

Vision Document



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Vision Document Outline

Revision History

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02/16/2017	1.0	Initial version of desktop based illuminati card game	Adan Hernandez Eun Lee Kassandra Flores

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1. Introduction

1.1 Purpose

The purpose of this document is to provide an alternative way of playing the illuminati card game that doesn't require the game player to have a physical copy of the game. The card game will be

made into a desktop based card game that will offer the same game play experience as the physical copy of the game would. The game will be played on a desktop with multiple users. Each player will take turns to take control of the player's move with one computer.

1.2 Scope

This vision document applies to the Illuminate card game being replicated into a java application game. Team members stated previously will be in charge of converting the illuminati card game into a desktop based game. The desktop based illuminati game will allow more and easier accessibility and convenient route than the original card game.

1.3 Definitions, Acronyms, and Abbreviation

1.3.1 Java

Java:

Java is a general-purpose computer programming language that is concurrent, class-based, object-oriented, and specifically designed to have as few implementation dependencies as possible.

1.3.2 GUI

Graphical User Interface(GUI):

“is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, instead of text-based user interfaces, typed command labels or text navigation. GUIs were introduced in reaction to the perceived steep learning curve of command-line interfaces which require commands to be typed on a computer keyboard. “

1.4 References

1. “ Learn Java”

<https://www.udacity.com>

2. “Programming Graphical User Interface”

http://www3.ntu.edu.sg/home/ehchua/programming/java/j4a_gui.html

2. Positioning

2.1 Business Opportunity

The Illuminati game was created by Steve Jackson Games and released as a box set in 1982. Since the release, the only way to play the game has been by owning a used version of the box set. With a computer based application, old and new game players can play the game through their laptops, and desktops. Allowing for more exposure of the game, easier access to playing the card game and a possibly larger game player base.

2.2 Product Position Statement

The Problem:	The game is no longer in production so having it desktop based game allows for new users / old users to have access to the game through a more convenient outlet, their personal computers.
Affect	Current and future card game users.
The impact of which is:	Difficulty in finding the physical copy of the game. Difficulty in finding people to play the game with.
A successful solution would be	A full recreation of the game offline. Larger player base.
For	Gamers
Who	Those who want to play the card game
That	Easily accessible desktop card game
Unlike	The physical card game that is no longer available
Our Product	Full simulation of illuminati game on an easily accessible computer. Accomplished by users accessing the desktop on their personal preference. Java based application is to be played on desktops.

3. Stakeholder and Users Descriptions

3.1 Market Demographics

The target market segment includes the typical card playing gamer and gamers who prefer strategic game. The users are anticipated to be consumers who already use laptops, or desktop computers. The product cost for a user is currently not defined.

The current standing of the illuminati card game is still very popular and the adaption of the game to an offline desktop version would have a reputable standing amongst other card games available in the market right now.

3.2 Stakeholder Summary

Name	Description	Responsibilities
Front End application Designer	Will determine as to how the card game will appear in the desktop application and create the markup language needed to create this layout.	Laying out major design rules for desktop application.
Back End application Developer	Primary lead in allowing application to have dynamic capabilities	Responsible for creating and guiding any dynamic actions needed in the desktop card game.
Market Analyst	Will help in creating an appealing product	To ensure that there is an appeal to the market to play the card game.

Product Manager	Leading the project to its completion	Makes sure to keep the project on route to completion. Plans and manages meetings, resources and that both the development team and the users are actively communicating.
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3.3 User Summary

Name	Description	Responsibilities	Stakeholder
offline card players	Primary user of the desktop based card game	Uses application to play the illuminati game	Self
Casual card players	Casual user of the desktop based card game	To determine what is currently appealing/ not appealing to the casual card game playing audience in the desktop application version of the Illuminati card game	Self

3.4 User Environment

The user accesses the game through a desktop. Any computer with full Windows as its operating system will have access to the game. The following operating systems for the java application games are supported: Windows 7 and up.

3.5 Stakeholder Profiles

3.5.1 Card Gamer

Representative	
Description	An individual who plays card games frequently
Type	This is a person who more often than not, plays card games
Responsibilities	Demonstrates that the typical card gamer finds this card game to be worth playing
Success Criteria	The card gamer continues to play the game
Involvement	Will help provide information as to how appealing the card game is to play
Deliverables	
Comments/Issues	

3.5.2 Casual Card Gamer

Representative	
Description	An individual who plays card games infrequently
Type	This is a person who usually doesn't plays card games
Responsibilities	To determine what currently is attracting casual users to the illuminati desktop based card game.

Success Criteria	The casual card gamer continues to play the game and becomes a regular card game player
Involvement	Will help provide information as to how appealing the card game is to play and what can be done to appeal to a larger potential player base
Deliverables	
Comments/Issues	

3.6 User Profiles

Included in previous section.

3.7 Key Stakeholders and User Needs

Need	Priority	Concerns	Current Solution	Proposed Solutions
Easy to Use	High	Straightforward game play	None	Simple card layout on browser and following of game rules
The same as the original physical version of the card game	High	Game play is similar to that of the physical card game	None	desktop version of game still follows all the rules of the original game
Interactive	High	Game is easily interactive to offline users	None	Verification of all standard card game play experience in an offline card game

3.8 Alternatives and Competition

1. Hearthstone

Strength: Large Player Base

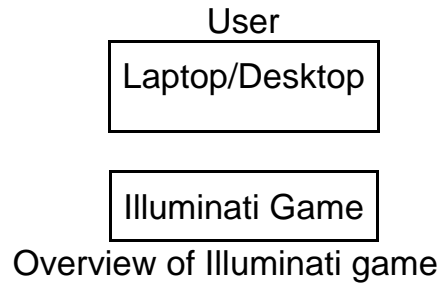
Weakness: Updates game mechanics and sometimes losses players to these updates

2. Other online card games which lean towards the more classic card game style; Texas Hold'em, 21 and others of the sort

4. Product Overview

4.1 Product Perspective





4.2 Summary of Capabilities

Customer Benefit	Supporting features
Game simulation without the need of physical game cards or other game equipment.	Interactive game play while still keeping originality of game.
Community of players	Comments and feedback section for users to express their concerns or thoughts on game. User and community feedback can help improve game in future iterations.
No cost to play desktop based game	No need to purchase actual game. Free copy of the game is saved on the hard drive and lasts forever.

4.3 Licensing and installation

No need to install software or licensing. Laptop or desktop must have at least 8 gigabytes of RAM to support browser game play

5. Product Features

5.1 Home screen

1. Start Game
2. Game Rule
- 5.2 Game Components
1. 8 Illuminati cards
2. 83 Group cards
3. 15 Special cards
4. 4 blank cards
5. 160 megabucks
6. 2 dice

5.3 Sequence of Play

1. Collect Income
2. Draw a card
3. Take two “actions”
4. Take any “free actions”
5. Transfer money
6. Take special-power actions
7. Add targets

5.4 The groups

1. Alignment
2. Power
3. Resistance
4. Income
5. Special ability

5.5 Attacks

1. Attack to Neutralize
2. Attack to Destroy
3. Attack to Control

5.6 Main Rules

1. Rolling dice
2. Interference
3. Calling Off an Attack
4. Transferring Money
5. Moving a Group
6. Free Actions
7. Gifts and Trades
8. Treats and Negotiations
9. Special Cards

10. Eliminating a Player
11. Winning the Game

5.7 Advanced Rules

1. Adjusting Game Length
2. Hidden Goals
3. Hidden Illuminati
4. Larger Games
5. Cheating

5.8 Strategy

1. The Power Structure
2. Negotiations
3. Capturing Several Groups at Once

6. Constraints

6.1 Security

No security measures will be taken in using the Illuminati card game since no sensitive data is required to play the game.

6.2 Usability

The Illuminati card game will be easy to use and straightforward in gameplay.

7. Quality Ranges

Not specified

8. Precedence and Priority

Not specified

9. Other Product Requirements

A computer that will be used to run the java application of illuminati game must at least have 2GB of RAM allocated to it and have all the required drivers and hardware needed to open and run a java based application.

9.1 Application standards

Not specified

9.2 System Requirements

To run the card game on a computer, the computer must have a full Windows as its operating system and have java program installed.

9.3 Performance Requirements

Not specified

9.4 Environmental Requirements

Not specified

Sections 10 to 11

Not specified