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<u>Vision</u>	Date: 02/16/2017

1. Introduction

A game maker (and player) using 2D. Available through online access. Uses drag-and-drop style; with turn-based.

Makes the use of keeping track of information for the users so they do not have to write it all down on paper, and assists with making tasks become more autonomous making it easier to play.

The project itself would be to make a type of game creator type; where the user has the ability to create their own objects whenever they want. This would use turn-based and dice-roll actions for most things.

2. Positioning

2.1 Problem Statement

<u>The problem of</u>	Wanting to play with people but not being able to meet up in person
<u>affects</u>	People who play D&D, and anyone who may use the product or invest in it
<u>the impact of which is</u>	Making it hard to play with your friends or family
<u>a successful solution would be</u>	To create an online platform to allow people to play together no matter where they are

2.2 Product Position Statement

<u>For</u>	People who play D&D, or who want to host D&D games
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<u>Who</u>	Are unable to meet up in person
<u>The (product name)</u>	Is an online gaming experience
<u>That</u>	Allow people to play together online
<u>Unlike</u>	Other online D&D platforms
<u>Our product</u>	Will be designed completely with the user in mind.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

<u>Name</u>	<u>Description</u>	<u>Responsibilities</u>
User	Uses the program to participate and fulfil their wants for using the program.	This stakeholder would be responsible for providing feedback on things that should be changed in the product or acquitted. Also uses the product itself after completion
Investors	Puts resources into the making of the product in order to receive a return	Making sure that the product is finished, and that they can receive something after completion.

3.2 User Environment

There can be any number of people involved in a game, typically 4 or 5 and a Game Master(GM).

An average session length is 4 hours although a full campaign may last 20+ hours. There is no set time to complete a session or finish a campaign, it depends on the choices the players make and the way the GM leads them. The campaign may be put on pause and resumed at a later time.

The only constraints on our product is that they must have an internet connection and a platform to play it online, typically a PC. Typically it would be used indoors.

Platforms in use today are a PC with internet access. In the future it could be extended to mobile.

There are no other applications in use. Possibility of overlaying a chat system into the application.

4. Product Overview

4.1 Needs and Features

<u>Need</u>	<u>Priority</u>	<u>Features</u>	<u>Planned Release</u>
Easy to use	high	Good GUI Straightforward controls	On launch
Streamline GM's job	high	Lots of controls Lots of automatization	On launch
Audio elements	medium	Special sound for each encounter type	On launch
Connectivity to other applications of this.	medium	Internet connection groups (multi-player)	On launch
Pleasing graphics	low	Graphics and GUI design that is appealing	On or after launch

5. Other Product Requirements

Have a computer and internet connection. Would not be too heavy on the graphics side; so would not need something state-of-the-art. May need other people to play it with as well.

Should perform adequately, be robust enough to ensure it does not crash, have a fault tolerance (error catching), easy usability and be enjoyable to use.

Assumes the hardware is ran on Windows machines for now (could alter). Assumes runs in 2D graphics and displays, so not too graphic intensive.

Would need some sort of user manual (could be provided as an option to be found within the application start page) that would inform the user how to quickly get used to the application (would not be very long). Installation of the product should be very straight forward, or at least easy enough to do that it should not need a manual.

The program creation will be useful, even if the product does not become widely public as we, ourselves, would be able to use the product to our own benefits. There may become some sort of risk later on down

the road if legal issues arise.

The use of the program should benefit users by making it easier and faster to use than regular pen and paper D&D.

<u>Requirement</u>	<u>Priority</u>	<u>Planned Release</u>
User Login	low	<u>On Release</u>
Character Creation	medium	<u>On Release</u>
Monster Generator	medium	<u>On Release</u>
User Manual	low	<u>After/On Release</u>

Group participation:

Charles Chatwin	Created the document, began collaboration with other members. Filled in some information of the template. Reviewed some of the document. Made some edits for Final version.
Michael Hartzell	
Kristoffer Schindele	
Logan Brewer	Attached and formatted the vision template. Filled in a lot of the information.