

# VISION

## **Introduction:**

The system allows the user to play a single player stand-alone fantasy battle card game as a warrior or wizard through various dungeons composed by different rooms where he could find many enemies and other things. At the end of this, he will face a final boss.

The battle system is based on a deck of cards, in which any of them has a different feature and/or effect on the battlefield.

## **Flexibility:**

Can be added:

- New type of rooms;
- New monsters and monster actions;
- New type of adventurers;
- New card effects;
- New difficulty.

## **Positioning**

### *Problem Statement*

Most recent games need an online connection to play with other people, but this can be slow or not stable enough to guarantee a good game-experience. Thanks to the system the user can play a game alone and offline anytime he wants.

## **Stakeholder Descriptions**

### *User-Level Goals*

- Player: he wants to play an offline game and having fun.