**Asteroids**

**TBD**

**Vision and Business Case**

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**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Description** | **Author** |
| Inception Draft | 9/20/2018 | First Draft | Eric Guzman |
| Elaboration revise | 10/28/2018 | Removed somethings like skins and updated some things | Eric Guzman |
| Elaboration 2 | 12/11/18 | Revised nothing new added | Eric Guzman |

# **Introduction**

We at TBD are making a fun and revolutionary game that will appeal to everyone. Our game is new and improved version of an old classic that is Asteroids. Our game will have many features that all players will love.

# **Executive Summary**

Our system will be a fun game that everyone would love to play on their free time. We are expected to have millions of players. Since we are offering in application purchases we are expecting many players to purchase the power ups that we are selling. We want the user to want to spend money on our system to get more out of our system. Our team is always thinking of ways to add better functionality and power ups that players would want to purchase. Every Month we will offer new power ups and skins that the player can purchase. The price of these items will be very reasonable and we are projected to at least sell $500,000 worth of skins and power ups in the first year. Our system will also have paid advertisement, which would bring in about $10,000 a week for every 1 million users and would go up depending on the amount of users.

# **Positioning**

## *Business Opportunity*

Existing asteroid games are boring and don't have many features that would make the game more fun and immersive. In Our system we will give many more options for the players that play the game. They will have a variety features that just aren't present in other Asteroid type games. The player has the ability to change the gunships and types of weapons they have on their gunship. They will be able to modify the game mechanics of all objects on the system. These things are not found in other similar systems. The user will be able to get these features by paying for them.

## 

## *Problem Statement*

Many other existing Asteroid games don't offer the amount of features that our system will offer. Customers would start to lose interest in these other asteroid games because the lack of the features. Our system will also have an anti hacking system that prevents any users from hacking the score boards and discrediting them. Other similar games have problems with hackers hacking into the scoreboards. We want all players to feel great about the scores that are posted so they can be as competitive as possible.

## *Product Position Statement*

Our Asteroids game is for everyone that is looking for a fun and immersive gaming experience. The system is also for the casual player that wants to pass time. Players will have to create an account in order to play the system. With this feature players will be able to play on any platform they chose that include windows, linux, android, and ios. They can login in and play from any platform they chose and even play on multiple platforms. The competition doesn't have these accessibility to as many platform as your system does. Another fantastic feature that we offer that others don't is ability to use power ups that can be purchased. These powerups make the experience much better and every month we will offer new power ups that players will be able to buy. We will also have gunship skins that people can purchase to personalize their gunship. Our System will also allow players to view their stats as well as the stats of all global players. Players will be able to add and delete friends and be able to play against them and try to achieve a higher score than them. Our system will flag players that are cheating the game by using bots. These flagged players will have their accounts go under review by our team. Our team will decide whether the account would b forgiven or terminated.

## 

## *Alternatives and Competition*

There are other games that are similar to ours but with limited or basic features. Our game is much more to offer players. Users can Personalize the way they want to play. Players can also change how the game looks with skins that can be purchased through our store that can be accessed through the application. The competition does not offer this kind of personalization. The way the game is played can be personalized by the way users use the types of power ups to better suit their playing style. Other games offer basic power ups that don't add much to the gameplay. Our team will always bring in new functionality to the system that will keep players interested in playing the game. Others don't keep up with their system as frequently as we would do.

# Stakeholder Descriptions

## Who are the players

The people that are going to to using the system are Players and Administrators. The players main goal is to play the game and compete with other players that are using the system. While the Administrators are going to make sure the system is running and they are the ones that will be reviewing flagged accounts. They are also responsible for the weekly shutdown maintenance of the system in order to make the game better for all players.

## Market Demographics

The gaming market is competitive but we want to bring back a classic with new features that all people of all edges would like. The game will be familiar to players that played an Asteroid type game in the past. The newer players that are going to playing this game for the first time will enjoy your gameplay mechanics. WQe feel that the older players will feel at home with this new game but also at the same time it will feel new to them with all the features that are in the system.

## Stakeholder Summary

Since our system can be used on most if not all platforms and is free to play it will bring in a lot of attention from users. The features in our system will keep the players attention to want to play more. The way we set up the score system makes the players become more competitive with each other and their friends. With this competitiveness, the Players would want to share their scores and gameplay on their social media accounts. This exposure will lead to more users that would like to play our game. Players that want to get more out of the system and be more competitive can then purchase power ups and skins from our store, which would lead to more revenue. With more users on the system we can charge more for advertising from other companies in our system.

## User Summary

The user will be able to play a great game that is fun and addicting. The user is the most important person on this system. Our System will provide the features that the user can use. The things that the user can do is play the game on the setting they prefer. They are able to Purchase Power Ups and skins that add more personalization..

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|  |  |  |  |
| --- | --- | --- | --- |
| **High-Level Goal** | **Priority** | **Problems and Concerns** | **Current Solutions** |
| Player to play a game | High | Players over time might lose interest in a game | Existing games lack features that makes users want to play the game. |
| Entice the player to spend money on the game buy selling better features | HIgh | Many players don't like the idea of spending a lot of money on a game that is free to play.  There is not much personalization and features that people would like | Existing games don't have features that are appealing to players on the usability and most importantly price. |
| Players to play against friends | High | Players want to challenge their friends scores | Existing games don't have mechanisms for players to want to play the game competitively |
| Have players be able to post scores and replays to social media platforms | Med | none | Existing games don't offer this feature |

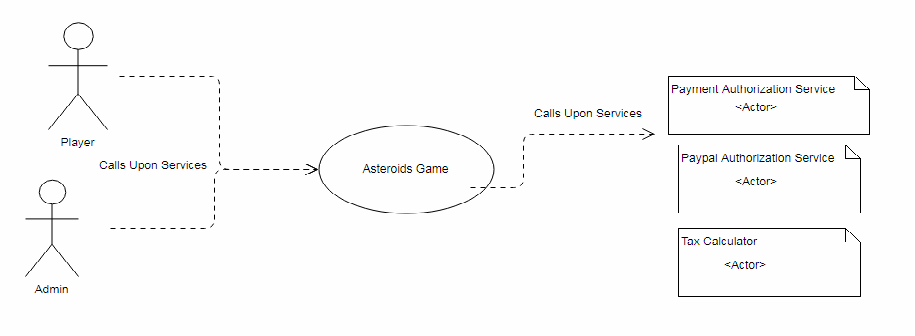
## User Level Goals

|  |  |
| --- | --- |
| **Actor** | **Goal** |
| Player | Maintain Player Profile  Check Game History  Adjust Game Settings  Watch a Game Replay  Maintain Friends List  Brag on Social Media  Check Game High Scores  Check Gameplay Stats  Infrastructure maintenance  Play a Game  Purchase a Powerup |
| Administrator | Infrastructure maintenance  Admin Maintenance |

# Product Overview

Our game will be available as a download in google play store, apple app store, microsoft app store and linux app store. Our system will also be available as a website that can be accessed with any browsers like Chrome, Firefox, Internet Explorer and Safari.

**Figure 1. Asteroids Game Context Diagram**



## Summary of Benefits

|  |  |
| --- | --- |
| **Supporting Feature** | **Stakeholder Benefit** |
| Allow a user to play game. | Users Will be able to play the game |
| Allow user to look up the scores of their friends to compare and contrast. | Users will have a goal to beat their friends score and want to keep playing the game more |
| Allow user to access our store to purchase power ups and skins. | Revenue that can be used for anything. |
| Allow Player to watch replay footage from the past 10 games. | This feature will keep the users using the system more |
| Allow user to connect with Social media accounts to share scores or meida | Share achievements across social media for friends to see, which gives more exposure and more users. |

## Assumptions and Dependencies

Our system needs to run on any of these systems:

* iOS devices running iOS 7 and up
* Android 4.0.3 and up
* Any Linux Distro
* Windows 7, 8, 10

Our system can also run these browsers:

* Chrome
* Firefox
* Internet Explorer
* Safari

## Cost and Pricing

Our system will be free of charge but will have in app purchases that can be purchased within our store. The items that will be available for purchase are power ups and skins. The pricing of the power ups are $5 for a pack of 5 power ups..Our system will show Paid Advertisement to players that dont buy any power ups or skins.Our system will also have payment processing from an outside source that authorizes payments which we would have to pay for in order to have that system.

## Licensing and Installation

The user must install the game from their application store of choose depending on the operating system they use. The user must also have any of the supporting web browsers to access our game through the web browser. User must agree to abide by the terms and the conditions in order to play the game.

# Summary of Features

* Payment Authorization (credit, debit, paypal)
* Ability to purchase power ups
* Ability to add and delete friends to friends list
* Ability to start a new game, play a paused game.
* Ability to select Player difficulty
* Ability to play online against other players.
* personalize how the game looks and plays

# Other Requirements and Constraints

Including design constraints, usability, reliability, performance, supportability, design constraints, documentation, packaging, and so forth: See the SUpplementary Specification and use cases.

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# Project Description

How are we going to execute building the project?

We are going to use an agile scrum in order to create our vision. We are going to have the usual product owners, scrum masters, and a team. The team is going to be composed of 7 engineers that have experience in game development, database management, and web developers. We are going to need all these people to work together to deliver the product. The language we are going to use for this build is C++.

# Purposed Schedule

Our deadline schedule are:

* 10/1 - Inception phase delivery
* 10/31 - In-class working demonstration (informal)
* 11/5 - Elaboration Phase Iteration 1 delivery
* 12/3-12/12 - Elaboration Phase Iteration 2 walkthrough, delivery, and demonstration

# Iteration Plan

9/5/2018 - 9/30/2018

Work on Inceptions Artifacts the whole team come up with uses cases. One person does visions, another supp spec, another business cases and risk registry. Everyone add to glossary.

10/2/2018 - 10/30/2018

Have the basic functionality like being able to play a game and access the store.

10/31/2018 - 11/5/2018

Have the Elaboration artifacts due by November 4. Have the replay mechanics working where players will be able to replay old game play from the last couple of games.

11/6/2018 - 12/2/2018

Have The second elaboration iteration due. Have all the functionality that we had and tested done.