

Vision Document

The Statecraft Game



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Revision history

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Table of Contents

Revision history	2
Table of Contents	3
1- Introduction	5
1.1- Purpose	5
1.2- Scope	5
1.3- Definitions, Acronyms, and Abbreviation	5
1.3- References	5
2- Positioning	6
2.1- Business Opportunity	6
2.2- Problem Statement	6
2.3- Product Position Statement	6
3- Stakeholder and User Descriptions	8
3.1- Market Demographics	8
3.2- Stakeholder Summary	8
3.3- User Summary	8
3.4- User Environment	9
3.5- Stakeholder Profiles	9
3.6- User Profiles	10
3.7- Key Stakeholder or User Needs	10
3.8- Alternatives and Competition	10
4- Product Overview	12
4.1- Product Perspective	12
4.2- Summary of Capabilities	12
4.3- Assumptions and Dependencies	12
5- Product Features	13
5.1- System Features	13
5.2- Communication Features	13
5.3- Gameplay Features	13
6- Precedence & Priority	14
7- Constraints	15
7.1- Usability	15
7.2- Performance	15
8- Other Product Requirements	16
8.1- Applicable Standards	16

Vision Document, Statecraft

8.2- System Requirements	16
8.2.1- Performance Requirements	16
8.2.2- Environmental Requirements	16
9- Documentation Requirements	17
9.1- User Manual	17

1- Introduction

1.1- Purpose

Statecraft is an enjoyable, multiplayer experience based on the classic board game, *Diplomacy*. This document serves to outline the high-level features and requirements of Statecraft. It highlights the needs of the stakeholders and target users, then affirms how the capabilities of Statecraft fulfill those needs. Specific needs and corresponding satisfactions are stated in the use-case sections.

1.2- Scope

This document is in reference to Statecraft, developed by Group A in CECS 475 Section 3, CSULB. Group A will develop Statecraft as a Web Application. Statecraft will offer the best iteration of the popular board game *Diplomacy* by showcasing intuitive UI, simple controls, and well-synchronized gameplay.

1.3- Definitions, Acronyms, and Abbreviation

- UI - User Interface
- GUI - Graphical User Interface
- Synchronized Gameplay - Statecraft implements a system in which all player moves are updated at the end of a phase

1.3- References

- [The diplomacy game on wikipedia](#)

2- Positioning

2.1- Business Opportunity

1959, In the midst of post-WWII recuperation and the beginning of the Cold War, a board game called *Diplomacy* hit the shelves. Praised by meticulous design and communicative gameplay, the game was adored by many for years to come. With the rise of technology and video games, it was only a matter of time until classic games like *Diplomacy* were reiterated into digital experiences. At the time of writing, there exists a handful of computerized iterations, but they all suffer from various flaws such as unintelligent AI, confusing UI elements, and sluggish gameplay.

Statecraft aims to be the most complete renewal of the classic experience that is *Diplomacy*. This game will mostly stay true to the original rules of the game, all the while speeding up the synchronized phases to highlight the tactical flow of each round. Also, Statecraft will ensure new players are up to speed on the rules of the game by integrating assistive UI elements into the gameplay.

2.2- Problem Statement

The problem of	previous digital iterations of the game <i>Diplomacy</i> being confusing and difficult to learn
affects	the people who wish to learn to play <i>Diplomacy</i> in a more concise and accessible setting
the impact of which is	frustration in lackluster gameplay and loss of interest in playing <i>Diplomacy</i>
a successful solution would be	a web application that offers a complete, true-to-the-original <i>Diplomacy</i> experience with assistive UI and synchronized gameplay to be enjoyed by new and experienced players alike.

2.3- Product Position Statement

For	new and experienced <i>Diplomacy</i> players
Who	are seeking a faster, more approachable gameplay experience
Statecraft	is a web application

That	implements visually-assistive UI elements to help new users learn the rules and efficient database usage for fast, synchronized gameplay.
Unlike	many other electronic versions of <i>Diplomacy</i> that fail to deliver concise or efficient gameplay
Our product	delivers an easy-to-learn, fast-paced, synchronized iteration of <i>Diplomacy</i>

3- Stakeholder and User Descriptions

3.1- Market Demographics

Statecraft's main audience is anyone at any age seeking a way to enjoy a digital version of a fun and strategic board game, also known as *Diplomacy*. Although all other electronic versions of *Diplomacy* exemplify inferior gaming experiences, people that want to enjoy the game currently have no choice but to indulge in them.

Users are expected to have PC or MAC computers with the ability to run web applications

3.2- Stakeholder Summary

Name	Description	Responsibilities
Requirements Engineers	Stakeholder that imagines the usage of Statecraft and translates the imagined functionalities into developmental requirements.	Specifies functional, non-functional, and domain requirements for development. Revises requirements as needed.
Software Architect	Stakeholder that is a primary lead in the software development of Statecraft.	Responsible for software architecture, overall design, and implementation.
Project Manager	Stakeholder that leads the software development of Statecraft.	Responsible for the managing and planning of development cycles, keeping the team concentrated, and interacting with customers consistently.

3.3- User Summary

Name	Description	Responsibilities	Stakeholder
Players with prior knowledge of <i>Diplomacy</i>	Primary end user of the system	Uses application to enjoy the electronic version of <i>Diplomacy</i>	Self
Players without any knowledge of <i>Diplomacy</i>	Primary end user of the system	Uses application to learn to play the electric version of <i>Diplomacy</i>	Self

3.4- User Environment

The user can play the game on a computer using Windows, Linux or Mac.

The places where the user can use the game are the following:

- Home
- Work
- School
- Coffee shop
- House party
- Restaurant
- Airport

The system shall provide assistive controls that help new players get adjusted to the format of the game, while not hindering the gameplay of experienced users.

3.5- Stakeholder Profiles

Experienced Player

Description	Person that has previous experience with <i>Diplomacy</i> playing Statecraft
Type	User is more serious in attitude regarding gameplay experience
Responsibilities	Plays Statecraft to experience or introduce <i>Diplomacy</i> to others without the need to set up a physical board game or gather players to a physical space.
Success Criteria	The success is defined by these players to enjoy the experience as well as continue to play Statecraft
Involvement	A sample group of experienced players will help evaluate Statecraft
Deliverables	None
Comments / Issues	None

New Player

Description	Person without any experience with <i>Diplomacy</i> playing Statecraft
Type	Casual user who wants to learn the game mechanics
Responsibilities	Plays Statecraft to learn how to play a digitized version of <i>Diplomacy</i> without the need to set up the physical board game or gather players to a physical space

Success Criteria	The success is defined by how well the new player learns the Statecraft game mechanics, and how they continue to play
Involvement	A sample group of new players will help evaluate Statecraft
Deliverables	None
Comments / Issues	None

3.6- User Profiles

Same as section 3.5.

3.7- Key Stakeholder or User Needs

Need	Priority	Concerns	Current Solution	Proposed Solutions
Easy to play	High	Ability for players to navigate through the lobby, game room, messages easily	See proposed	Provide clear layout and instructions for creating a username, entering a game, and messaging other players
Easy to learn	High	Assistive GUI will help new users get situated with the rules	See proposed	Provide visual clues on how to play the game, such as green-tinted areas indicating a valid move, or forming an alliance with other players
Synchronized gameplay	High	Gamplay is based on phases through which players make synchronized decisions	See proposed	Provide a gameplay experience that is focused on everyone finishing their moves rapidly before the phase ends, staying true to the original style of <i>Diplomacy</i>

3.8- Alternatives and Competition

3.8.1 Backstabbr

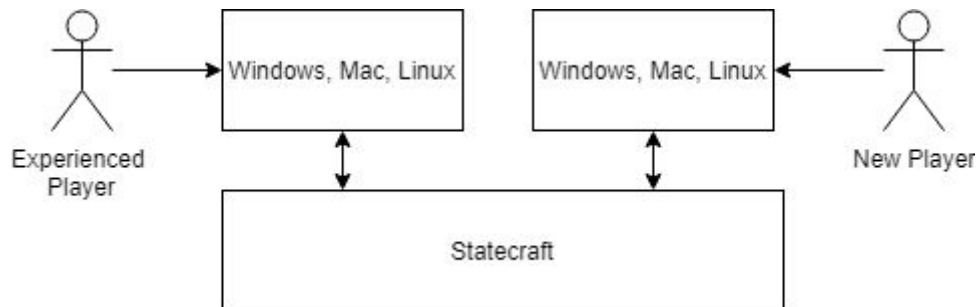
3.8.2 Play Diplomacy Online

3.8.3 webDiplomacy

3.8.4 Other competing teams in CECS 475

4- Product Overview

4.1- Product Perspective



4.2- Summary of Capabilities

Customer Benefit	Supporting Features
Enhanced ease of gameplay from alternative <i>Diplomacy</i> clones	Assistive GUI, navigational clarity
Faster-paced experience	Synchronized, phase-based gameplay

4.3- Assumptions and Dependencies

1. It is assumed that the user has a personal computer and a reliable internet connection.
2. In using the chat functionality, it is assumed that the user is able to type.
3. In navigating through the menus and playing the game, it is assumed that the user is able to use a mouse.
4. The entirety of Statecraft will use English (US) to convey information. It is assumed that users are literate.

5- Product Features

5.1- System Features

1. Start application
2. Exit application
3. Set/change username

5.2- Communication Features

4. In-lobby text chat
5. In-game private text chat
6. In-game group text chat

5.3- Gameplay Features

7. Visual indications of available moves
8. Synchronized gameplay of short-bursts of turns/phases

6- Precedence & Priority

Priority	Feature (by number above)
High	1,2,5,6,8
Medium	7
Low	3,4

7- Constraints

7.1- Usability

- Intuitive lobby layout
- Tactile gameplay
- Simple tutorial interface
- Customizable user icon

7.2- Performance

- Efficient database algorithm
 - Minimal time between button click and system response
- Synchronized phases/turns to structure gameplay

8- Other Product Requirements

8.1- Applicable Standards

None specified.

8.2- System Requirements

The client must run on Windows, Mac, and Linux. It could work also in the web browser.

8.2.1- Performance Requirements

Internet:

- > 50Kb/s

Computer requirement:

- 100MB of RAM.

8.2.2- Environmental Requirements

A computer with an access to a web browser and internet.

9- Documentation Requirements

9.1- User Manual

User Manual Video URL: https://www.youtube.com/watch?v=v9rcnahI-_s