Illuminati Mobile Card Game Vision Document

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1. Introduction

1.1 Purpose: The purpose of this document is to clearly define the expectations of Illuminati Mobile Card Game and its development.

1.2 Scope: This document covers the position, stakeholders, users, pricing, features, constraints, quality, and process and deliverable for the development of Illuminati Mobile Card Game.

1.3 Overview: This document is organized in order of Positioning, Stakeholder and User Descriptions, Product Overview, Constraints, Quality Ranges, Precedence and Priority, Other Product Requirements, Documentation Requirements, and Feature Attributes.

2. Position

2.1 Business Opportunity: Making a classic card game accessible to the next generation of players.

2.2 Problem Statement: The inaccessibility of Illuminati affects those that wish to play and no longer own the card game as well as those that have not yet been introduced to the game. By making Illuminati available on an application platform, its use will become more flexible.

2.3 Product Position Statement: For Professor Giacolone, for the opportunity to provide the Illuminati card game on a mobile device platform. The Illuminati Mobile Card Game is an application game that will be just as fun and addictive as the original, but far more accessible and portable. Unlike the classic game, the Illuminati Mobile Card Game can be taken anywhere, saved, and fit into a pocket.

3. Stakeholder and User Descriptions

3.1 Market Demographics:
- Our organization does not yet have a reputation in the market as this is our first project.
- We would like our reputation to be that of integrity and efficiency.
- This product will support our goals by giving us our first chance at proving our accuracy and enthusiasm.

3.2 Stakeholder Summary:
- Stakeholder 1
  - Prof. Giacolone
  - Represents: CSULB
  - Role: Customer
- Stakeholder 2
  - Michael Black
  - Represents: Group C
  - Role: Software Engineer
- Stakeholder 3
  - Derrick Nguyen
  - Represents: Group C
  - Role: Software Engineer
- Stakeholder 4
  - Christian Blydt-Hansen
  - Represents: Group C
  - Role: Software Engineer

3.3 User Summary:
- User 1
  - Gamers
  - Description: Enjoy the strategic element to our card game
  - Stakeholder: Software Engineers
- User 2
  - Non-Gamers
  - Description: Enjoy the simplicity of an easy to use app
  - Stakeholder: Software Engineers

3.4 User Environment:

Three people are involved in completing this task. This is very unlikely to change. A task cycle will be one week. Users require mobile devices and access to wifi. No systems are yet in place, though a desktop application is planned for the future. Our application will need to integrate with Facebook authentication.

3.5 Stakeholder Profiles:
- Prof. Giacolone
    - Description: Assesses the product
    - Type: Customer
    - Responsibilities: Give honest and constructive feedback for project phases
    - Success Criteria: N/A
    - Involvement: Reviewer
    - Deliverables: Grades
- Michael Black
    - Description: Develops the product
    - Type: Software Engineer
    - Responsibilities: Documentation, development, and design
    - Success Criteria: Grade
    - Involvement: Developer
    - Deliverables: Product with updates and documentation
- Derrick Nguyen
    - Description: Develops the product
    - Type: Software Engineer
    - Responsibilities: Documentation, development, and design
    - Success Criteria: Grade
    - Involvement: Developer
    - Deliverables: Product with updates and documentation
- Christian Blydt-Hansen
    - Description: Develops the product
    - Type: Software Engineer
    - Responsibilities: Documentation, development, and design
    - Success Criteria: Grade
    - Involvement: Developer
    - Deliverables: Product with updates and documentation

3.6 User Profiles:

- Gamers
    - Description: Users that are well-versed in virtual card games
- Non-Gamers
    - Description: Users that are not well-versed in virtual card games

4. Product Overview

4.1 Product Perspective: This product is self-contained.

4.2 Summary of Capabilities:

Customer Benefit	Supporting Features
● Portability ● Connectability ● Usability	● Supported mobile platform ● Supported wifi and multiplayer ● Simple controls

4.3 Assumptions and Dependencies:
- Android development platform available
- Java and Java VM updated
- Dedicated database servers
- User has an android device

4.4 Cost and Pricing:
Our goal is to keep cost to a minimum. We will realistically have a total cost of $0.00 for the first phase of this project. All expenses should be covered by free services with our student emails.

4.5 Licensing and Installation:
We will need to enforce password security due to our application's connection to the web.
We will use Facebook Authentication.

5 Product Features

5.1 Online connection and multiplayer / Start Match

- Play with those you know
- Play with those you don't

5.2 Forfeit Match
- Remove yourself from a match

5.3 Player Stats
- How many matches a player has won
- Highest MegaBucks total in one game

5.4 Leader Boards
- National leaderboards (U.S.)
- Private leaderboard (friends)

5.5 In-game messaging system
- Send messages to those you're playing

6 Constraints

6.1 Mobile Constraints
- Battery
- Touch screen
- Screen size
- Portrait design

7 Quality Ranges

7.1 Performance
- Device dependent
- Wireless signal dependent

7.2 Robustness
- Version updates will not affect games in progress
- Games are linked to user accounts, not devices
- Will go into a power saving mode on low battery

7.3 Fault tolerance
- Game states are saved online in case of user device failure

- **Games states are saved until the game has been completed**
- **Users can exit the application at any time without data loss**

7.4 Usability
- **Will work on any mobile device with android version Android 6.0 Marshmallow or above installed**
- **Will only work with a wireless connection**

8 Precedence and Priority

- **System features ranked on priority**
    1. **Online connection and multiplayer / Start Match**
    2. **Forfeit Match**
    3. **In-game messaging system**
    4. **Player Stats**
    5. **Leader Boards**

9 Other Product Requirements

9.1 Applicable standards
- Platform compliance standards: Android mobile devices
- Quality and safety standards: CMM
- Communications standards: TCP/IP

9.2 System requirements
- Cloud Server: Digital Ocean
- Host OS: Ubuntu Linux 14.04
- Memory: 512 MB
- Disk Drive: 20 GB
- Companion software: MySql (Database)

9.3 Performance requirements
- Max response time: 5 seconds
- Expected response time: < 1 second
- Max concurrent users: 4
- Expected online-time: 100%

9.4 Environmental requirements
- To be included in future use case documents

10 Documentation Requirements

10.1 Release notes, readme file
- Release Date: January 1, 2020
- Compatibility: Android Marshmallow or above
- Available only in the U.S.
- Must play with 3-4 players
- Viewable on Google Play Store

10.2 Online help
- Email support@illuminaughty.com
- 1-ILL-UMI-NATE

10.3 Installation guides
- Download on Google Play Store
- Accept Terms & Agreement

10.4 Labeling and packing
- Application will be exclusively distributed digitally through the Google Play Store.

11 Appendix 1 - Feature Attributes

11.1 Status

Status	Description
Proposed	Enable games to be played up to 7 players
Approved	Enable games to be played up to 4 players
Incorporated	Enabled games to be played up to 4 players

11.2 Benefit

Priority	Description
Critical	The essential game rules.
Important	Great User Experience and User Interface
Useful	End-to-end messaging system

11.3 Effort
- Essential game rules: High Priority, Very Difficult, 1 month
- Great UX and UI: Medium Priority, Okay Difficulty, 3 weeks
- End-to-end messaging system: Low Priority, Very Difficult, 2 month

11.4 Risk
- Schedule delays: Most likely we will be unable to finish this project due to time constraint, i.e., graduation and end of semester.
- End-to-end messaging: Due to high demand in privacy, it can sometimes be difficult to implement this system.

11.5 Stability
- The rules of the games will never change. Therefore, the most critical part of the game will be constant.
- Other things like UX and UI will changed throughout the life-cycle

11.6 Target release
- January 1, 2020

11.7 Assigned to
- Further maintenance of the product past the release date will be allocated to Team A.

11.8 Reason
- End-to-end Messaging: Stakeholders want a way to communicate with people from around the world when playing the game. Therefore, we are implementing an end-to-end messaging system.

- Enhanced User-Interface: In order to attract more users, our user interface must be appealing. Therefore, it is an important aspect for the game.