Conspiracies of Runeterra

Vision Document

Group H

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Revision History

Revision	Performed by	Date and Time	Comment
1.0	Group H	Feb 14, 2020 11:59p.m	General Outline

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1: Introduction

1.1 **Purpose:**

This Vision Document aims to elaborate on the improvement and digital recreation of the Conspiracies of Runeterra game through outlining the creation and implementation of such game.

1.2 **Scope:**

This rendition of the Conspiracies of Runeterra game is dependent on the Unity platform to operate. This vision document project will outline the implementation of such game along with the objectives required to precise detail to endorse a future player base and marketing campaign.

1.3 **Definitions, Acronyms, and abbreviations:**

1.4 **References:**

      1.4.1 Illuminati Game [Wikipedia](#)

      1.4.2 Illuminati Online Game [Review and General Information](#)

1.5 **Overview:**

The original intention of this document is to provide an organized outline about the intentions of the Conspiracies of Runeterra game in the perspectives of the developers, creators, investors, and the targeted audience as well as its implementation.

2: Positioning

2.1 **Business Opportunity**:

The Conspiracies of Runeterra game is a potential form of entertainment to ages and ethnicities of all backgrounds. For the more traditional and conservative ones, a classic board game that has been elevated to a modern platform is an extremely appealing factor. For such a game, there should be little to no costs for research, development, or manufacturing an open source game that could be downloaded for free of charge. The implementation of such game depends on a PC platform which entails a low cost for the game while being able to reach a vast user base

2.2 **Problem Statement:**

The biggest problem of such board games is the conversion of a traditional board game experience to the modern age day of technology. The allure of such board games was a group of people interacting with each other, to form organic connections or antagonizations. This is what provides the most joy for the users of these board games but at the same time it requires all users to be present when the game is initiated. Another reason as to why board games have dissolved in today's gaming industry is the time commitment. Games such as Monopoly and Sorry take 30 min to an hour just to result in an unsatisfying feeling of success that leaves the players drained and unwilling to play another.

2.3 **Product Position Statement:**

Without research and development costs to create a new game, the Illuminati parent company can reduce costs on the production of a new game while appealing to a wider base of customers to accrue a maximized revenue margin.

3: Stakeholder and user descriptions

3.1 Market Demographics:

The Conspiracies of Runeterra game will be targeted for players aged 13 and over with access to a personal computer.

3.2 Stakeholder Summary:

> 3.2.1 (Software Engineer) David Kwon - 33%
>
> 3.2.2 (Software Engineer) Jose Vasquez - 33%
>
> 3.2.3 (Software Engineer) Andrew Lucas - 33%

3.3 User Summary:

> 3.3.1 Conspiracies of Runeterra requires 2 or more players with the best experience of the game with 4 or more
>
> 3.3.2 The age restriction is 13 and above with parental consent

3.4 User Environment

> 3.4.1 The Conspiracies of Runeterra is a turn-based game where users will have access to PC's of multiple different types of operating systems for 30+ minutes at a time.
>
> 3.4.2   The user requires an operating PC or laptop to function

3.5 Stakeholder Profiles

4: Product Overview

4.1 Product Perspective:

Conspiracies of Runeterra is a 2 to 8 player card game in which the players compete against one another to take over the world. There are 8 different regions to choose from that dictate how to win the game, as well as an

alternative win condition that everyone can go for. All players are using the same computer to play the game.

4.2 **Summary of Capabilities:**

    4.2.1   The entire game is in one executable application on a computer.

    4.2.2   Based on a classic card game.

4.3 **Assumptions and Dependencies:**

    4.3.1 A working modern computer with mouse, keyboard, and monitor.

    4.3.2 A basic understanding of board games or card games.

4.4 **Cost and Pricing:**

    4.4.1 No physical parts so no production cost beyond development of the game itself

    4.4.1 The game will be free for everyone.

4.5 **Licensing and Installation**

    4.5.1   No licenses or accounts necessary, the game is entirely local to play after installation.

5: Product Features

5.1 **Features**:

Original rules and play experience, including an alternative set of rules, from the card game in a streamlined and digital environment.

5.2 **Assets:**

Custom art for all the game pieces including in-game currency, pieces, and cards.

5.3 **Interface:**

Free roaming camera allows players to look at any part of the board state, cards snap together for easy placement, and actions are presented as buttons when interacting with cards and other players. Either keyboard or mouse can be used to play, or a combination of the two.

6: Constraints

6.1

Recommended to play with 4 to 6 players for optimal experience, however 2 to 8 supported.

6.2

Based on existing intellectual property of another company (Riot Games), so must be aware and careful with copyright

7: Quality Ranges

7.1 Low system requirements, most Windows and Mac computers should run it.

8: Precedence and Priority

Priority	Feature
Low	Multiplatform support.
Medium	Updating the original game's artwork as well as introducing new player cards.
High	Develop a digital variation of illuminati while preserving the original games integrity.

9: Other Product Requirements

9.1 **Applicable Standards:**
Reconstruct a digital representation of the original Illuminate board game that can be emulated on a machine containing the Windows operating system.

9.2 **System requirements**:
Operating System: Windows 10, Mac OS

9.3 **Performance requirements:**
Not applicable

9.4 **Environmental requirements:**
Anywhere a computer can be operated

10: Documentation Requirements

10.1 **Release notes:**
new features, improvements, bug fixes and contact information

10.2 **Read me:**
Original Illuminati game guide and updated instructions on how to play the The Conspiracies of Runeterra.

10.3 **Online help**:
FAQ's and additional help can be found at
https://github.com/davidkwonh/343-Group-H-Conspiracy-of-Runeterra

10.4 **Installation guide:**
Download and run the Illuminati installer from
https://github.com/davidkwonh/343-Group-H-Conspiracy-of-Runeterra

10.5 **Labeling and Packaging**:
Inno file installer creator Copyright (C) 1997-2019 Jordan Russell. All rights reserved. Portions Copyright (C) 2000-2019 Martijn Laan. All rights reserved.

11: Appendix 1 Feature Attributes

11.1 **Status:**

Status	Description
Proposed	League of Legends them
Approved	Digital version of illuminati card game
Incorporated	None

11.2 **Benefits:**

Priority	Description
Critical	Basic UI and the base rules integrated to play a full game.
Important	Alternate rules integrated and graphics updated to fit the theme of the board game.
Useful	Graphics finalized and sound effects added.

11.3 **Efforts:**

11.3.1 The code for the base game implementation will require at two months to finish

11.3.2 Creating new graphics will take one month to finish

11.4 **Risk:**

Risk	Description
Low	Schedule Delay
Medium	Cancellation due to theme
High	Intensive error messages

11.5 **Stability:**

11.5.1 Base game rules are stable, unlikely to be changed.

11.5.2 Chosen theme of the game is semi-stable, subject to change as development progresses

11.6 **Target Release:**
Complete and official release of the digital Illuminati variant is expected before

the end of the class. Includes a playable game with working features and functionalities.

11.7 **Assigned to:**
Features and graphical design are managed by Andrew Lucas, David Kwon, and Jose Vasquez.

11.8 **Reasons:**

All features chosen by us based on the requirements of the project. However implementation of design and code will go into further detail with the progression of Anthony Giacalone.