**Vision**

**Introduction**

We envision a user-controlled game application, with the flexibility to allow the user to customize their experience via a building mode, to save and load games, and to have a multiplayer game.

**Positioning**

*Business Opportunity*

Due to the pandemic, there has been a large increase in the amount of time spent on computers and other electronic devices. Now that more and more schools and businesses are following a remote working environment, this increase is seen more clearly than ever. This increased time spent with devices, mostly working, we believe needs to be balanced out with a relaxing and joyful environment. The KUVid game is the perfect solution for this.

*Problem Statement*

The popularity of good old-fashioned computer games has been decreasing significantly over the past years. It has more recently seen an increase in its popularity however, since more people are spending an increasing amount of time in front of their computers. There is, however, a lacking amount of enjoyable, nostalgic computer games in the market. Our aim in this project was to fill this void with a well built computer game that has the basic principles of a moving shooter and objects falling from the sky, for people who were looking to blow off some steam and have a good time in between their lectures or working hours.

*Product Position Statement*

The system is for those who are working and/or studying from home, who are therefore spending a lot of time sitting in front of a computer. Our game will hopefully be able to take their minds off their troubles for a brief period of time. Our game has a simple nostalgic premise and build, with modern graphics.

**Stakeholder Descriptions**

The players are mostly students and employees of all ages, trying to adjust to the newly adopted working environment due to the COVID-19 pandemic. These people are most likely trapped in their homes, with their social freedom significantly decreased, who are trying to pass the time in between their work.

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

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| High-Level Goal | Priority | Problems and Concerns | Current Solutions |
| A smoothly operating, visually appealing user interface | high | For the application to work smoothly, the animations need to be crisp and movements are to be displayed with highly frequent (very short) time intervals between the static images. This may cause performance issues, since it will increase the load on the CPU and perhaps the RAM as well.  On a similar note, for the entire game to be visually appealing, high quality images are a necessity. On the other hand, this may hinder the smoothness of the game itself, since the images that will be displayed on the screen are larger files. | Most other games fall short in either one of the mentioned concerns. The frequently employed solution is compromising on either one of the goals, i.e. smooth operation and visual/aesthetic appeal, to fulfill at least one of them. |
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*User-Level Goals*

The player is in essence trying to have a fun time playing the game, trying to achieve a high score within the allotted time.