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| Illuminati |
| Vision Document |
| Group H |
| Andrew Lucas  David Kwon  Jose Vasquez  2-14-2020 |

Revision History

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| **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 Illuminati game through outlining the creation and implementation of such game.

1.2 **Scope:** This rendition of the illuminati 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](https://en.wikipedia.org/wiki/Illuminati_(game))

1.4.2 Illuminati Online Game [Review and General Information](https://boardgamegeek.com/boardgame/859/illuminati)

1.5 **Overview:**  
The original intention of this document is to provide an organized outline about the intentions of the illuminati 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 illuminati 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 converting 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, live, to form organic connections or antagonizations for sole purpose of winning. 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 at the moment 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. An

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:**

Illuminati will be targeted for players aged 13 and over with an 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 Illuminati requires 2 or more players with the best experience of the game with 4 or more

3.3.2 The age is 13 and above with parental consent

3.4 **User Environment**

3.4.1 Illuminati is a turn-based game where users will have access to PC’s of multiple different type of operating systems.

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 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 alternate rules, from the card game in a streamlined and digital environment.

5.2 **Assets:**Custom art for all the game pieces.

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  
6.1Recommended 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**:

* CPU: Intel Pentium D or AMD Athlon 64 (K8) 2.6 GHz
* Memory: 2 GB RAM
* GPU (Integrated): Intel HD Graphics or AMD (formerly ATI) Radeon HD Graphics with OpenGL 2.1
* GPU (Discrete): Nvidia GeForce 9600 GT or AMD Radeon HD 2400 with OpenGL 3.1
* HDD: minimum 200MB for Game files
* Peripherals: keyboard, mouse, monitor
* Operating System: Windows 10

9.3 **Performance requirements:**   
Not applicable

9.4 **Environmental requirements:**   
Not applicable

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 digital version.

10.3 **Online help**:   
FAQ’s and additional help can be found at https://github.com/davidkwonh/ILLUMINATI-343-GH

10.4 **Installation guide:**   
Download and run the Illuminati installer from https://github.com/davidkwonh/ILLUMINATI-343-GH.

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** |  |
| **Approved** |  |
| **Incorporated** |  |

11.2 **Benefits:**

|  |  |
| --- | --- |
| **Priority** | **Description** |
| **Critical** |  |
| **Important** |  |
| **Useful** |  |

11.3 **Efforts:**

11.4 **Risk:**

|  |  |
| --- | --- |
| **Risk** | **Description** |
| **Low** |  |
| **Medium** |  |
| **High** |  |

11.5 **Stability:**

11.6 **Target Release:**   
Complete and official release of the digital Illuminati variant is expected on xx/xx/xxx. 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:**

Save for later formatting!

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