

Illuminati

Vision Document

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Revision History

<u>Date</u>	<u>Version</u>	<u>Description</u>	<u>Author</u>
2/14/2020	1.0	Initial Draft	All

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1. Introduction

1.1. Purpose

The purpose of this Vision Document is to outline our procedure of implementing the game of Illuminati to a user's home computer.

1.2. Scope

This vision document will outline our propositions for how the game should be structured in its online form as well as our business propositions, such as Market Demographics.

1.3. Definition, acronyms, and abbreviations

1.3.1. VoIP - Voice over internet protocol

1.4. References

1.4.1. Illuminati board [game](#)

1.4.2. Wikipedia on [Illuminati](#)

1.5. Overview

"Describe the vision document contents and explain how the document is organized."

2. Positioning

2.1. Business Opportunity

This game has the potential to reach younger players who would not traditionally play a board game in their free time. The only real cost is licensing fees and time. The process will be very streamlined because there is no need for research and development of the game.

2.2. Problem Statement

The unfortunate truth is that younger customers tend to overlook board games because they prefer the easier access to games on their phones and computers. So why don't we go to them instead of expecting them to change? We strongly believe that they will be highly intrigued by Illuminati's dark twists and turns and it will be extremely competitive among their friends.

2.3. Product Position Statement

We propose to implement Illuminati, with permission from Steve Jackson Games, in digital form for Windows computers. We will maintain the same rules and playstyle except otherwise noted in this document. By doing this, we fully expect a large user base of younger players who will enjoy the game.

3. Stakeholder and User Description

3.1. Market Demographics

Illuminati will be for all players aged 12 or older with access to a modern and compatible Personal Computer with internet access. Any users under the intended age of use are expected to have parent permission or to play under parental supervision.

3.2. Stakeholder Summary

- 3.2.1. (Software Engineer-Backend) Justin Girgis - 20%
- 3.2.2. (Software Engineer-Frontend/UX) Steven - 20%
- 3.2.3. (Software Engineer-Unity) Bryan - 20%
- 3.2.4. (Project Lead) Anthony Giacalone - 20%
- 3.2.5. (Investor-Shark Tank) Mark Cuban - 20%

3.3. User Summary

- 3.3.1. Players: Illuminati requires 4-6 players to fully utilize the full experience of the game.
- 3.3.2. Licensed by Steve Jackson Games

4. Product Overview

4.1. Product Perspective

Illuminati is a card game designed for four to six players. Each person represents a secret conspiracy and works independently or with other players to achieve their end game goal.

4.2. Summary of Capabilities

- 4.2.1. The game is based on an existing card game with well defined rules.

4.2.2. The game will allow users to place and trade cards freely to support the idea of negotiations.

4.2.3. More features and capabilities are proposed in the Appendix (Section 11).

4.3. Assumptions and Dependencies

4.3.1. Users have a desktop

4.3.2. Users have a monitor, keyboard, and mouse

4.3.3. Users have access to a VoIP with audio and text communication to a group and individuals

4.4. Cost and Pricing

4.4.1. The game is free to players

4.4.2. The programs used to develop the game are free, such as unity and github

4.4.3. The programs needed to fully play the game (a VoIP) can also be free

4.5. Licensing and Installation

4.5.1. Users will have to install an executable file to play the game.

5. Product Features

5.1. Features

The game will contain the original rules and regulations of the Illuminati board Game. Players will have the ability to freely place cards face up, face down, and trade with other players to uphold the integrity of the game.

5.2. Game Assets

The game will have a template to place the cards down on. Game assets include 8 Illuminati Cards, 83 cards representing other Groups, 15 Special cards, 4 blank cards, 160 money tokens (MB, or megabucks), and two dice.

5.3. Players

Four to six players are recommended for the best game experience; however, players can start the game with any number of players up to 6. Though the rulebook states that up to 8 players may partake in a session, a maximum of 6 players preserves gameplay efficiency.

5.4. User Interface

5.4.1. Friendly and easy-to-use graphical user interface

5.4.2. Example: Users will have the ability to see a panel of action to take with a card by hovering their mouse over the card

6. Constraints

6.1. Users are required to have an active internet connection to play the game. Users will not have access to any part of the game otherwise.

6.2. The game recommends 4-6 players for the best game experience. A game with less players than this recommendation can still be played.

7. Quality Ranges

7.1. Since the game is run on Unity, the system requirements to run the game will be moderately low. Customer support will be provided through Illuminati.help@gmail.com.

8. Precedence and Priority

Emphasized priority will be placed upon assuring that the user experience is upheld at a high quality. The released product is intended to be a digital platform for which it can be played similarly to its physical counterpart. The real-life experience of the card game will be preserved while still being enhanced by the computational power of computers where upholding the rules and game mechanics are not responsibilities left solely to the players.

9. Other Product Requirements

9.1. Applicable Standards

<u>Standard</u>	<u>Description</u>
Legal and Regulatory Standards	<ul style="list-style-type: none">• Illuminati and the all-seeing pyramid are registered trademarks, and the names of all other products published by Steve Jackson Games are trademarks or registered trademarks, of Steve Jackson Games Incorporated, or used under license. Illuminati is copyright © 1982-2013 by Steve Jackson Games Incorporated. (Taken from Rules version 3.2 June 2013)
Communication Standards	<ul style="list-style-type: none">• A secure internet connection must be established to connect and play the game• Any third party communication software/technology that supports both group and private means of communication (Discord, SMS, phone calls, E-mail, etc.)
Platform Compliance Standards	<ul style="list-style-type: none">• The game is intended to run on desktops that support operating systems Windows 7 (or higher) and Mac OS.
Quality and Safety Standards	<ul style="list-style-type: none">• The product shall run efficiently with minimal delay in gameplay computation and piece maneuverability

9.2. System Requirements

Product must run on any common operating system (Windows, recent Mac OS) with minimal hardware specifications. Operating machines must be capable of establishing an internet connection. Higher resolution and more sizable displays allow for better game maneuverability.

9.3. Performance Requirements

A stable bandwidth internet connection must be established to prevent delays. Optimized performance shall scale with higher bandwidth. Minimal hardware requirements will support game demands.

9.4. Environmental Requirements

Users should provide a low-demand bandwidth environment allowing for an uninhibited experience. Users should also abide by any requirements that will preserve their machine's hardware (i.e cool temperatures).

10. Documentation Requirements

10.1. Release Notes, Read Me File

Any release and update information will be made available at <https://github.com/bryanvu82000/343-GroupL-IlluminatiGame> . All update and version history will be visible at the repository linked above.

10.2. Online Help

- 10.2.1. Customers are encouraged to bring forth any questions and concerns to our customer help email at illuminati.help@gmail.com .
- 10.2.2. Game rules and information on game pieces can be found in the Documents section of the development team's open source GitHub repository:
<https://github.com/bryanvu82000/343-GroupL-IlluminatiGame> .
- 10.2.3. More information and illuminati resources can be accessed at Steve Jackson's official Illuminati website:
<http://www.sjgames.com/illuminati/> .

10.3. Installation Guidelines

Users will be required to download an executable file that will run the product. Further installation guidelines to be determined.

10.4. Labeling and Packaging

Original game graphics will be implemented for all cards and maneuverable pieces. Further labeling and packaging to be determined.

11. Appendix 1 - Feature Attributes

11.1. Status

<u>Feature</u>	<u>Status</u>	<u>Description</u>
Original Game Art	Proposed	The original game art will be used for digitally rendering each game piece.
Original Game Rules	Proposed	Gameplay and system integration will revolve around the original game rules (Rules version 3.2, June 2013). Rules have been modified in a way that does not heavily impact the original game rules.
Game Piece Placement and Interaction	Proposed	Game pieces such as cards shall be able to be appropriately placed and interact according to the game rules mentioned above. This includes card properties and synergies.
Online Multiplayer	Proposed	Online multiplayer support will be utilized through Unity Multiplayer Services, allowing 2-6 players to connect and play.
Session Authentication	Proposed	Multiplayer users will be required to enter an authentication link to join an active session/server. A session name will be requested to represent the user during that active game.
In-Game Chat	Proposed	Multiplayer users will have the ability to chat publicly to all players in the session, or privately with a select user.
Ability to Peek	Proposed	Players will have the ability to peek at face-down cards, such that only those who are peeking at the card will see the face-up version. This will allow users to privately see their own cards, and even sneakily peruse opponent face-down cards.
CheatBuster (PeekBuster)	Proposed	Players that have recently peeked and have been caught and reported will have to pay a MegaBucks fine. If the cheater has no MegaBucks, then they must choose a group to remove from their playing ground.
Card Action Menu	Proposed	Whenever a card is selected (hovered over by mouse cursor), a menu will appear with available

		card actions including (peek, move, transfer, etc.).
Automatic Economy	Proposed	All income on active player-owned cards will be automatically calculated and granted at the beginning of that player's turn.

11.2. Benefit

Priority	Features
Critical	<ul style="list-style-type: none"> • Original Game Art • Original Game Rules • Online Multiplayer • Session Authentication
Important	<ul style="list-style-type: none"> • Ability to Peek • Card Action Menu • Automatic Economy
Useful	In-Game chat

11.3. Effort

Multiplayer implementation and stability, along with implementation in the Unity environment is a new, unfazed team environment. Perfecting the intricacies of a card game is a welcome challenge as we emulate a classic game to a new platform. It is estimated that establishing appropriate card properties and interactions will take the most effort and most time. While the proposed features may require more effort and learning, they are agreed to be feasible for the development team.

11.4. Risk

Main risks involved are associated with introducing the game to an online platform where it becomes vulnerable to all aspects of vandalism and slander. More specifically, an in-game chat would pose the majority of risk in the project considering that whenever a platform is given for free speech, users may choose to violate terms of agreement or chat policy

(such as a prohibition of racism, sexism, or any kind of hateful speech to any group).

Risk can also be associated with the amount of features presented by a team developing in a new environment, however is minimized by a highly motivated and keen development team.

11.5. **Stability**

The development team is aware and ready to adjust Vision standards according to proposed and unapproved features. This also includes the team's ability to recognize when certain features may be too costly or out-of-scope of the main Vision objective.

11.6. **Target Release**

Combined with 11.7 .

11.7. **Assigned To**

<u>Feature</u>	<u>Target Release</u>	<u>Assigned To</u>
Original Game Rules	2/14/20	<ul style="list-style-type: none">• J. Girgis• S. Gamboa• B. Vu
Original Game Art	2/25/20	<ul style="list-style-type: none">• J. Girgis• S. Gamboa• B. Vu
Game Piece Placement and Interaction	3/27/20	<ul style="list-style-type: none">• J. Girgis• S. Gamboa• B. Vu
Card Action Menu	Pending Approval	<ul style="list-style-type: none">• B. Vu• J. Girgis
Automatic Economy	Pending Approval	<ul style="list-style-type: none">• S. Gamboa• B. Vu
Online Multiplayer	Pending Approval	<ul style="list-style-type: none">• J. Girgis• S. Gamboa
Session Authentication	Pending Approval	<ul style="list-style-type: none">• B. Vu• J. Girgis
In-Game Chat	Pending Approval	<ul style="list-style-type: none">• S. Gamboa• B. Vu

Ability to Peek	Pending Approval	S. Gamboa J. Girgis
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11.8. Reason

All features proposed are intended to enhance the user experience and elevate a physical card game and transcend it into the online digital realm. Some features, while with good intention, are subject to scrutiny should available resources be unavailable (i.e. moderation of online chats).