Scape From Mon
Vision

1. Introduction

Purpose of the document is provide a detailed overview about the project which focuses on development of the game "Scape From Mon." It includes information related to the problem intended to be solved by the project, stakeholders of the project and the product itself. It is worth noting that more detailed information related to product requirements and scope may be found in the Use Case and Supplementary Specification documents.

"Scape From Mon" is a single player story-telling puzzle game that takes place in a planet called "Mon". Player's character is an unnamed character from a species called Piffy, which look alike to the humans. Player's aim is to play through the story to gather the pieces for the space shuttle that will take the player's character back to home planet, "Piffia". Due to the aim to make the game humorous and more appropriate to younger ages; no enemies, fights, battles, or any other action/violence object/effect will be included in scope. Rather than these, gameplay will rely on environment and story.

2. Positioning

2.1 Problem Statement

The problem of	Small number of games that don't include violence represent objects like enemies, fights, battles, etc.
affects	Game players, especially younger ones, their families and more and more whole society,
the impact of which is	having individuals which are prone to be violent actually like violence,
a successful solution would be	More investments should focus on the non-violent game development industry. Developers should be encouraged to come up with more creative game scenario ideas about producing non-violent games. Authorities and sponsors should put forward these non-violent games by means of advertisements, news, etc.

2.2 Product Position Statement

For	Adult players and young age players
Who	need green and non-violent games
The Scape From Mon	is a game
That	presents a creative game environment without using violence as a tool and promises as much fun as that may be provided in an action/violent game
Unlike	other games that may stimulate violence through rage related factors
Our product	intends to provide a guarantee of having fun to the end user with the creative atmosphere of the game through puzzles and colors.

3.   Stakeholder Descriptions

3.1   Stakeholder Summary

Name	Description	Responsibilities
Designer	Person or group of people who create the core software design of "Scape From Mon".	- Prepares design documents. - Creating maintainable designs needed through the development of "Scape From Mon".
Developer	Person or group of people who develops software for "Scape From Mon".	- Makes implementation to realize use cases. - Responsible for bug fixes.
Tester	Person who detects the problems that occurred or may occur in future in the "Scape From Mon" game.	- Writes test cases from use cases. - Applies test scenarios to the program incrementally to validate the program.
Analyst	Person or group of people who are responsible for analyzing game domain and gathering requirements.	- Analyses game domain and gathers requirements. - Prepares Use Case and Supplementary Specification document. - Gets feedback from customers and shapes requirements from the perspective of these feedbacks.
Marketing Analyst	Person or group of people who analyzes the market that "Scape From Mon" will be commercialized.	- Analyses customers and potential customers. - Detects and analyzes competitor companies and products. - Detects purchase intentions. - Responsible for market forecasts.
User	Adults or young ages who play the game "Scape From Mon".	- Plays the game. - Comments on the game.

Name	Description	Responsibilities
Project Financer	Brands or companies who support the project economically.	- Follows the courses of events throughout the lifecycle of the game and provides economical support when it is needed.
Distributor	Company(s) which publishes "Scape From Mon".	- Sells the game. - Stays in touch with distributees.
Government	Authority who governs the countries in which "Scape From Mon" are published.	- Responsible for regulation rules related to the game.
Media	Means of mass communication which can be helpful in the commercialization of "Scape From Mon".	- Commercializes the game in a way that shows its good sides to society.

3.2 User Environment

- The game "Scape From Mon" will be used by adults or young ages for entertainment purposes.
- Target users will reach the game from mobile platforms, IOS and Android, respectively.
- Game will present various environments to the users through UIs.
- Game will be easily used by young ages through an incomplex user interface.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release
User-friendly and simple gameplay	Low	- Story throughout the game will be supported through transcripts.	14 september 2022
Increasing the complexity of the game	High	- Game will consist of at least 3 levels where each level impediments that prevent the character to find necessary pieces will increase.	14 June 2022
Entertainment	High	- Each level will occur in a different environment to have various displays.	14 June 2022
Realistic game environment	Medium	- Graphics will be supported through sounds.	14 June 2022
Embracing the character by user	Low	- Main character may be customized with name and gender.	14 June 2022

Addressing a large number of target group	High	-	Game will be available in English.	14 June 2022
Configurable	Medium	-	Users may change specific attributes of the character according to the options presented.	26 April 2022
Playing Offline	High	-	Users may play the game without any internet connection	10 May 2022
Regular Updates in the Content	Low	-	Environments in the levels will be updated for special occasions with objects representing these occasions like Christmas.	14 August 2022
Interacting with Other Users	Low	-	Players may chat from the game and share the objects they have found needed for the space shuttle.	14 September 2022

5.   Other Product Requirements

Requirement	Priority	Planned Release
Game must work on Android based mobile.	High	14 June 2022
Tutorials will be available in the game when it gets more complex.	High	10 May 2022
Game must work on IOS based mobile and as desktop application.	Low	14 September2022