

# Vision

Group: Group 9

## Introduction

We envision an easy to understand user-controlled game, with a game mode that allows the player to customize their game experience, called building mode.

## Positioning

### *Business Opportunity*

Rogue like games have been successful over the years with examples such as The binding of Isaac, Hades or Enter the Gungeon. These games present an easy to understand but hard to master game mechanics which captivates players. With the addition of build mode which allows user expression, RoKUlike game possesses an incredible potential.

### *Problem Statement*

The rogue-like genre has been defined by the random event system that appears in many parts of the game, especially during the level creation system. Although this presents an unpredictability aspect to the game which can make the game more exciting, it can also frustrate players with unlucky level design such as having many hard levels in proximity. Our game gives the opportunity to create levels to the players, so every player can fine-tune their desired level of difficulty, which makes frustrating game experiences less likely to happen. This system also has the additional benefit of encouraging player creativity.

### *Product Position Statement*

The system is for creative people who are not used to playing Rogue like games before. Our game aims to give an easy-to-understand set of mechanics that allows people to express their creative side, which allows the users to have fun and boost their creative side.

## Stakeholder Descriptions

The players are mostly people who are familiar with the general idea of video games and dream of making a game someday, but may or not be familiar with the rogue-like genre specifically.

These people are usually creative people who are interested in designing and playing their own games.

### *Key High-Level Goals and Problems of the Stakeholders*

High-Level Goal	Priority	Problems and concerns	Current Solutions
A smooth to navigate and easy to understand user interface, which allows players to express themselves freely	High	<p>For making the application smooth to operate, there needs to be universally recognized game icons such as save icon or the play game button. There can also be tutorials in the title screen of the game, but this can overwhelm the user and make them less likely to play the game.</p> <p>Similarly, to allow players to express themselves according to the rules of the game, design of the game mechanics and game rules should be intuitive and easy to understand.</p>	<p>Most rogue-like games assume a familiarity with the game genre, so their tutorials can be confusing and not helpful to the player. A commonly used tactic is using web wikis to detail the various aspects of the game, which can overwhelm the user and disrupt the game flow.</p>

### *User-Level Goals*

The player is mainly trying to fulfill their creative side by building the game levels and experiencing an easy and fun challenge during the gameplay parts of the game.