforce the rules automatically.

4.2 Summary of capabilities

The purpose of our program is to start a new trend of virtual board game, instead of physically own the board game, our program could be play via computer or android/apple app.

CUSTOMER BENEFIT	SUPPORTING FEATURES
Entertaining bonding board game	Relax and have bonding time with family
Educate on the world conspiracy	Have a deeper understanding on how the world possibly run by secret society
Visual game can be play from smartphone and computer	Faster,easier,more fair for players when playing, avoid conflict with others

4.3 Assumptions and dependencies

1. Touchscreen control, drag and drop card by the tip of your finger, applicable for PC mouse, assume user using fingers to play on smartphones.
2. Assume the user has access to internet/4G network in order to play with friends.
3. Assume majority of the user can read English and understand the complexity of the game as well as the rules.
4. Assume the user have access to the app store/ Apple store in order to purchase/download the game for free.

4.4 Cost and pricing

There is no cost, only time consuming. Since this is a test version and our first time experience with Unity, we would set as free to play.

4.5 Licensing and installation

In order to install the app, user need to have a legitimate Google Play account or Apple ID to have full access to the app, updates, and maintenance.

5. Product Features

5.1 System Features

- start application
- exit application
- accept click input
- accept keyboard input

5.2 Implementation Features

- main menu is given - play -rules -quit options
- drag and drop cards
- rules will instruct the player on what are the rules are of the game
- the game is given a random turn order
- implemented all cards within the game
- stats are recorded throughout the game for each player
- stats are saved once cards are set
- user is able to pause the game, leading to a resume, rules or quit menu
- player is given the option to end turn after they completed a turn
- player may be given the chance to undo their card placement on their turn
- cards can be placed vertically or horizontally
- cards placed vertically or horizontally will have a different effect on surrounding cards
- cards must apply their own unique effects, given within the game
- a player is unable to make an invalid move, ex. overlapping cards, placing cards in an invalid location
- the game ends once a player wins
- end game screen will declare a player a winner
- second end game screen appears after game is over, stating to quit or play again

5.3 Customization Features

- user is able to select single player or multiplayer pass and play to start the game
- user is able to set certain customizable rules within the game, while keeping other rules
- user may be able to set a handicap for any user at the start of the game

5.4 Graphic Design Features

- designs for the cards will be created
- cards are given their own unique art
- the game board will contain a grid and designed features
- game text will be given a nice font

6. Constraints

Most likely the biggest constraint for this project is time. As the semester is a finite amount of time, and in a language that we have not used, time is of the greatest importance. Secondly, because of our inexperience with Unity, the features that we could implement will be less than what would be able to be developed by a more knowledgeable team.

7. Quality ranges

Since this is our team's first large project in Unity, there is bound to be large fluctuations in quality across the project as a whole. The end project will be useable, but it may not have the depth, or finesse that a more experienced team would be able to produce.

8: Precedence and priority

The first priority is getting a program that will run. That means implementing the game systems and rules into a runnable program for the user. Once there is a runnable game, then the menu system and other related features will follow. From there design and graphics then sound and other QOL features will be focused on.

9. Other product requirements

9.1 Applicable standards

- Windows
- ESRB
- GSA

9.2 System requirements

Operating System: Windows 7 Service Pack 1 or higher, Windows 8, Windows 10
GPU: DirectX 9 or DirectX 11

9.3 Performance requirements

None specified.

9.4 Environmental requirements

None specified.

10. Documentation requirements

10.1 Release notes, readme file

Readme file will contain the rules of the card game, along with possibly important help tips in order to utilize the project efficiently. Release notes will include bug fixes and various other patches to improve the quality of the project.

10.2 Online help

None specified.

10.3 Installation guides

A script for installation will be available to download in order to use the program.

10.4 Labeling and packaging

Installation menus will provide patent and copyright notices for the SJG company. Standardized icons will be provided on splash screens, along with other graphic elements to draw attention to the user as a way to organize product packaging. The game itself will not have a physical release.

11. Appendix 1 - Feature attributes

11.1 Status

Status	Description
Proposed	See 5. Product Features, Intuitive Menu Design, Configurable Settings, and Eye Candy Visuals
Approved	5. Product Features, Configurable Settings
Incorporated	None.

11.2 Benefit

Priority	Description
Critical	See 5. Product Features must all be implemented for game to be playable.
Important	Intuitive menu design and visuals to maintain coherence
Useful	Configurable Settings for user needs.

11.3 Effort

Implementation of 5. Product Features should require the most effort because it is the core of the game and will involve us using the Unity Game Engine which we are not very experienced with. Next comes intuitive menu design and visuals. This should be our finishing touches as it is not required for the game to work but in all provide a good looking product. With spare time, we can implement configurable settings because it requires the least amount of effort.

11.4 Risk

Risk, Level	Description
Incomplete Product, High	Team is an inexperienced user of the Unity Game Engine.

11.5 Stability

GUI and the menu layout design could potentially change in the future. Maintain a flexible menu development design for future changes.

11.6 Target release

May 2017

11.7 Assigned to

The whole team is assigned to implementing all product features listed in Section 5. Lead Developer is assigned to designing GUI and intuitive menu design. Implementation of GUI and Menu design is assigned to the whole team.

11.8 Reason

Features listed in Section 5 must all be implemented to have a working product.

