Diplomacy

A Game of International Intrigue, Trust, and Treachery

1. Introduction
   1. Purpose: The purpose of this Vision Document is to outline the creation and implementation of the card game Diplomacy from its physical card form into a digital representation.
   2. Scope: This project will be implemented on the Electron Framework with heavy usage of Javascript, Bootstrap, and Firebase.
   3. Definition, acronyms, and abbreviations
   4. References
      1. Diplomacy physical card game.
      2. Diplomacy Online game: <https://www.backstabbr.com/>
   5. Overview: this document will cover the general layout of the program, its implementation, and the deployment.
2. Position
   1. Business Opportunity: This game has the potential to reach old and new generations of players. Older generations will be able to experience a traditional board game with players worldwide while newer generations can experience a more traditional game with more elaborate rules and regulations on a modern platform.
   2. Problem Statement: Traditional card games have not kept up with the digital age when it comes to attracting more modern users. Companies holding the intellectual properties of these games are not fully utilizing their assets.
   3. Product Position Statement: By implementing an existing card game into a digital and web form, the copyright holder can save R&D money on new games and fully utilizing their existing assets.
3. Stakeholder and user descriptions
   1. Market Demographics: Diplomacy will be for all players of all age and gender with access to a modern and compatible internet browser.
   2. Stakeholder Summary
      1. (Programmer / Cofounder)
      2. (Programmer / Cofounder)
      3. (Programmer / Cofounder)
      4. (Investor / Advisor)
   3. User Summary:
      1. Players: Diplomacy requires 7 players to fully utilize the full experience of the game.
      2. The game is restricted to age of 14 or older or with parental consent. Online experience may vary.
      3. Individual license of software game.
4. Product Overview
   1. Product Perspective: Diplomacy is a game designed for 7 players. Each players represents a country-state in pre World War I Europe and operates independently or in concurrent with other players to achieve the end game goal. Players will interact with other players through a centralized server.
   2. Summary of capabilities
      1. Entire game is hosted by the server and allow players to access their game 24/7.
      2. The game can be customized by each group and follow user generated rules and regulations.
      3. The game is based on an existing and well defined card game.
   3. Assumptions and dependencies
      1. Web Browser base.
      2. Mouse and keyboard as an interface.
      3. Display Monitor
   4. Cost and pricing
      1. Low overhead cost due to digital distribution.
      2. The game will be free to play for all players. Game server will collect anonymous user data for tailored advertisement.
      3. Microtransaction will be included for cosmetic and nongame altering upgrades.
   5. Licensing and installation
      1. User creates an account online to register and start playing the game.
5. Product Features
   1. Feature 1: Game will include the original rules and regulation of the board game. Players will have the option to establish additional constraints or waive existing rules to further define their playing experience.
   2. Game Assets: ??????
   3. Players: 7 players recommended.
   4. User Interface: friendly and intuitive graphical user interface.
      1. Example: User will be able to directly interact with the world map.
      2. Example: User’s total resource will be displayed to themselves as well as any publicly disclosed information from other players.
6. Constraints
   1. The game requires 7 players for the best user experience. A game with less than 7 players will be supported, but not recommended.
7. Quality ranges
   1. This program will have a very low system requirement. It should run on most hardware as long as a modern browser: Chrome, Edge, Firefox are supported.
8. Precedence and Priority
   1. Priority will focus on usability. Features only be added if it is deemed necessary for playability. The initial phase will only support the built in rules for the game. Future release will support customized game as well as additional “Worlds” as game theaters.
9. Other product requirements: ?????????????????????????
10. Documentation Requirement
    1. Release notes, readme file
       1. Readme: includes basic information such as system requirements and programmer’s name.
       2. Release note: version and release notes.
    2. Online Help
       1. Diplomacy wikipedia
    3. Installation guide
       1. Players will be required to create a free account online to participate.
    4. Labeling and packaging
       1. Welcome Screen with Login and Account Creation option
       2. Help system that will direct player to the game rule
       3. GUI dialog boxes that will control the flow of the game and direct the players on the next move.
       4. Graphic elements: the original graphics of the card game will be used.
11. Status
    1. Status on 2/5/2017:
       1. Proposed: Diplomacy Game - Vision Document