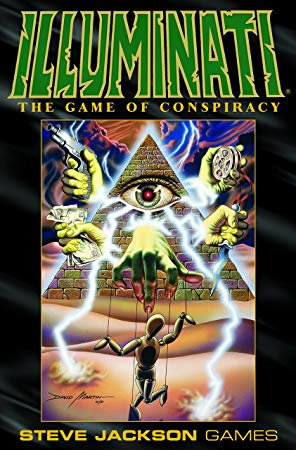
**Illuminati: The Game of Conspiracy**

**Vision Document**

**Group I**

****

**Project team:**

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**Table of Contents**

1. [**Introduction**](#_snbyziujajj0) **4**

1.1 Purpose 4

1.2 Scope 4

1.3 Definitions, acronyms, and abbreviations 4

1.4 References 4

1.5 Overview 4

1. [**Positioning**](#_u9wmu6l33uvv) **4**

2.1 Business Opportunity 4

2.2 Problem Statement 5

2.3 Product Position Statement 5

1. [**Stakeholder and user descriptions**](#_jc9ymx4t8pyg) **5**

3.1 Market Demographics 5

3.2 Stakeholder Summary 5

3.3 User Summary 5

3.4 User Environment5

3.5 Stakeholder Profiles 5

3.6 User Profiles 5

3.7 Key Stakeholder or user needs 6

3.8 Alternatives and Competition 6

1. [**Product overview**](#_3ajtfgai0o91) **6**

4.1 Product Perspective 6

4.2 Summary of capabilities 7

4.3 Assumptions and dependencies 7

4.4 Cost and pricing 7

4.5 Licensing and installation 7

1. [**Product features**](#_qtqbhj5db8of) **7**
2. [**Constraints**](#_efn2snfu0c0l) **8**
3. [**Quality ranges**](#_wpsp8rk08v31) **8**
4. [**Precedence and priority**](#_oxm31ukemw9w) **8**
5. [**Other product requirements**](#_y9rai5uk3vfx) **8**

9.1 Applicable standards 8

9.2 System requirements 8

9.3 Performance requirements 8

9.4 Environmental requirements 8

1. [**Documentation requirements**](#_jhepwdz9i3o7) **8**

10.1 Release notes, read me file 8

10.2 Online help 9

10.3 Installation guides 9

10.4 Labeling and packaging 9

1. [**Appendix 1 - Feature attributes**](#_s3l3syk5oguh) **9**

11.1 Status 9

11.2 Benefit 9

11.3 Effort 10

11.4 Risk 10

11.5 Stability 10

11.6 Target release 10

11.7 Assigned to 10

11.8 Reason 10

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 02/14/2020 | 1.0 | First Draft | Chanpheakdey Chum  Audris Gaerlan  Giovanni Salas |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Introduction

* 1. **Purpose:**

The purpose of this Vision Document is to digitize the game Illuminati to appeal to both older and younger generations who love the game or want to play the game without having the physical board.

* 1. **Scope:**

This Vision Document will outline the process and information needed to create the Illuminati digitized game. This game will be made to be played by both younger and older generations. We will be creating the game for use on computers using macOS and it will be mainly for single players, possibly multiplayers if time allows. This game will be created using Java and GUI.

* 1. **Definitions, acronyms and abbreviations:**

MB - Megabucks, a form of currency within the game

* 1. **References:**

1.4.1 Illuminati game rules

1.4.2 Illuminati game cards and Pieces

1.4.3. Play through Illuminati <https://www.youtube.com/watch?v=zITGysXmcqk>

* 1. **Overview:**

This vision document will summarize the creation of the game Illuminati, the implementations, as well as who it will appeal to and who it will affect. It goes through the game and purpose of creating the game, what the game will help solve and who is invested into the game.

# Positioning

* 1. **Business opportunity:**

As technology is advancing, the gap between the older and younger generations is rapidly increasing as well as opportunities to bond with each other. By digitizing a game that many older generations played, it helps shrink the gap between generations and allows for more bonding experiences as well as introduce a way to play a classic game in a more modern way.

* 1. **Problem statement:**

The problem of games being mainly used by the younger generation affects the gap between generations and chances to bond the impact of which is more issues revolving around differences between generations a successful solution would be to introduce something such as our game in order to gain an opportunity for people of different ages to bond.

* 1. **Product position statement:**

For people of all ages who have an interest in strategy games, Illuminati is a digitized game that takes the original board game and implements it into a game that can be played online. Unlike games that are simplified, our product is a very complicated strategy game.

# Stakeholder and user descriptions

* 1. **Market demographics:**

The main market we are aiming for are people aged 12 and up who will own or have access to a computer compatible with macOS.

* 1. **Stakeholder summary:** 
     1. (Software Engineer) Chanpheakdey Chum - 30%
     2. (Software Engineer) Audris Gaerlan - 30%
     3. (Software Engineer) Giovanni Salas - 30%
     4. (Investor) Anthony Giacalone - 10%

The stakeholders are Chanpheakdey Chum, Audris Gaerlan, and Giovanni Salas, who will lead in both designing and implementing the digitized version of the Illuminati game.

* 1. **User summary:**

The main users of this product are people interested in strategy games and avid lovers of the classic board game Illuminati.

* 1. **User environment:**

Users will use Java on macOS to run the game.

* 1. **Stakeholder profiles:**

The creators are the main stakeholders of this program.

* 1. **User profiles:**

Mac Users

|  |  |
| --- | --- |
| Description | A computer that runs macOS |
| Type | This is a user who has a Mac, whether it’s an iMac, MacBook Pro, etc. |
| Responsibilities | Plays the Illuminati game for its competitiveness and strategies. Perhaps plays the game to kill time |
| Success Criteria | The user gets a sense of “I win therefore I’m strategic” |
| Involvement | The user will play a part in the testing process. They will provide feedback to the developers. |
| Deliverables | N/A |
| Comment/Issues | N/A |

* 1. **Key stakeholder or user needs:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Need** | **Priority** | **Concern** | **Current Solution** | **Proposed Solutions** |
| A good easy to understand explanation of how the game works | High | The game can be hard to grasp as there are many rules and techniques | A play demo | A play demo |

* 1. **Alternatives and competition:**

Other examples of board games that may be our competition are easy to understand games such as King of Tokyo, Dungeons & Dragons, Sorry!, Monopoly, and Diplomacy.

# Product overview

* 1. **Product perspective:**

This is a game inspired by The Illuminatus! Trilogy by Robert Anton Wilson and Robert Shea. It is not required to have read the books in order to play the game; Illuminati is a standalone game that can be played by anyone.

* 1. **Summary of capabilities:**

|  |  |
| --- | --- |
| **Customer benefit** | **Supporting features** |
| Free to play game with no physical component required | Digitized game |
| Complicated rules are explained in a thorough but easy to understand manner | In-game rules and tutorials |

* 1. **Assumptions and dependencies:** 
     1. We assume that the players have access to a monitor, keyboard, and mouse.
     2. If playing multiplayer, it is assumed that internet access is available.
  2. **Cast and pricing:**

Due to the small scale of this application and the team, it will have a very small cost. The game will be free to play to the user.

* 1. **Licensing and installation:**

# Product features

* 1. Welcome Screen
  2. Game rules and tutorial
  3. Localized multiplayer
  4. Online multiplayer (if time allows)
     1. Game chat

# Constraints

* 1. This game was developed using the Java programming language, so the user(s) would have to be able to run Java on their computer.
  2. As the rules state, the game is best played with 4-6 players. 7 or 8 players will require some rule changes, and less than 4 will limit the game’s full potential.

# Quality ranges

# Aiming for 60 frames per second.

# Precedence and Priority

# A priority list of the different system features:

# Display Game Menu

# Display Inputs

# Music and Sound Systems

# Other product requirements

* 1. **Applicable standards:** N/A
  2. **System requirements:**

This system must be able to open java documents.

OS X 10.6 Snow Leopard or later versions

Inputs: Mouse and Keyboard

Output: A monitor (1080p resolution is recommended)

* 1. **Performance requirements:**

Load factor is fixed and the game is not CPU or graphic-intensive, therefore, we should see no performance drop during play.

* 1. **Environmental requirements:** N/A

# Documentation requirements

* 1. **Release notes, read me file:**

All release notes and documentation can be found here: <https://github.com/chan126/343-GroupI-Illuminati->

* 1. **Online help:**

Help can be found through the game’s online rulebook: <http://www.sjgames.com/illuminati/img/illuminati_rules.pdf>

* 1. **Installation guides:**

Players simply need to open the Java file and the game will begin as soon as it is opened.

* 1. **Labeling and packaging:**

10.4.1 Vision Document

10.4.2 Project Plan

10.4.3 Use Cases/UML

10.4.4 Flow Chart

10.4.5 Test Plan

10.4.6 User Manual

# Appendix 1 - Feature attributes

* 1. **Status:**

|  |  |
| --- | --- |
| **Status** | **Description** |
| Proposed | N/A |
| Approved | N/A |
| Incorporated | N/A |

* 1. **Benefit:**

|  |  |
| --- | --- |
| **Priority** | **Description** |
| Critical | N/A |
| Important | N/A |
| Useful | N/A |

* 1. **Effort:** N/A
  2. **Risk:** N/A
  3. **Stability:** N/A
  4. **Target release:**

This game is expected to be available for the public during May 2020.

* 1. **Assigned to:** All members of the team will work on the project features together
  2. **Reason:** N/A