



Vision Document

KING OF TOKYO

Team Lajoau

Jon Ham, Lam Nguyen, Aurelio Hueletl
Torre



Revision History

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1. Introduction

1.1 Purpose

The purpose of this document is to design and implement the game King Of Tokyo from its physical board game into a digital game which can be played on computers or mobiles.

1.2 Scope

This vision document applies to outline the specific goal and steps of this project. It implements Java's library to create user interface and other features for the game.

1.3 Definition, Acronyms, and Abbreviations

Acronym or Abbreviation	Definition
GUI	Graphical User Interface presents an easy-to-use visual display to the user
vp	victory point
hp	health point

1.4 References

- 1.4.1 Physical board game: [How to play King of Tokyo](#)
- 1.4.2 Vision Document Template
- 1.4.3 King of Tokyo board game

1.5 Overview

Describe the vision -document contents and explain how the document is organized

2. Positioning

2.1 Business Opportunity

The game can attract kids who are older than eight years old and young people. Since most people are increasingly using technology in their daily lives, there is a greater opportunity to reach more new users by bringing this board game into the digital realm. In the digital realm, more people can be reached regardless of age. The digital version of the game brings players more excitement with better graphic character designs. There is no need to set up the game because everything is ready to play. Since it is built based on an existing game, there is no time consuming to do the research. The overall cost of the digital game would be lower than the traditional board game while the players' experience are not affected.

2.2 Problem Statement

The problem of players not reading and understanding a dense instruction manual carefully affects the ability to enjoy all the fun features of the game. Traditional board games don't usually draw you to an instant state of immersion. Users will have to buy the game and read the rules, and it takes a while longer for new players. Also, it is not always easy to gather enough players in the same place to play the board game. The impact of which is players cannot fully enjoy the experience which the game is designed for. A successful solution would be a simple digital version of the game which can be downloaded and played on computers or laptops. The game is designed based on the classical game but easy to understand and play. Therefore, it can increase the number of downloads.

2.3 Product Position Statement

For	children (eight years old and older) and young people
who	love playing board games
King of Tokyo	is a video game version
That	provides the easy access, no cost, and fantastic animated game characters
Unlike	the traditional board game
Our product	helps players to fully enjoy the game experience and to be able to explore all the features of the game

3. Stakeholder and User Descriptions

3.1 Market Demographics

King of Tokyo is aimed towards a much younger audience (primarily for youths 8 years and older). Due to the nature and simplicity of the game, adults may or may not find it relevant, perhaps only while their children are playing. Youths around this age already have access to internet and mobile devices, meaning all they need will be access to an internet network in order to play. The game itself will be free-to-play so no in-app or online purchases will be necessary. The game being a multiplayer game, it can only grow by youths and teens sharing with their friends. In other words, as they get into the game, their friends will get into the game. For each individual, we can expect 2-3 more players joining, which equates to an exponential growth in the number of potential users.

3.2 Stakeholder Summary

- 3.2.1 Software Engineers - Represents the people creating the logic and design for this game to be implemented via computer simulation.
- 3.2.2 Test Engineers - Represents the people testing for QA in order to keep the product to its utmost quality.
- 3.2.3 Project Manager - Represents the person overseeing the project as a whole in order to keep it's stakeholders in focus to bring the final product in a timely manner for clients.

3.3 User Summary

- 3.3.1 Youth and Teens (Main players) - Primary customers who will utilize the game for personal enjoyment
- 3.3.2 Adults (Defined to be parents of players) - Potential user via their children. Possible appeal to this target group by implementing a more complex set of rules.

3.4 User environment

Minimum number of players required will be 2 people up to a maximum of 4. The length of a game entirely depends on the number of players per game and their decision making. On average, players can expect about 15-30 minutes of gameplay at a minimum. The product will require a working personal computing device, as the game itself will be implemented virtually. The game will be available firstly on desktop and mobile in the future. The application will be a standalone and therefore need no other software integration.

3.5 Stakeholder Profiles

	Software Engineers	Test Engineers	Project Managers
Description	Creates and designs the actual game. Brings the physical board game to the virtual world via software	Tests and checks for any errors, faults in logic, or other design issues/bugs to bring the final product to a deliverable state.	Plans and coordinates teams and meetings to meet deadlines. Gets the team to see the big picture.
Type	Expert	Expert	Overseer
Responsibilities	Code and implementation	Test for QA	coordinate work, produce reports
Success Criteria	Demo each working iteration	Report back to Engineers their findings	Share with the client each deliverable, meet deadlines
Involvement	See Description	See Description	See Description
Deliverables	Features for the software	Reports and feedback for Engineers	Finished product to client
Comments / Issues	Unforeseen logistics and requirements. Deadlines are very difficult to predict 100%	Not enough test cases	incompetent engineers, employees being terminated.

3.6 User Profiles

	Youths & Teens	Adults
Description	Any player within the specified age range. The target demographic	The parents of the targeted demographic. Potential users
Type	casual user	parental supervisor
Responsibilities	N/A	N/A
Success Criteria	N/A	N/A
Involvement	N/A	N/A
Deliverables	N/A	N/A
Comments / Issues	N/A	N/A

3.7 Key stakeholder / User Needs

Some problems may include, but not limited to, lack of information due to not enough communication, work not being delegated equally/fairly, the client not being as vocal about its requirements yet expecting a perfect product, and lack of hardware requirements for the users. These can all be solved via planning and design, gathering information, and the user upgrading PC components to fit the minimum requirements.

3.8 Alternatives & Competition

There are an unfathomable amount of games. Anything from different board games to PC, mobile, console, and even physical activities that a potential user can choose to spend their time and money on. One particular competitor would be a famous card game Magic: The Gathering. To the stakeholders, one strength is the addictiveness of the specified game. Many players spent much of their time and effort on collectibles. A weakness may include monetary value - it's overly expensive for any youth and teen to afford a collection. Our game, being a simulation, costs zero to the potential user.

4. Product Overview

4.1 Product Perspective

King of Tokyo is a game designed for 2-4 players. Each player chooses a Monster and take his figure and Monster board. One Monster will enter Tokyo and attract other players who are outside of Tokyo and vice versa. Players will interact with each other until find a winner. All the players' points and other information will be stored in Java's arrays.

4.2 Summary of capabilities

- 4.2.1 Entire game is created in Java, so players can download and install it to their computers, laptops or smartphones. The game requires internet connection to connect with other players. Players can get access to the game 24/7.
- 4.2.2 The rules of the game is set up based on the existing and well defined rules and then stored in the memory so that players do not have to memorize all the rules.
- 4.2.3 The game will automatically shuffle all the power cards and pick random cards for the players each round.
- 4.2.3 New players can understand how to play the game quickly.

4.3 Assumptions and Dependencies

- 4.3.1 Smartphones, computers or personal laptops
- 4.3.2 Touch screen, keyboard, or mouse
- 4.3.3 Internet connection

4.4 Cost and Pricing

- 4.4.1 Low cost due to digital designs and materials
- 4.4.2 There is no cost for all players. However, players' data and information will be collected for advertisements.

5. Product Features

5.1 In-Game features

5.1.1 Multiplayer

5.1.2 Online

5.2 Cosmetics

5.2.1 Player Customization

5.2.2 Battlefield / City options

5.2.3 Card skins

6. Constraints

The game requires a minimum of 2 players. Single player mode will not be available unless the same players play against him/herself using a different character. Access to mobile is not currently supported. Computer and working peripherals will be required to access and play the game.

7. Quality ranges

7.1 This program runs on any computer that has a GUI, a web browser and an internet connection.

7.2 No single player mode available. At least two players are required

7.3 There is always one winner. No Draw available.

8. Precedence and priority

Priority	Feature
High	<ul style="list-style-type: none"> MultiPlayer
Medium	<ul style="list-style-type: none"> Battlefield / City options Online
Low	<ul style="list-style-type: none"> Cards skins Player Customization

9. Other product requirements

9.1 Applicable Standards

Kings Of Tokyo must comply with the Children's Online Privacy Protections Act (COPA)

9.2 System Requirements

9.2.1 Internet Connection

9.2.2 The game must run on a web browser.

9.2.3 System requirements will vary based on the web browser of choice.

9.3 Performance Requirements

Internet Speed of at least 20Mbps for optimal performance

10. Documentation Requirements

10.1 Readme file, Release notes

10.1.1 Readme includes system requirements, a link to the User's Manual, and brief background information for the game.

10.1.2 Release notes will include notes of the changes that the game had going from the previous version into the current version.

10.2 User's Manual

A short User's Manual will provide the user with a set of instructions and rules of how to play the game.