JAGSAT project
Vision Document

Juan Pedro Bolívar Puente
Aksel Junkkila
Guillem Medina
Sarah Lindstrom
Alberto Villegas Erce
Thomas Forss

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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 users take turns one by one

- A user can choose to attack a new region or stay in current

- A user can only choose to move to a new region that is on the border to his current region

- A user can spend money on defence or attack depending on the amount of units he controls

3.2 Function requirements for the Tribeflame device

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

TO-DO note 1 (Juan Pedro) Can we fill this now?

4 Non-functional requirements

- 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 playing the tutorial.

- The game must work on the TribeFlame device.

- The game should be a multi-player game.

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.