Operational Concept Description (OCD)

Spy – The Android Mobile Game

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Version History

Date	Author	Version	Changes made	Rationale
08/20/05	KO	1.0	• Original template for use with Spy Game	• Initial draft for use with Spy Game

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1. Introduction

1.1 Purpose of the OCD

This documents provides the shared visions and goals of stakeholders of Spy – the android mobile game.
Thought this spy project, the stakeholders can gain some experience of implementing an android program and of preparing multi-player platform.

1.2 Status of the OCD

The status of the OCS is an initial commit. There is no previous version.

2. Shared Vision

Table 1: The Program Model

Assumptions			
Stakeholders Our team	**Initiatives** (What to do to realize benefits)	**Value Propositions** (Benefits i.e Why)	**Beneficiaries** (Who derives value)
• Each of us will gain experience of android programming. • Each of us will gain programming experience for multi-users concurrently. • We do not need to partner from another department or organizations • We do not need to hire anyone additionally.	• Implementing a plot type that will be able to play a little feature of the game	• It is good start point to learning android programming.	• Everyone who likes playing a game.

Legend:

Initiatives that need to be undertaken to help beneficiaries **derive value** from the expected benefits/value propositions

Initiatives that need to be undertaken to help **deliver value** to the beneficiaries (i.e. "how" will the benefits reach the beneficiaries?)

2.1 Benefits Chain

- Stakeholder(s): we as a development team gain the benefit from this game system
- Initiative: communicate well in the team
- Contribution: the development process becomes smooth by initiative.

- Outcome: utilizing android-related APIs/ experience of teamworking project
- Assumption:

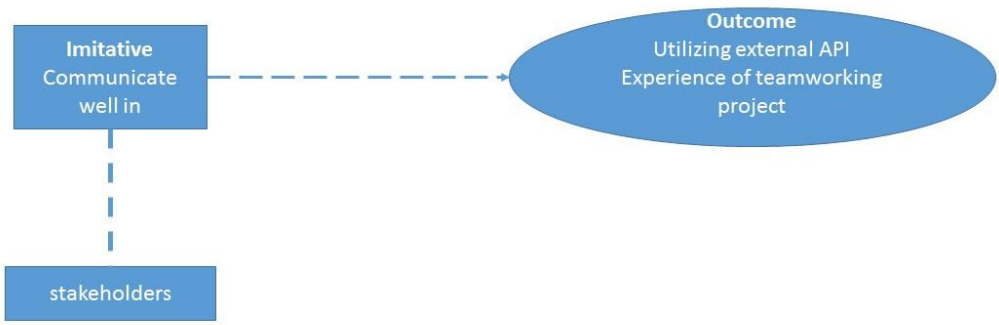


Figure 1: Benefits Chain Diagram

2.2 System Capability Description

- The type of system to be built
  - MMO (Massively Multi-player Online) Android game system
- The target customer(s) for the system
  - Our potential audience:
    - People like playing spy with face-to-face.
    - People like playing mobile game
    - People like team-play in game
- The need or opportunity that will be satisfied by the system
  - No reason for compelling to the customer to buy/use the system.
  - This system is for users just to have fun
- The closest competitor of the system
  - Our competitor is similar products that already released
- Our version of Spy has the following differentiation or benefit
  - A native software to the mobile device
  - Mobile optimized

- RPG based
- Locations based
- “SpyPoint” as in-game perches/reward system

2.3 System Boundary and Environment

The system boundary of this project is we will not consider about iPhone application, which means Spy will not be able to run on iOS.
The Spy is required the access to the internet.
Also, as the initial step, the game Spy will not be able to manage millions of users concurrently. Scaling out is not our focus now.
Additionally, since we focus on the mobile-native application, the end-users must need to have an Android device.

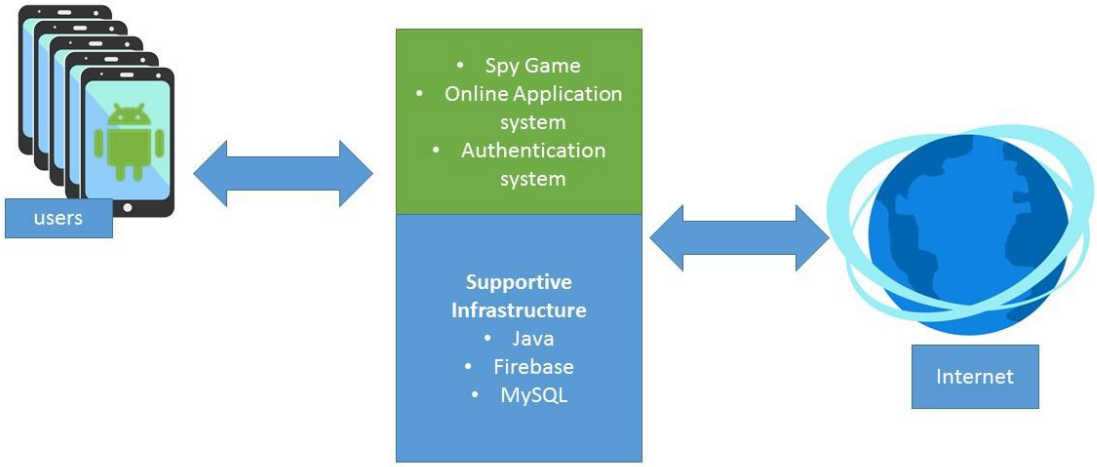


Figure 1: System Boundary and Environment Diagram of Volunteer Tracking System

3. System Transformation

3.1 Information on Current System

3.1.1 Infrastructure

We will use free-ware to implement the mobile application game, Spy.

Hardware Component	**Description**
Android Device	To run our game for any android device
Database	To store users and game data

Software Component	Description
Spy Mobile Application	our game
MySQL	To store users and game data

3.1.2 Artifacts

3.1.3 Current Business Workflow

We do not have a business workflow currently.

3.2 System Objectives, Constraints and Priorities

3.2.1 Capability Goals

Capability Goals	Priority Level
Login Phase	<< Must have>>
Several situations to spy	<better to have>
Reward system	<better to have>
MMO system	<must have>

3.2.2 Level of Service Goals

Table 2: Level of Service Goals

Level of Service Goals	Priority Level	Referred WinWin Agreements

3.2.3 Organizational Goals

OG-1: experience with Android programming skills
OG-2: utilize Google API

3.2.4 Constraints

CO-1: Android as an Operating System: The new system must be able to run on Android platform.
CO-2: Zero Monetary Budget: The selected NDI/NCS should be free or no monetary cost.
CO-3: Java as a Development Language: Java will be used as a development language.

3.2.5 Relation to Current System

We will develop a new system, and it is independent from a current system.

Table 3: Relation to Current System

Capabilities	Current System	New System
Roles and Responsibilities		
User Interactions		
Infrastructure		
Stakeholder Essentials and Amenities		
Future Capabilities		

3.3 Proposed New Operational Concept

There is not a specific or totally new operational concept to introduce.

3.3.1 Element Relationship Diagram

Simple element relationship is shown below

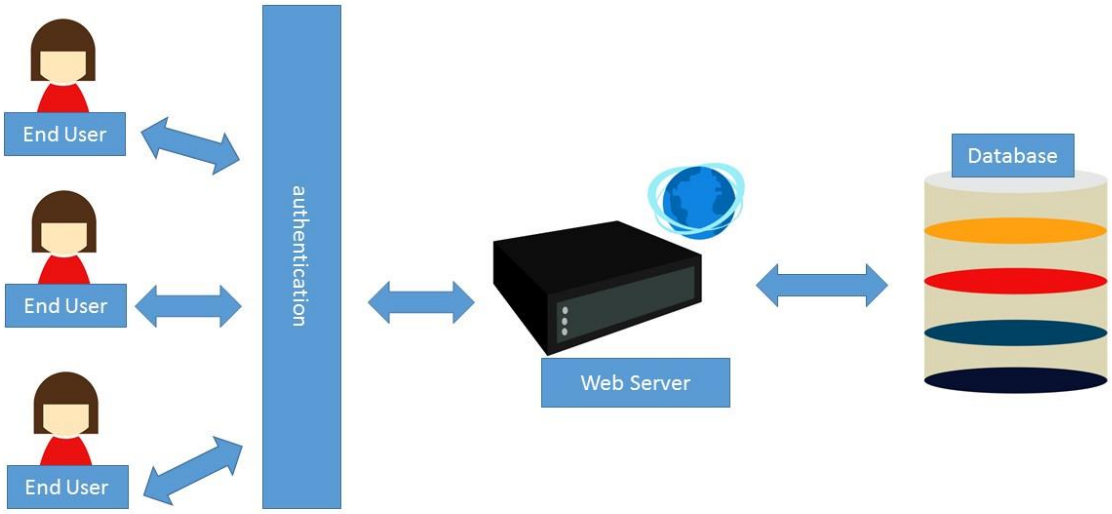
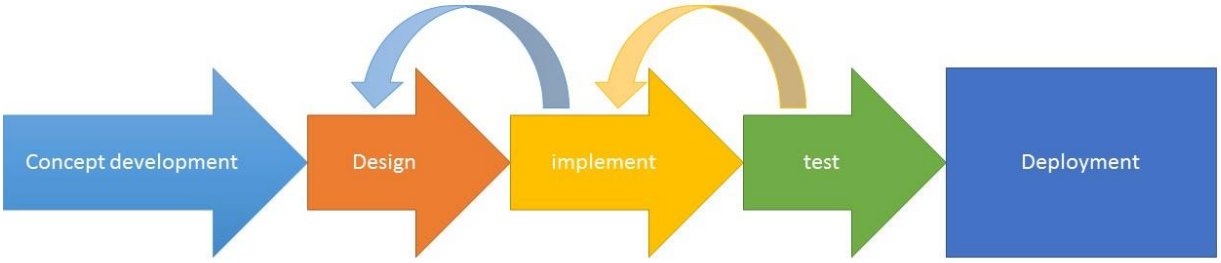


Figure 2: Element Relationship Diagram

3.3.2 Business Workflows



**Length of arrow does NOT depend on the period of time for each phase

3.4 Organizational and Operational Implications

3.4.1 Organizational Transformations

We do not have any requirement to change operational transformations.

3.4.2 Operational Transformations

Since we do not plan any change in operational transformations, we do not have the resultant workflow or significant changes.