

King of Tokyo  
Vision Document



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### Revision History

Date	Version	Description	Author
09/12/19	1.0	Initial Draft	Peter Bui, Taylor Bui
09/17/19	1.1	Further drafting	Peter Bui, Taylor Bui
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# 1: Introduction

## 1.1 Introduction

The purpose of this vision document is to outline the creation and implementation of a software version of the board game “King of Tokyo”.

## 1.2 Scope

This vision document will outline the goals and the structure of the software implementation of King of Tokyo. The software will be made using the Unity game engine which is written in C#.

## 1.3 Definitions, Acronyms, and Abbreviations

Unity - a cross-platform game engine written in C#

C# - a programming language created by Microsoft

KOT - King of Tokyo

Spec - Specification

GUI - graphical user interface

## 1.4 Reference

King of Tokyo [Rulebook](#)

King of Tokyo [Wikipedia](#)

## 1.5 Overview

The vision document contains business, technological, and logistical considerations. These will be briefly outlined throughout the document.

# 2: Positioning

## 2.1 Business opportunity

This game will allow people to play KOT without physically owning the board game. As a result it will significantly increase the playerbase of this title and increase sales as it is much more accessible. It will also be easier to play the game as the software will enforce the rules. This will make the barrier to entry or getting started easier. Since this is a software, it will cut physical cost as there is no need for distributing or manufacturing. Cosmetic microtransactions may be implemented to further monetize the game.

## 2.2 Problem statement

This project will reduce distribution and manufacturing cost as it is virtual. It will also reduce the barrier of entry for learning the rules as well as guiding the player to play the game correctly. The product will also reach more people as there is no need for a physical version.

## 2.3 Product position statement

For the younger and older generation, who want to play a board game. The “King of Tokyo PC version” is a software application that eases people into a lower cost virtual board game. Unlike the physical version, our product will be a lot easier to access as well as easier to start out.

## 3: Stakeholder and user descriptions

### 3.1 Market demographics

This software's target demographics are 8 year olds or older with access to a computer. The game will be offline so only one computer will be required to play the game. Minimum requirement of 2 players and a maximum of 6.

### 3.2 Stakeholder summary

Software Engineer: Peter Bui - 50%. Responsible for half of the development of this software.

Software Engineer: Taylor Bui - 50%. Responsible for half of the development of this software.

### 3.3 User summary

- Players: Requires a minimum of 2 players and a maximum of 6.
- The game is for 8 years and older or any age with parental consent.
- Individual license of software.

### 3.4 User environment

There are currently 2 software engineers working on this project. This may change to be 3 or 4. Users are required to have a computer capable of running Unity Game Engine. There are currently no other platforms supported, but in the future the team may consider expanding to mobile devices depending on the sales of the PC version.

### 3.5 Stakeholder profiles

#### Players

Description	A person who is playing King of Tokyo PC.
Type	These are people who will play the game.
Responsibilities	None
Success Criteria	Success is maintaining a happy user base that can sustain games.
Involvement	User surveys can improve user experience
Deliverables	None

Comments / Issues	None
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### 3.6 User profiles

See previous section.

### 3.7 Key stakeholder or user needs

The key problem of software is the barrier to entry and user retention. We will solve this problem by having low PC requirements and focusing on user enjoyment. By keeping users happy, they will continue to play the game.

### 3.8 Alternative and competition

[Tabletop Simulator: King of Tokyo Unlimited](#)

## 4: Product overview

### 4.1 Product Perspective

King of Tokyo is a game that is completely self contained and independent of other software. It is an offline game so the game will be accessible at all times as long as the software is already installed. Only one license is required for multiple people as the computer will be needed to share between multiple players.

### 4.2 Summary of Capabilities

- Accessible at all times
- The rules are controlled by the software
- Rules are based off an already existing board game
- The game does not require any other physical materials except for a computer

### 4.3 Assumptions and Dependencies

- The game will be played offline, this may change to an online version in the future
- The software will run on Windows 7 and higher
- User will have a Computer with a monitor and a mouse
- Users will have standard computer specifications

## 5: Product features

### 5.1 Feature 1

Product will contain the same rules as the original board game “King of Tokyo.”

## **5.2 Feature 2**

The software will manage the cards, board piece placement, and rules.

## **5.3 Feature 3**

Users will be able to determine if they want to use a card, move their pieces, or choose to roll the dice multiple times.

## **6: Constraints**

The game requires a minimum of 2 players and a maximum of 6. The game will be more enjoyable with 6 people but having less will not hinder the gameplay.

## **7: Quality ranges**

- The software will run on lower spec computers
- The game will run without any internet connection

## **8: Precedence and priority**

The priority of this software will be emulating the core game by itself without any consideration for future modifications such as expansions.

## **9: Other product requirements**

### **9.1 Applicable standards**

Todo: Maybe be concerned about legal ramifications about using the game art, which is potentially illegal due to copyright concerns. Implementing the game in software is legal.

### **9.2 System requirements**

This game should work on any operating system that works with the Unity game engine. A monitor, mouse, and keyboard will be required.



### 9.3 Performance requirements

### 9.4 Environmental requirements

## 10: Documentation Requirement

### 10.1 Release Notes, read me:

Readme: Contains basic information such as the development team as well as the minimum computer spec requirements as well as the version number of the software.

### 10.2 Online help:

King of Tokyo [Rulebook](#)

King of Tokyo [Wikipedia](#)

### 10.3 Installation guide:

The user must purchase a license to the software and an executable will be provided with installation instructions.

### 10.4 Labelling and Packaging:

- Tutorial will not be provided but may be implemented in the future if user feedback suggests it is wanted
- A Unity based GUI will be available for players to play the game
- Graphics will *likely* be obtained from the original King Of Tokyo Board game

## 11: Appendix 1

**I don't think we need this section.) Maybe at a later date, but putting something here is likely beyond the scope of these initial revisions.**

**11.1 Status:**

**11.2 Benefit:**

**11.3 Effort:**

**11.4 Risk:**

**11.5 Stability:**

**11.6 Target Release:**

**11.7 Assigned to:**

**11.8 Reason:**