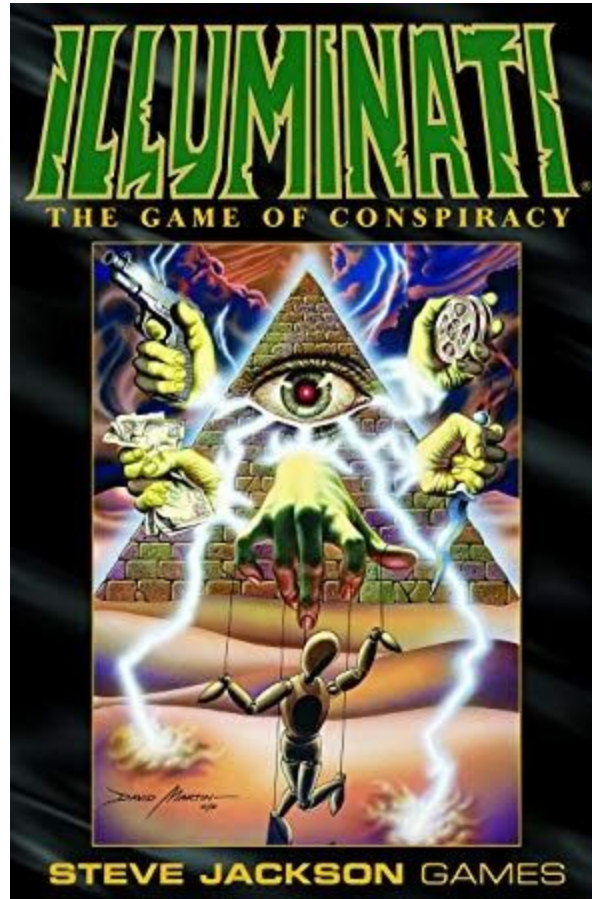


Vision Document



Project Development Team

Canyon Artuz
Katherine Seng
Michael Zaragoza

Revision History

Date	Version	Description	Author
02/14/2020	1.0	Initial Release	Canyon Artuz, Katherine Seng, Michael Zaragoza

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1. Introduction

1.1. Purpose

The purpose for writing this vision document is to outline the specifications for our design and implementation of our game, Illuminati. It focuses on all the actions it is capable of, for both stakeholders and users, as well as how they are implemented.

1.2. Scope

This Vision Document applies solely to the Illuminati Game, developed by our team, Team Weeajew. We are solely responsible for the development of the Illuminati Game to work on the Unity platform. The Illuminati Game is nothing but a fun way to pass time by simulating the backroom politics of the shadow government that plays us all like the little meat puppets we are.

1.3. Definition, acronyms and abbreviations

Term	Definition
Megabucks (MB)	Millions of Dollars in Low-Denomination, Unmarked Banknotes, otherwise known as “in-game currency.”
Illuminati	A Secret Society vying for world domination. Players become the figureheads of these organizations, and must duke it out for control.
Income	The amount of Megabucks discreetly wired to your Illuminati’s coffers at the start of your turn.
Group	An organization with significant, but varying, influence on the world’s stage. Illuminati’s fight for control over these groups by either pitting them against one another or throwing as much money as they can at them.

Power	The measure of influence a particular Group has on the world's stage. It's used by Illuminati to attack the Groups controlled by rival Illuminati.
Transferable Power	The measure of power that one Group can give to another.
Resistance	The measure of a particular Group's ability to resist being dominated by another.
Alignment	A particular Group's political alignment. Depending on their alignment, Groups will have an easier time either controlling or destroying others, like some politician's take on the complex play of Competitive Pokémon.
Power Structure	The way that a Player structures their Illuminati and the Groups they own. Cards must match up to the arrows on their sides when placed together.
Special Card	A representation of the unexpected; world conquest is hardly so predictable, after all.
Sequence of Play	The sequence of Turns that each Illuminati must follow. It starts with the Player with the highest roll, and continues in counter-clockwise order.
Action	Things that the inspiring world conqueror can do when it's their Turn. Players may Collect Income, Draw Cards, Take 2 Actions (and any Free or Special Actions), Transfer Money, or Add Targets.

Free Action	Actions you may perform during your turn that don't use up your Turn Counter. These may include Special Power Actions.
Attack	Using a combination of Power and Money, a Group or Illuminati can attempt to control, neutralize, or destroy other Groups.
Money Transfer	Part or all of the contents of two treasuries may be moved to the treasuries of adjacent Groups.
Group Transfer	By taking two actions, you can give away, sell, or trade Groups by using up both actions of a turn.
Interference	You can either help or hinder other Players in the middle of their actions by "buying numbers" to or from their Die Roll.

1.4. References

- 1.4.1. Vision Document Template
- 1.4.2. Illuminati Rule Book
- 1.4.3. "12 Billion Board Games Market" ,
<https://www.globenewswire.com/news-release/2018/08/07/1548201/0/en/12-Billion-Board-Games-Market-Global-Outlook-and-Forecast-2018-2023.html>
- 1.4.4. "Gaming - Statistics and Facts" ,
<https://www.statista.com/topics/1680/gaming/>

1.5. Overview

This Vision Document contains the Position we've taken to describe our game, the Market and Stakeholders we wish to present our game to, an overview of what the game will be capable of doing and what we need to do it, Features that

ultimately separate our product from the rest of the crowd, Constraints that could get in the way of our vision, Quality Ranges for performance, robustness, etc., Precedence and Priority of the implementation of various features, Product Requirements, Documentation Requirements, and an Appendix to wrap it all up.

2. Positioning

2.1. Business Opportunity

People get bored. When people get bored, they spend money. Why not have them spend their money on us? How, you ask? Simple. Feed into their power fantasy, let them experience what it's like to truly affect the world at large, all while having them play by our rules! The best part? We're basing this video game off of an existing board game, so there's no need to do any research nor development. Even better, we're modernizing the game for usage on home computers, so we have no need for physical production facilities, so overall cost will be almost nothing!

2.2. Problem Statement

The problem of boredom affects literally every human in the world. The impact of the problem is so severe that it's basically impossible to live life without it wrapping its evil little claws around you at least once, dragging you down to the depths of despair as you scramble to try to alleviate it via any means necessary. A successful solution would include something that provides a break from the mold of everyday life, gives you a new perspective, draws in different kinds of people to allow for fun dialogue between peers, and ultimately lets you cut loose and have fun with a harmless fantasy.

2.3. Product Position Statement

For anyone who needs to alleviate the slow and insidious killer that is boredom. The Illuminati Game is a video game that provides the ultimate power fantasy. Unlike other board games, our product allows you to become a key player on the world stage, to guide humanity to the best possible destiny it can manifest.

3. Stakeholder and user descriptions

3.1. Market Demographics

As of 2018, the board game industry has been measured to grow to be more than \$12 Billion by 2023 [1.4.3]. Additionally, in 2016 the video game industry was estimated to be worth \$17.69 Billion [1.4.4]. Our product, the video game Illuminati, will hope to target both markets.

Unfortunately, there's not much overlap between the two target markets, strictly speaking. But as a result of us adapting a traditional board game to a new medium, we hope to reach a larger audience that consists of both.

3.2. Stakeholder Summary

Name	Description	Responsibilities
Software Developers	The group responsible for the design and coding of the Illuminati Game.	Development of all aspects of the game, from gameplay to user experience.
Project Advisor	The man who manages our Project and ultimately charts the course of Development.	Plans, manages, decides priorities, and keeps the project team focused.

3.3. User Summary

Name	Description	Responsibilities	Stakeholder
Players	Those who interact with the Game and it's rules.	Adhere to the rules of the Game and have fun doing so.	Self

3.4. User Environment

Illuminati is a turn-based game that any Player can play, so long as they have access to the computer running it. They must be able to read or at least understand English to understand and follow the rules of the game. Ultimately, we hope that everything will come together to create a fun environment for the players.

3.5. Stakeholder Profiles

Players

Description	A person who plays our game.
Type	A user who has some semblance of an idea of what a game is, and knows to follow rules.
Responsibilities	Uses the Illuminati Game application to work together with others to create a fun experience for all.
Success Criteria	The success is determined by how much fun the Players have with our program.
Involvement	We, as gamers ourselves, will evaluate the balance of the system over time to refine our vision.
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
Ease of Use	High	Ability for users to immediately understand how our system works to facilitate fast gameplay.	Design an easy-to-use User Interface	Provide quick access to the Rules.

3.8. Alternatives and Competition

- 3.8.1. Other developers that are competing to create the same product.
- 3.8.2. Other Video Game adaptations of Board Games.

4. Product Overview

4.1. Product Perspective

In this digital stimulation of Illuminati, we designed it to have 4 players who interact with each other locally to create an atmosphere of playing the original board game together. Each player represents a secret society and competes to become the most dominant society in the world.

4.2. Summary of Capabilities

- 4.2.1. The game will have AI opponents to maintain the 4-player game style.
- 4.2.2. This game is based on the 1980s card game, Illuminati.
- 4.2.3. Players will be able to customize the structure of their cards and organize how they attack and defend from other players.

4.3. Assumptions and Dependencies

- 4.3.1. Desktop monitor
- 4.3.2. Mouse and keyboard

4.4. Cost and Pricing

- 4.4.1. The game will be free to all players.
- 4.4.2. The cost of this game will not cost anything because we will be using digital software to develop our game.

4.5. License and Installation

- 4.5.1. We will upload our game to a webstore called Itch.io for players to download for free. No online accounts will be needed to download or play the game.

5. Product Features

5.1. Features

Illuminati will have all of the basic rules and regulations of the original game. This game will also have an AI feature so players can compete against computer-programmed components.

5.2. Game Assets

The game will have the playing cards laid out in a fashion that is regulated in the game rules for all players to see. Those cards will represent the Illuminati, Group, and Special cards. There will also be a manual on how to play Illuminati as a menu option. Other assets will generate as the game progresses, including MBs, and numbers to represent dice rolls.

5.3. Players

Four players are required to play this game. However, if there are less than 4 players, then the AI opponents will fill in those empty spots.

5.4. User Interface

5.4.1. The cards will be displayed on the screen for all players to see.

5.4.2. The players will be able to manipulate the structure of their cards when it is their turn to play.

5.4.3. Friendly graphical user interface.

6. Constraints

6.1. This game is designed to be played with 4-6 players. However, in our application, Illuminati will only support up to 4 players.

7. Quality Ranges

7.1. This application will run on most computers with Mac and Windows operating systems. There are no extensive system requirements to play the game.

8. Precedence and Priority

8.1. The priority will be on usability; any player should be able to play the game without issue. Additional features will only be added to the game if it is deemed necessary for playability. The initial release will only support the built-in rules for the game. Future releases will support customization to the built-in rules and provide additional features, as necessary.

8.2. Priority Feature Table

All functional and nonfunctional requirements to the game will be made and prioritized as deemed necessary.

Priority	Functional Requirements	Non-Functional Requirements
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High	FR01 to FR07	NFR01 to NFR03, NFR05
Medium		NFR04
Low		NFR06

* See the next section for requirement details

9. Other Product Requirements

9.1. Functional Requirements

ID	Name	Description
FR01	Start Game	<ul style="list-style-type: none"> • Users must have the ability to start a new game. • Users must be able to invite a maximum of 3 players to a game, given they are the only one in the game.
FR02	Join Game	<ul style="list-style-type: none"> • Users must have the ability to accept or decline a game invitation. • Users can only join an existing game if there are less than 4 players currently.
FR03	Leave Game	<ul style="list-style-type: none"> • Users must have the option to leave the game.
FR04	Draw	<ul style="list-style-type: none"> • Users must be able to draw cards.
FR05	Attack	<ul style="list-style-type: none"> • Users must be able to attack other players. • Attack options will only be “control”, “destroy”, and “neutralize”. • Users must be able to call off an attack until they put their money down.
FR06	Transfer	<ul style="list-style-type: none"> • Users must be able to transfer money or gifts to other users.

		<ul style="list-style-type: none"> Transfer options are only “trade”, “give away”, and “sell”.
FR07	Moving a Group	<ul style="list-style-type: none"> Users must be able to reorganize their power by moving a group.

9.2. Non-Functional Requirements

ID	Name	Description
NFR01	Development Requirements	<ul style="list-style-type: none"> Must be developed on the Unity engine.
NFR02	Platform	<ul style="list-style-type: none"> Must be a desktop application. System must work on Windows 10 and macOS 10.12/10.14.
NFR03	Players	<ul style="list-style-type: none"> Must support up to 4 concurrent players.
NFR04	Response Time	<ul style="list-style-type: none"> The system should respond to common user actions with minimal delay independent of the players’ hardware.
NFR05	Error Handling	<ul style="list-style-type: none"> The system should catch common errors and resolve them.
NFR06	Documentation	<ul style="list-style-type: none"> All documents must be kept up-to-date for every given version release.

9.3. System Requirements

The game can run on Windows and macOS operating systems only.

10. Documentation Requirements

10.1. Illuminati Game Rules

A document detailing the Illuminati game rules will be included as a downloadable PDF file.

10.2. Release Notes

Includes information of version and upd

10.3. ReadMe File

Includes basic information such as the system requirements and the names of the members of the programming team.