Vision Document

KING OF TOKYO

Team Lajoau

Jon Ham, Lam Nguyen, Aurelio Hueletl Torre

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 09/20/2019 | <1.0> | initial draft | Jon Ham, Lam Nguyen, Aurelio Hueletl Torres |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Table of Contents**

1. **Introduction**................................................................................**4**

1.1 Purpose.............................................................................................4

1.2 Scope...................................................................................................4

1.3 Definition, acronyms, abbreviations....................................................4

1.4 References...........................................................................................4

1.5 Overview..............................................................................................4

1. **Positioning**………………………………………………………………………………**5**

2.1 Business Opportunity..........................................................................5

2.2 Problem Statement………………………………………………………………………….5

2.3 Product Position Statement……………………………………………………………..5

1. **Stakeholder and User Descriptions**……………………………………………...**6**

3.1 Market Demographics……………………………………………………………………..6

3.2 Stakeholder Summary……………………………………………………………………..6

3.3 User Summary………………………………………………………………………………….6

3.4 User Environment…………………………………………………………………………….6

3.5 Stakeholder Profiles…………………………………………………………………………7

3.6 User Profiles…………………………………………………………………………………….8

3.7 Key stakeholder / User Needs………………………………………………………….8

3.8 Alternatives & Competition……………………………………………………………..8

1. **Product Overview**………………….………………………………………………………….**9**

4.1 Product Perspective…………………………………………………………………………9

4.2 Summary of capabilities…………………………………………………………………..9

4.3 Assumptions and dependencies……………………………………………………….9

4.4 Cost and pricing……………………………………………………………………………….9

1. **Product Features**…………………………………………………………………………….**10**

5.1 In-Game features……………………………………………………………………………10

5.2 Cosmetics………………………………………………………………………………………10

1. **Constraints**……………………………………………………….………………………………**10**
2. **Quality Ranges**………………………………………………………………………………..**10**
3. **Precedence and Priority**………………………………………………………………..**10**
4. **Other product requirements**………………………………………………………..**10**

9.1 Applicable Standards……………………………………………………………………..10

* 1. System Requirements…………………………………………………………………….10

9.3 Performance Requirements…………………………………………10

1. **Documentation Requirements**…………………………..………………**11**

10.1 Readme file, Release notes………………………………………………………….11

10.2 User Manual…………………………………………………………………………………11

**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. **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. **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. **References**
     1. Physical board game: [How to play King of Tokyo](https://www.youtube.com/watch?v=BPeoVlbJAhQ)
     2. Vision Document Template
     3. King of Tokyo board game
  2. **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, their is a

greater opportunity to reach more new user 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

download and play 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 | Unforseen 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 isno 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 player 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 | * MultiPlayer |
| Medium | * Battlefield / City options * Online |
| Low | * 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 20Mbs 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.