Rocket Odyssey

Vision

Version 1.0

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 17/03/2020 | 1.0 | Initial revision | Tofan Emil-Mihai |

Table of Contents

1. Introduction 4

1.1 Purpose 4

1.2 Scope 4

1.3 Definitions, Acronyms, and Abbreviations 4

1.4 References 4

1.5 Overview 4

2. Positioning 4

2.1 Problem Statement 4

2.2 Product Position Statement 4

3. Stakeholder and User Descriptions 5

3.1 Stakeholder Summary 5

3.2 User Summary 5

3.3 User Environment 6

4. Product Requirements 6

Vision

# Introduction

## Purpose

This document outlines the vision for the Rocket Odyssey game project. The topics that will be discussed over the course of this document include :

* The purpose for creating this project and its scope
* Identifying on the problems faced by end users and trying to come up with a solution
* Identifying stakeholders and the users for this application
* Presenting the user environment

## Scope

This project will be developed as a stand-alone application, in order to be presented during the final laboratories of the Software Development class, so it will not be associated with any pre existing projects nor with any projects that will be developed after it.

## Definitions, Acronyms, and Abbreviations

For this version of the Vision documentation, no new terms have been utilized up until this point. This section will be under meticulous inspection for every instance of this documentation’s renewal.

## References

Project\_SupplementarySpecification, 16/03/2021, Tofan Emil-Mihai.

Project\_Glossary 16/03/2021, Tofan Emil-Mihai.

## Overview

The next topic that will be discussed in this Vision document regards the positioning, statements about the problem being solved by this project, the identification of the stakeholders and the users of this application also regarding the user environment and product requirements.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | The discontinuation of retro/arcade games |
| affects | Retro/arcade game enthusiasts |
| the impact of which is | The diminishing in the number of gamers in the gamer community.. |
| a successful solution would be | The reintroduction of arcade games to the marketplace, along the newly developed games. |

## 

## Product Position Statement

|  |  |
| --- | --- |
| For | Retro game enthusiasts |
| Who | Distance themselves from the game market because of their lack of interest towards newer games. |
| The rocket odyssey | is a software product |
| That | Reintroduces the retro grames into the marketplace |
| Unlike | Other commercial and newly released games on the market |
| Our product | Is a solution to those problems |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Retro game enthusiasts | The user of the product | Enjoying the game and give feedback on possible adjustments and improvements |
| Software architects | The developer of the project’s software | Designing and implementing the software of such a game. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Gamers | The user of the product | Enjoying the game and give feedback on possible adjustments and improvements | Retro game enthusiasts |

## User Environment

The number of people involved in completing this task is only one, since I will be the only developer. This number will not change. When talking about task cycles, this project will be implemented during the whole university semester in the spare time that I have. The software will be developed using the Java OOP language in the Eclipse IDE with the use of the Canvas Java Class introduced in Java version 7.

# Product Requirements

My product will not be a heavy resource consumer, it will be able to run on any operating system like ubuntu, windows and macOS. The game will be optimized so it will be possible to be played even on computers with lower specifications.