Vision Document

Illuminati Game

Surya S Das (017441331)
Brian Cabral (012065272)
Daniel Gione (016513144)
Nayna Gajera (018810569)

Revision History

Date	Version	Description	Author
5/30/2019	Ver 1.0	Draft of Illuminati game	Surya S Das Brian Cabral Daniel Gione Nayna Gajera
6/4/2019	Ver 1.1	Revision of Purpose, Added stakeholder profiles, added more product features, fixed numbering in section 6	Surya S Das Brian Cabral Daniel Gione Nayna Gajera

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1 Introduction

1.1 *Purpose*

The purpose of this vision document is to plan out the design of the Illuminati Game. It defines key terms for the game, as well as some of the rules needed for implementation. It also discusses for what platform and with what language the game itself will be coded. The document is to assist in designing a game as close to the standard game rules as possible, as well as to give other stakeholders such as the professor and lab instructors insight into our development.

1.2 *Scope*

This vision document applies to the Illuminati Game, which will be developed by the four members of this team. The team shall develop Illuminati Game to work on Windows and Mac PC's, as the game will run on Java. The Illuminati Game will allow friends to play a fun, competitive card game with many intricacies and nuances.

1.3 *Definitions, Acronyms and Abbreviations*

- Illuminati Card: Card representing a player's conspiracy, giving them certain goals and attributes. Do not have resistance because they are not directly attacked
- Target: at the end of each turn, if the uncontrolled area has less than two groups, draw until there are at two . If a special is drawn, discard it
- Alignment: Political alignment determining factors when controlling, neutralizing, and destroying groups
- Power Structure: Control of groups stems from the illuminati card, which can directly control four adjacent cards (groups)
- Group: Basic elements ranging from Illuminati to Boy Sprouts; each has individual characteristics
- Resistance:Measure of group's ability to resist domination
- Power: Measure of ability to dominate other groups. Power can be transferred to other groups during an attack
- Income: Money (Megabucks) collected at beginning of turn. Each group
- Actions: Can be an attack, money transfer, or move a group. Two actions can be used per turn
- Attacks: Group uses power and possibly money to control, neutralize, or destroy another group
- Special Abilities: Attempt ability- give extra power ot holder of card
  Other ability- give ability to card itself
- Attack to Destroy: Rolls power against power. Groups with no power cannot be destroyed except by special card/whispering campaign
- Attack to Neutralize:identical to attack to control, but must be another player's group

- Attack to Control: Attack against other group in play (not illuminati or group already controlled). Attacking group must have one outward pointing arrow free. Rolls power against resistance
- Interference: player can help or hinder another player's attack
- Free action: can remove a group from power structure, aid an attack, give a special card or money, or use a special card
- Calling off an attack: Player can cancel an attack they called out before money is put down
- Transferring money: transfer money from one group to an adjacent one (two allowed per turn)
- Gifts/Trades: trading or giving different groups or money to other players

1.4 *References*

1. Illuminati Game Rules
2. "Millennials are driving the board games revival"
3. https://www.cnbc.com/2016/12/22/millennials-the-board-games-revival-catan-pandemic.html
   Accessed 5/31/19

2 Positioning

2.1 *Business Opportunity*

As we move forward in society we take every opportunity to automate anything we can. Currently the board game illuminati is only playable physically. By automating the process in a java program players are able to play more games. By having a java program of the game on a Windows PC or Mac, players do not have to find the illuminati board game, set it up and put the game away. Since this is a niche game it is very hard to find and not accessible to everybody. This game can not be found at a local department store. People will need to find a hobbyist store which could be miles away. Even then this board game might not be there. If by chance the game is found then it will be very expensive. By having this as a java program it can cast a wider net and more people will play this game. People would want to buy the java program over the board game because it will be much cheaper and easier to find. On top of all this, once people are done playing with board games they tend to throw them away and cause pollution. By converting Illuminati to a java program it will fix all problems listed, save trees, and help out on the pollution we have.

2.2 *Problem Statement*

The problem	People waste time finding, setting up, playing (rolling dice,shuffling,etc), and putting away the game
affects	Avid fans of illuminati and lovers of board games
The impact of which is	Difficulty finding the game, setting up the game, and difficulty in playing more games
A successful solution would be	A simple java application with the ability to be

2.3 *Product Position Statement*

For	People aged 16 and upwards who are board game enthusiasts.
Who	Is looking forward for ease of access to play the game without the hassle of losing the parts.
Illuminati	Is a java application which is designed to run on Windows and Mac PCs.
That	Will make playing the game much easier to play
Unlike	Current illuminati board games which have disadvantages like cost, availability, and a probability of losing important parts of the game.
Our product	Gives an opportunity for those enthusiasts to play the game without worrying about the availability as the board game is hard to find. Since this product can be run on Windows and Mac PC's, it is available to and accessible by all.

3 Stakeholder and User Descriptions

3.1 *Market Demographics*

Java is one of the most used coding architectures in coding. It is very popular because it can be easily run on a Windows PC or a Mac. Because it can be run on either platform this means it gives more of an opportunity for people to play the board game Illuminati. On recent study study it shows the market has been growing 1 percent each year. It jumped from 9.3 billion dollars to 9.6 billion dollars in a span of three years.[2] This shows the board game industry is not on a decline but it is actually growing. Currently the average board cost around 20-40 dollars. By having it in a java program it will be significantly cheaper which means more people will buy it.
The target market for this would people avid boardgame players and new players who want to get into board games. The users are anticipated to have a working mac or windows pc .

3.2 *Stakeholder Summary*

Name	Description	Responsibilities
Professor(Requirement Engineer)	The stakeholder works with board game players and tries to mimic into requirements	Specifies platform, and what the java program can and can't do. Redefines the requirements when this is needed
Software Architect (coders)	The stakeholder is responsible for the development of the java program	Responsible for architecture and implementation of program. Will need to comment and document when needed
Lab Professor (Product Feedback)	The stakeholder works with the software architect leads	Managers and distributes the workforce. Focuses all assets and verifies all deadlines are met.
Unit Tester	The Stakeholder runs through all possible outcomes looking for bugs and documents them	Responsible for making sure the application is usable and seeks out bugs. Once bugs are found he will report them and document how it is occuring
Customer	Stakeholder will use product and provide feedback	Responsible for using product and leaving a review of the game
Maintenance Engineer	Stakeholder will follow up with	Responsible for fixing and

	the unit tester and fix the bugs. Will provide monthly software updates	maintaining bugs. Will provide monthly software updates to maintain game statabily

3.3 *User Summary*

Name	Description	Responsibilities	Stakeholder
Avid Illuminati players	Primary End User	Uses application to play more games and cut set up time	Self
Avid board game players	Primary End User	Uses application and knowledge of prior games to play Illuminati on a java platform.	Self
New Board game users	Primary End User	Introduces interested players of the genre to the Illuminati game through ease of access.	Self

3.4 *User Environment*

1. This java application will be used by users as defined as long as they have either a Mac or a Windows PC.
2. The Application should help aid players in setting up the game.
3. The system should be able to:
    a. Take in user input.
    b. Display what each card does when selected.
    c. Keep track of score.
    d. Keep track of who's turn it is.
    e. Define the winner at the end.
4. The system should be easy to understand for novice and pro players.

3.5 *User Profiles*

Avid illuminati game players

Description	An avid player of Illuminati
Type	This is an advanced user of the game Illuminati . this does not necessarily mean the user is an expert in any other board game
Responsibilities	Uses the java application to play more games

	with others.
Success Criteria	The success is defined if the user is able to play more games per sit down
Involvement	Beta versions of the game will help us improve the game significantly
Deliverables	None
Comments/Issues	None

Avid board game players

Description	An avid player of board games
Type	This is an advanced user of a variety of board games . this could mean the user has little to no experience with Illuminati
Responsibilities	Uses the java application to play Illuminati
Success Criteria	The success is defined if the user is able to understand the java application and play on the system proficiently .
Involvement	Beta versions of the game will help us improve the game significantly
Deliverables	None
Comments/Issues	None

New Board Game users

Description	A new player of board games
Type	This is a new user of board games . this means the user has little to no experience with any board game.User must be willing to understand and follow along with the game
Responsibilities	Uses the java application to play Illuminati
Success Criteria	The success is defined if the user is able to understand the java application through playing .
Involvement	Beta versions of the game will help us improve the game significantly

Deliverables	None
Comments/Issues	None

3.6 *Stakeholder Profiles*

Professor(Requirement Engineer)

Description	Provides guidelines of the project
Type	This is the professor
Responsibilities	Teaches new strategies and gives us guidelines to finish the product
Success Criteria	The success is defined if we are able to successfully able to follow all guidelines and complete the project
Involvement	Speaking and getting help from the professor
Deliverables	None
Comments/Issues	None

Software Architect (coders)

Description	A person who follows through on the plans of the project by coding individual features.
Type	This is the coder
Responsibilities	Uses an IDE to create individual processes and features
Success Criteria	Success is defined if the features perform well and mesh into the final product correctly.
Involvement	Will be constantly creating small features
Deliverables	None
Comments/Issues	None

Lab Professor (Product Feedback)

Description	Gives feedback and provides feedback on how project is going
Type	This is the lab professor

Responsibilities	Reviews everything turned in and provides feedback
Success Criteria	The success is defined if we are able to adapt all advise that is given
Involvement	Speaking and getting help from the professor
Deliverables	None
Comments/Issues	None

Unit Tester

Description	Tests the coding part of the project and documents the problems.
Type	This is an engineer that tests the code
Responsibilities	Documenting all the errors in the project
Success Criteria	Success is defined when there are no errors documented by the tester
Involvement	Running tests and documenting errors
Deliverables	Errors in documented form.
Comments/Issues	None

Customer - Review User Profiles

Maintenance Engineer

| Description	Keeps up with maintaining the product
Type	This is an engineer that maintains the product after the product has been deployed
Responsibilities	Responsible for maintaining the product after deployment
Success Criteria	The success is defined if the product has very minimal bugs and has constant software patches
Involvement	Works with unit tester and maintains the product
Deliverables	None
Comments/Issues	None

3.7 *Key Stakeholder or User Needs*

Need	Priority	Concerns	Current Solution	Proposed Solutions
Ease of Access	High	Ability to acquire game with little to no effort	See proposed	Provide a java application to be runnable on mac or windows pc.
Configuration	low	Ability to customize and configure features and rules	See proposed	Provide application on a test and accommodate any and all concerns risen.

3.8 Alternatives and Competition

No other competition. Tried to look for an online game or a downloaded file but could not find one. If anything the only competition is the physical board game itself.

4 Product Overview

4.1 Product Perspective
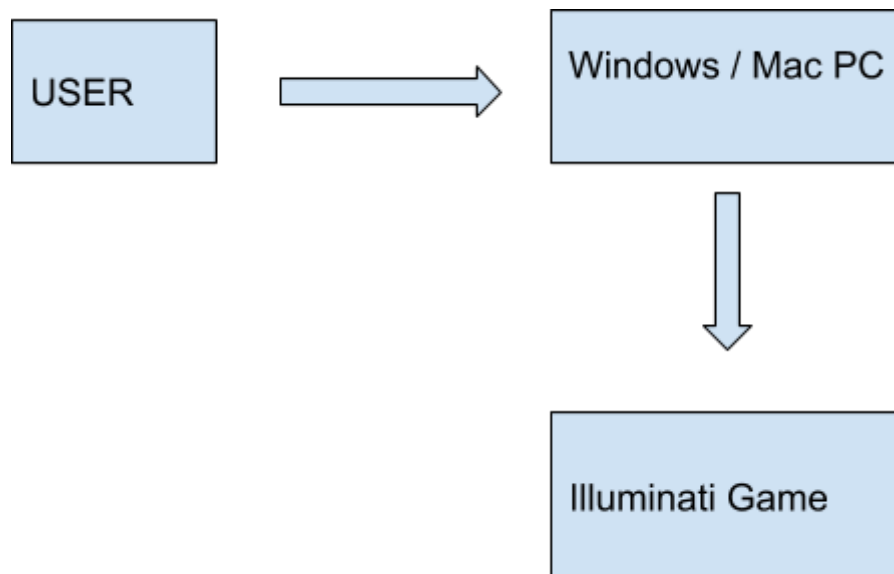
4.2 Summary of Capabilities

Customer Benefit	Supporting Features
Digital version of the existing game	Auto dice roll, Turn-by-turn player choice
Ease of access	Pre setup board, ready to play by the users.

4.3 Assumptions and Dependencies

1. In using this game, it is assumed that the user can read and understand.
2. The default language used for the game will be English. It is assumed that the user does not know how to read or understand English might have to take the help of someone who can or may not play the game.
3. It is assumed that the user who wish to play the game has a Windows or a Mac PC which is able to run Java.

5 Product Features

5.1 System Features

1. Start application
2. Exit Application
3. Accept Keyboard input
4. Change/select number of players
5. Enter name of players
6. Drop out the player
7. Turn by turn based
8. Interference
9. Attack option
10. Transfer money
11. Target
12. Free Actions
13. Income Collection
14. Card Draw

5.2 Communication Features

15. Select cards
16. Provide input to draw indicated income on the card from the bank
17. Roll the dice
18. Shuffle the cards
19. Gifts and Trades
20. Display cards
21. Display money

5.3 Emergency Features

22. Refer game rules document

6 Precedence and Priority

Priority	Feature(By Number Above)
High	1,2,3,7,15,16,17,18,20,21
Medium	4,8,9,10,11,12,13,14
Low	5,6,19,22

7 Constraints

Time is the largest constraint, on a span of six weeks for the class.

7.1 Usability

1. Easy to Navigate Board
2. Manageable Cards
3. Action Choosing
4. Nicknames for different players

7.2 Performance

1. Intuitive Controls
2. Lagless UI

8 Other Product Requirements

8.1 Applicable Standards

The Illuminati game must comply with all the requirements of the Java application to run the game.

8.2 System Requirements

Any Windows / Mac PC which can run Java software.

8.3 Performance Requirements

None Specific.

8.4 Environmental Requirements

None specific.

9 Documentation Requirements

9.1 User Manual

A short user manual will be provided with the application. Please see the User manual document for more information.