Vision

Version 1.0

Revision History

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Vision

# Introduction

This document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references.

## Purpose

The purpose of this document is to collect, analyze and define high-level needs and features of the Ngeen Project. It focuses on the capabilities needed by the stakeholders and target users, and **why** these needs exist. The details of how the Ngeen Project fulfills these needs are detailed in the use-case and supplementary specifications.

## Scope

The scope applies to the Ngeen Project, which will be developed by me.

## Definitions, Acronyms, and Abbreviations

See Glosary.

## References

This document references the file Glosary that can be found attached along with this file.

## Overview

In this next chapter we have Positioning, Stakeholder and User Description, Product Requirements.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | The lack of engines that meet my standard |
| affects | All the other competitive engine users |
| the impact of which is | People will have to use engines that do not meet certain standards |
| a successful solution would be | The implementation of a better engine |

## Product Position Statement

|  |  |
| --- | --- |
| For | Game Developers |
| Who | The Game Engine Developer |
| The Ngeen Project | Game Engine |
| That | Offers good project organization and debugging. |
| Unlike | Unity3D |
| Our product | Offers a lightweight alternative with no recompile time. |

# Stakeholder and User Descriptions

The users of this application are game making firms and the stakeholders are the project owner and the coders. This project doesn’t need any graphics whatsoever.

## Stakeholder Summary

There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders.

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| **Stakeholder Type** | **Description** | **Obligations** |
| Owner | The one that initiated the project | Ensures that the system will be maintainable  ensures that there will be a market demand for the product’s features  monitors the project’s progress  approves funding  and so forth. |
| Firm in alliance | Firms that are interested in the project and find out firstly about new features. | Test and provide feedback. |
| Programmer | The one that adds functionality to the project | Respect the clients demands and implement them in the program. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| User type | Description in relation to the system | User responsibilities | Stakeholder representative |
| Game programmer | Tries to create a game using the engine or other libraries. | Create game using the engine and associated tools |  |
| Designer | Tries to make game design | Design the game using certain features of the engine |  |
| Tester | Tests the game that the programmer and designer made | Uses certain features of the engine to test the game in every way. |  |

## User Environment

The user can work with any number of other people in order to finish the game they develop. The engine is used to help their work and make it easier to separate between game logic and game data.

The idea is to also make the development time as short as possible. The platforms the user can export their game on are either devices(Android, IOS or Windows Phone) or desktops(Windows, Linux or Mac). The user will generally not develop a game on both, for the specifications differ. Since the market is bigger on devices, the user will usually chose the first. This engine is made thinking on devices first, and desktops later.

# Product Requirements

At a high level, the project needs a device that can run the Java Virtual Machine or some implementation of it(Dalvik, etc.).