Illuminati Board Game

Vision Document

Team Lucky7

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
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## 

## **1: Introduction**

### 1.1 Purpose:

This document archives all features, components, and associated people of the Illuminati board game. It’s primary goal is to provide the users a digital version of the Illuminati board game. The specifics of how this is implemented are below.

### 1.2 Scope:

The Illuminati board game will be developed by The Lucky7 firm and will use Java as its primary framework.

### 1.3 Definitions, acronyms and abbreviations:

|  |  |
| --- | --- |
| **Abbreviation / Acronym** | **Definition / Meaning** |
| IBG | Illuminati Board Game |
| OS | Operating System |
| L7 | Lucky7 |
| CAH | Cards Against Humanity |

### 1.4 References:

|  |  |
| --- | --- |
| **Document** | **Reference** |
| Illuminati Game Rules | Provided by Professor Giacalone |
| Illuminati Game cards and pieces | Provided by Professor Giacalone |

### 1.5 Overview:

Please refer to the Table Of Contents.

## **2: Positioning**

### 2.1 Business Opportunity

There are many people interested in card games. Thus there is a large market for card games. As people get older, they become less interested in games such as monopoly or checkers. A mature person will require something more mentally stimulating in order to be entertained. Enter, “illuminaugthy”. A game where, allies become foes in seconds and only the smartest will prosper. There are currently very few games that target this age demographic. Games such as cards against humanity are already taking advantage of this fact. Even if they are entertaining. Most board games are revered as childish by this demographic. So they simply won't play them. Cards against humanity relies on physical cards and crude humour. Many software vendors are eager to offer such a system. In particular, we aim to pioneer such an application in this highly burgeoning market by developing the Illuminati game.

### 2.2 Problem Statement

There are few online board games designed for young adults.

|  |  |
| --- | --- |
| The problem | There are very few online board games that appeal to the young adult. |
| affects | The 18-30 age demographic |
| The impact of which is | The market is being monopolized by CAH |
| A successful solution would be | Launch IBG as a direct competitor to CAH |

### 2.3 Product Position Statement

Because Illuminati is a strategy game, it is not intended to be appealing to a younger audience.

It’s mainly directed towards the young adult interested in a more complex and involved board game with a humorous theme based on conspiracy theories andominous secret societies.

|  |  |
| --- | --- |
| For | The average person between 18 and 30. |
| Who | is looking for an entertaining yet engaging board game |
| IBG | Is an online strategy game |
| That | Provides a mentally stimulating experience |
| Unlike | CAH or other simpler classic board games like Monopoly, Sorry etc. |
| Our product | Offers a more in-depth experience |

## **3: StakeHolder And User Descriptions**

### 3.1 Market Demographics

As of 2019, Java runs on 3 billion devices. Most (if not all) people believe in at least one conspiracy theory, and many believe in several. And as political scientists Joseph Uscinski and Joseph Parent write in their book [*American Conspiracy Theories*](http://www.amazon.com/American-Conspiracy-Theories-Joseph-Uscinski/dp/0199351805/ref=tmm_hrd_swatch_0?_encoding=UTF8&sr=&qid=) women were just as likely as men to be conspiracy theorists. The parodied theme of shadow organizations is sure to appeal to individuals with a sense of humor and to fans of boardgames.

### 3.2 Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Represents** | **Role** |
| Software Engineer | The Lucky7 Organization | Designs, documents, and writes code for the IBG. |
| Project Manager | The Lucky7 Organization | Manages the project, makes sure all parts are performing. |

### 3.3 User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Software Engineer | Designs, documents, and writes code for the IBG | Makes sure Products is delivered like described | Self |
| Users | People that will use the product for their entertainment | None | Self |

### 3.4 User Environment

As of this revision, the game will be run on a Windows PC. There needs to be a minimum of 2 players in order for the game to run. After the game has started, the addition or removing of players is not unallowed.

### 3.5 Stakeholder Profiles

*Software Engineer*

|  |  |
| --- | --- |
| **Description** | Designs, documents, and writes code for the IBG |
| **Type** | This person has extensive knowledge of the game |
| **Responsibilities** | Active developer in the Project. |
| **Success Criteria** | Makes sure the product is what it’s expected. |
| **Involvement** | Involves in documentation and code |
| **Deliverables** | None |
| **Comments / Issues** | None |

*Users*

|  |  |
| --- | --- |
| **Description** | People that will use the product for their entertainment |
| **Type** | None |
| **Responsibilities** | Active developer |
| **Success Criteria** | Makes sure the product is what it’s expected. |
| **Involvement** | Involves in documentation and code |
| **Deliverables** | None |
| **Comments / Issues** | None |

### 3.6 User Profiles

See previous section.

### 3.7 Key Stakeholder or User needs

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Need** | **Priority** | **Concerns** | **Current Solution** | **Proposed Solutions** |
| Easy to use | High | Ability for the user to know how the software is to be used | See proposed | Enlarge important elements in application |
| Platform independence | Low | Ability for the software to run on any Desktop OS. | See proposed | Software will use Java which allows deployment on any PC |

### 3.8 Alternatives and Competition

## **4: Product Overview**

### 4.1 Product perspective

The IGB is far more engaging than CAH. We will steal all of CAH’s player base by offering a fun mentally stimulating experience. If the product is a component of a larger system, relate how these systems interact and identify. the relevant interfaces between the systems. One way to display the major components of the larger system, interconnections, and external interfaces is to use a business process or use case diagram.

### 4.2 Summary of capabilities

|  |  |
| --- | --- |
| **Customer Benefits** | **Supporting Features** |
| Players can play by themselves | AI that controls other players |
| Players able to play Illuminati online. Support for many players increases fun. | 2-6 multiplayer |
| Convenience as customers able to play boardgames with their friends without having to be in the same location | Online gameplay |
| Game is mentally stimulating and victory is rewarding | Negotiation between players, allow for multiple ways to win the game |

### 4.3 Assumptions and dependencies

1. User has a pc that can run java
2. The user can read text in english

### 4.4 Cost and pricing

### 4.5 Licensing and installation

## **5: Product Features**

### 5.1 System Features

1. Starting/Running Application
2. Exiting/Closing Application
3. Accept Keyboard Input
4. Accept Mouse Input

### 5.2 Graphical User Interface

5) User Interface to Maneuver through the game

6) Image for each Card

### 5.3 MultiPlayer

7) Online Multiplayer

8) Interaction Between Players

9) Communication

### 5.4 AI

10) Ability to play against AI

## **6: Constraints**

### 6.1 Usability Constraints

Performance on certain PCs

Operating System

### 6.2 Design Constraints

Most of the implementation will be through using Java and the constraints that arise only using that language.

* Basic User interface
* Loading Times

### 6.3 Time Constraints

There may not be enough time to fully complete the application. The Planning and the Designing take a large amount of time from the 6 weeks needed to complete it. The time left for coding seems to not be enough for a fully fledged out version but enough for a rough playable version.

## **7: Quality Ranges**

Expected performance is little to no crashing, little to no delay in inputs and outputs, and modular design to allow changing any aspect of the game without needing to change much.

## **8: Precedence and Priority**

|  |  |
| --- | --- |
| **Priority** | **Feature (See Section 5 Above)** |
| High | 1,2,3 |
| Medium | 5 |
| Low | 4,6,7,8,9,10 |

## **9: Other Product Requirements**

### 9.1 System Requirements

Run on a Windows, MacOS, Linux PC.

### 9.1.1 Performance Requirements

Nothing Specified

### 9.1.2 Environmental Requirements

Nothing Specified

### 9.2 User Manual

A user manual explaining the game and rules will be provided with the application.

## **10: Documentation Requirements**

### 10.1 Release notes, read me file

A readme file will be provided with the application.

### 10.2 Online help

### 10.3 Installation guides

**Requirements**:

Desktop PC running: Windows, MacOS, Linux

Java

### 10.4 Labeling and packaging

## **11: Appendix 1 - Feature attributes**

Give features attributes that can be used to evaluate, track, prioritize and manage the product items that are proposed for implementation:

1. Multiplayer accommodation
2. AI implementation
3. Stimulating visuals

The following subsections represent a set of suggested feature attributes.

### 11.1 Status

|  |  |
| --- | --- |
| purposed | AI implementation  Online multiplayer |
| approved | None yet |
| incorporated | None yet |

### 11.2 Benefit

The marketing group, the product manager, or the business analyst sets the feature benefits. All requirements are not created equal. Ranking requirements by their relative benefit to the user opens a dialog with customers, analysts, and members of the development team. Use benefits in managing project scope and determining development priority. The following table provides an example of typical benefit or priority attribute values.

### 11.3 Effort

The bulk of the effort will be directed towards the general functionality of the game. As of right now, we can barely conceptualize the game rules. Abel claims that feature such as AI implementation and online multiplayer will be easily achievable. While i hope he’s correct, I imagine that such a task would be insurmountable within our small time frame.

### 11.4 Risk

IBG Project risk is very high. With such a short deadline, there is a high probability that our project may have some bugs and we may not be able to implement all the features listed in this document.

### 11.5 Stability

IGB project stability is currently low. Nothing is concrete and everything is subject to change. As of right now, we are merely throwing out ideas. However, this is expected as this is only the first day. Further elicitation dwell in the near future.

### 11.6 Target Release

### 11.7 Assigned to

No features have been assigned

### 11.8 Reason

There is no reason because no one has been given a feature