

JAGSAT project

Vision Document

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1 Product description

Our client is TribeFlame, a starting company, which are developing a new gaming device for playing board games and other social games. Their aim is to create a new device that allows people to socialize during breaks or free time without having to carry around huge and heavy board games and packages. Now that we are involved in a technological revolution where lots of information can be stored in small devices and following the steps of Amazons kindle and other touch screen tablets, we are intrigued to be part of such an innovative project.

Our project is to create a game for the gaming device that TribeFlame is developing. The device will imitate board games, social and other multi-player games through a computer with a multi-touch touch screen as interface. Games will be downloadable through the TribeFlame online store, which will work much like the mobile-phone stores (Appstore, Ovi store). The games will be stored in the device which you can easily carry with you wherever you go.

2 Project description

After the first discussion with our client we were given free hands to develop the project as we see fit as long as it fits the non-functional requirements, in other words the hardware and other technical aspects. Our client gave us a few interesting ideas regarding the project, which we are taking into consideration. We have decided to develop a game that involves Risk as well as Tower defense.

3 Functional requirements

3.1 Functional requirements for the game

- The game must be divided in three phases: reinforcement, attack and movement.
- The users must take turns one by one
- A user must choose to attack a new region or stay in current

- A user must only choose to move to a new region that is on the border to his current region
- The game should be able to save profiles of configuration.
- The game should be able to be saved from any stage.
- The game should show the regions where you can move.
- A user could spend money on defense or attack depending on the amount of units he controls

TO-DO note 1 (Alberto) Should we include more stuff here? Remember that the functional requirements has to be sort by priority in this order "must", "should", "could" and "won't".

3.2 Functional requirements for the Tribeflame device

Not available, we have not yet received details from our clients regarding the device.

TO-DO note 2 (Juan Pedro) Can we fill this now?

TO-DO note 3 (Alberto) I think that there is nothing to say here, the hardware specifications are non-functional requirements. I cannot find any functional requirement for the device at least.

4 Non-functional requirements

4.1 Non-functional requirements for the game

- The game must be from 2 to 6 players.
- The game must be developed in Python.
- The game has to be developed using the API provided by the client.
- The game should be playable after a 10 minutes tutorial.
- The game must work on the TribeFlame device with an update rate of 50fps.

4.2 Non-functional requirements for the Tribeflame device

- 1024 x 768 pixels.
- Touch screen with 2-touch.
- Processor 800 MHz ARM Cortex A8
- Graphics HW-accelerated
- OpenGL 2.0 ES.

5 Development requirements

- Weekly group meetings where we discuss accomplishments and problems.
- Biweekly meetings with the client for feedback and updates on the platform as well as the project.
- One person in charge and one or two backups/assistants for each part of the project.
- Strictly following the timetable.
- Communication through irc, email and possibly Skype.
- Use of SVN for updating the project.
- Use of development tools; version management and unit testing.
- Use of the task management system and Subversion control system.