Vision Document

Zubeir - 3,5, 11

Patrick 2, 4, 9, 10

Luke 6,7,8

**1 Introduction**

**1.1 Purpose:** The purpose of this document is to illustrate how our company will go about developing the intended program game being Illuminati.

**1.2 Scope:** Our company will be attempting to develop the software using C# language, most likely using the Unity game engine. The company will be incorporating an agile process model to push out our software.

**1.3 Definitions, acronyms and abbreviations:** Currently not applicable

**1.4 References:** Documents that this vision Document will refer to are the following: “Illuminati Game Cards and Pieces”, “Illuminati Game Rules, etc.

**1.5 Overview:** The contents of the document will entail our company's position on why to build this game and how it will serve in our interest, how we plan to provide the ultimate gaming experience for our stakeholders, what the product itself will encompass, some problems and risk that may be in play, and other miscellaneous attributes

**2. Positioning**

**2.1 Business Opportunity:** There is no business opportunity. This project is done for educational purposes only.

**2.2 Problem statement:**

* The problem of: Developing a card game
* Affects: Anthony Giacalone, Patrick Ly, Zubeir Said, and Luke Wang
* Impact of the the problem is: A part of the overall grade for CECS 343
* A successful solution would include: Excellent participation, document accuracy, and project thoroughness. An ‘A’ grade for this semester-long project.

**2.3 Product position statement:**

* For: Gamers who want to play a strategy game.
* Who: Anthony Giacalone, Patrick Ly, Zubeir Said, and Luke Wang
* The (Illuminati): Computer strategy game
* That: Provide a great strategy game experience
* Unlike: Monopoly
* Our product: Addictive entertainment. Tremendous replay value.

**3 Stakeholder and user Descriptions**

**3.1 Market Demographics:** We don't like to key on any specific market or demographics as we plan to have in presence in all of them but a few markets that definitely catch our eyes is the top 30 metropolitan markets here in the United States and those international market; specifically, 1 or 2 in every major developed country

Our estimated market size would be roughly 100 million people across the globe ranging from age groups of 13 to 30. Anticipating about 100 million copies we would expect the consumer to spend around the price range of $30 - $35. Trends in the board game industry have shown that value has gone down, however those boards games that have been recreated to be able to be played technological wise has shown an increase of consumer interest.

The reputation that we carry in these markets are currently irrelevant but we feel confident enough to be able to make a major push and sell several million units across the globe with the right team in place. We hope that within 18 months of our products initial release we can reach a reputation that will keep consumers coming back for more and a potential 2nd project. By putting on this product on the market it will help us achieve our company’s goal of providing a great technological entertainment experience

**3.2 Stakeholder Summary**

The current stakeholders we are concerned about the people who have stake in our company, those who fund our project, and those who purchase our product. The consumers currently play no role in the development of our project but those shareholders have let us know what they would like the product to entail.

**3.3 User Summary**

There is only one current user:

Name: Customer

Represents: They currently represent the general public who will be purchasing our product once it is put on the market

Stakeholder: Consumer

**3.4 User Environment**

So currently we will have a team of three individual working on the task and for the sake of simplicity and prevention of confusion it is going to stay at three people. Our team is aiming to have the product ready to be delivered before it final due date which is the 2nd week of May and each user in the team will be spending an equal amount of time in contributing to the project, however this is subject to change. So current constraint that we may be experiencing may be our minimal knowledge in coding a game for the class as none of us have encountered such a task. Also the platform we hope to have he project available on is a PC with no future platforms planned.

**3.5 Stakeholders profiles**

Customer

Representative: Currently no one representing

Description: Customer

Type: No expertise

Responsibilities: No responsibilities, their only interest is to receive a functional satisfactional product

Success criteria: They view success as a product that functions properly and plays exactly how the board game plays out.

Involvement: They are not involved in the project nor will they ever

Deliverables: No other deliverables

Comments or issue: Not applicable

**3.6 User profiles**

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**3.7 Key stakeholder or user needs**

There may be some problems that we encounter along the way. The biggest problem may be our timely completion since the project window is already at small as it is. The only way to solve this problem since an extension will not be provided is just so spend more time on this project than originally anticipated. The stakeholder of the company really cannot provide any assistance in helping us complete the project.

**4. Product overview**

**4.1 Product perspective:** The product is independent and self-contained.

**4.2 Summary of capabilities:**

Customer Benefit / Supporting features:

* Interact with other players: Turn-based feature

**4.3 Assumptions and dependencies:** Users must the following Operating Systems: Windows 7 SP1+, 8, 10; Mac OS X 10.8+. Users must have a Graphics card with DirectX 9 (shader model 3.0) or DirectX 11 with feature level 9.3 capabilities.

**4.4 Cost and pricing:** Development is pro-bono. The product is free for users.

**4.5 Licensing and installation:** At least Unity 5.0.4 must be installed.

**5. Product features**

* Feature 1

User as player can interactive with build in AI on game play. Total players number is decided by user.

* Feature 2

Virtual experience for user, project used same style and appearance version of card in real life.

* Feature 3

Unity C# based project, consuming rarely amount of memory to run the project with a smooth and fast interactive speed.

* Feature 4

Allowed user to save the game process for next time play

**6. Constraints**

Program can only play for one user, which means offline only, user can only play with computer generated player.

Program running probably required language package installation on operating systems such like Windows and MacOS.

Program interface uses a lot buttons as interaction between user and computer, might be tedious and confuse for user.

**7. Quality ranges**

Program as a game limited for multi-players since to avoid additional server use and software stability.

Software running can potentially reduce speed of operating system, because there is a large amount us of picture content.

**8. Precedence and priority**

Program is free to download, and use only for educational purpose.

Unity C# source code could be free use as reference.

Any UI design or other graphical content is open for educational use only.

**9. Other product requirements**

**9.1 Applicable standards:** Product must comply with Microsoft Windows, Unix, and Linux.

**9.2 System requirements:** System must have Microsoft Windows, Unix, or Linux installed.. 500 MB free storage space required. At least 1 GB of RAM. System must have GPU card or Integrated Graphics with DirectX 9 capabilities.

**9.3 Performance requirements:** A maximum response time of 2 seconds while playing Illuminati under normal load conditions.

**9.4 Environmental requirements:** None specified.

**10. Documentation Requirements**

**10.1 Release notes, read me file:** Read me file will list product overview, bug fixes and the latest updates.

**10.2 Online help:** Users can view the product’s wikipage on GitHub.

**10.3 Installation guides:** Installation guide will include the minimum requirements to run this software, as well as instructions for compiling and executing the Java program.

**10.4 Labeling and packaging:** Artwork is the intellectual property of Steve Jackson Games and protected by copyright. The use of Steve Jackson Games’ artwork is of fair use.

**11 Appendix 1 - Feature attributes**

**11.1 Status:**

Proposed: Being able to provide the user with a vivid UI experience, Have the game playable by multiple users on the same screen, and allowing the user to be able to exit and save game in the midst of playing.

Approved: N/A

Incorporated: N/A

**11.2 Benefit:**

Critical: Vivid User interface experience

Important: Being able to serve multiple players on one screen.

Useful: Being able to save and exit game

**11.3 Effort:**

Our team understands that this project is going to require a ton of effort. Most of the team’s effort is going to be used in designing the user interface and the testing of the game rather than the gameplay itself. The assumed amount of code required to program this software is going to run about 4000-5000 lines total. We hope within the first few weeks we can design the skeleton code. Then spend the next 4 weeks focusing on the gameplay. Then the last 6 weeks focusing our efforts on the user interface.

**11.4 Risk:**

The biggest risk that we have accounted for is not being able to provide a completely functional product in a timely manner. Another medium sized risk is being able to provide all the specific features we promise to deliver.