Vision Document

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Version History

Date	Version	Description
19 September 2019	1.0.0	Rough draft.

> 1.0 Introduction

> 1.1 Purpose

The purpose of this vision document will detail the ideas, values, and scope of the project. This vision document will provide an outline of the project creation. Our project creation will take the real form of the physical board game "King of Tokyo" and implement it into a virtual, playable form.

> 1.2 Scope

The scope of this project will be outlined in this document. The project will be developed using a Javascript game engine and wrapped into a portable desktop application using the Electron framework.

> 1.3 Definitions, Acronyms and Abbreviations

Word	Definitions
Electron	A software framework used to develop cross platform desktop applications.

> 1.4 References

> 1.4.1 Description
King of Tokyo description.

> 1.4.2 How to play
King of Tokyo gameplay.

> 1.4.3 Gameplay Specifics
King of Tokyo specifics.

> 1.5 Overview

This vision document will be organized in multiple parts. We will state the positioning for our project, provide profiles for stakeholders and end-users, describe the project's overview and it's features, the project's limitations, the project's range of quality, the project's priorities from high, medium, and low, the project's requirements in terms of software and hardware, and describe the documentation used for this project.

> 2.0 Positioning

> 2.1 Business opportunity

As technology and game development continues to advance, we are steering away from board games and craving for more of a virtual experience. We are able to provide a virtual fantasy to all generations of this board game in all platforms. Avoid the disaster of game set up and multiple papers by opting for virtual play.

> 2.2 Problem statement

Board games will always be entertaining towards all generations, but how we play them matters. Whether the physical experience was great or uneventful, by eliminating the difficult set up and complicated reads of multiple papers, players are able to give their full attention to interactive gameplay. This project will provide a clean user interface, how-to-play descriptions, and clear and concise rules to the players.

> 2.3 Product position statement

By providing a virtual experience of a fun board game to users, they will find the use of this virtual board game much easier and convenient -- along with a nice experience. This game will provide all features and rules just as the original physical game.

> 3.0 Stakeholder and User Description

> 3.1 Market demographics

King of Tokyo is recommended for all players ages 8 and up, but younger kids are still able to play as well. The players must have access to a PC or desktop with the latest software.

> 3.2 Stakeholder Summary

Omar Perez
Chris Perez
Jesse Guardado
Anthony Giacalone

> 3.3 User Summary

> 3.3.1 Players

King of Tokyo must have a total of 2-6 players to enjoy the game play. No more than 6 players will be allowed.

> 3.3.2 Player Restrictions

The game is not restricted to anyone below the age of 8. However, there is some strategy involved in the game, so younger kids might not enjoy . Anyone else is more than welcome to play.

> 3.3.3 License
Individual license of software free of charge.

> 3.4 User Environment
King of Tokyo will be on all platforms which include Windows, Linux, and Mac operating systems. No installation is required, the game will be provided as a portable application. Internet connection is not required -- the game can be played with all players present.

> 3.5 Stakeholder Profiles
> 3.6 User Profiles
> 3.7 Key Stakeholder or User Needs
> 3.8 Alternatives and Competition

> 4.0 Product Overview

> 4.1 Product Perspective
King of Tokyo is a game designed for a minimum of 2 to a maximum of 6 players in order to fully enjoy the game experience. The game play will take place in Tokyo or Tokyo Bay. Each player is represented through a monster of 6 different kinds. The objective will be trying to take over and conquer Tokyo or Tokyo Bay. The first player to eliminate all other monsters wins the game. Consequently, if all monsters left in the game are eliminated simultaneously, then all players lose -- no one wins!

> 4.2 Summary of Capabilities
This board game will be entirely native for the desktop. There is no additional requirements to install to play the game. This game will represent the physical board game following all rules and limitations.

> 4.3 Assumptions and Dependencies
The user must have a laptop or desktop in order to play. They must also have a keyboard and mouse in order to control the game.

> 4.4 Cost and Pricing

> 4.4.1 Distribution Cost

The cost of distribution will not endure any costs. The program will be hosted and downloadable from free-hosting servers.

> 4.4.2 User Cost
The game will be completely free for any user.

> 4.4.3 Licensing Cost
All licensing will be free and open source to use and develop from. There will be no need for additional payment for licensing.

> 4.5 Licensing and Installation
There is no additional requirements for licensing and installations. Users must accept the licensing terms and agreements that abide to specific licenses.

> 5.0 Product Features

> 5.1 Rule book
This project will contain a dialogue box containing a list of specific rules contained in the physical board game.

> 5.2 User Interface
The project will contain a friendly interactive user interface. Navigation between scenes will be smooth, and game information will be pleasantly easy to find.

> 6.0 Constraints

> 6.1 Number of players
The game requires 2-6 players, but in order to enjoy the full experience, 5-6 players is recommended. The players will get to experience both Tokyo Bay and Tokyo City with the required minimum or maximum number of players.

> 6.2 Operating System (OS)
The users must have a desktop with the allowed operating systems stated in 3.4 User Environment.

> 6.3 Other Constraints
No other requirements or installations will be required to run the application.

> 7.0 Quality Ranges

> 7.1 Quality Performance Range
This application will have very little requirements for performance. Minimal standard computer hardware will be all that is needed.

> 8.0 Precedence and Priority

> 8.1 Precedence
The game will follow all rules of the original board game.

> 8.2 Priority
The priority will focus on following the game's rules, the usability of the software, and user interface in order to provide a great interactive and visual experience.

Name	Description	Priority
How many players	Ask how many players will be playing. Minimum is 2 players and maximum is 6 players per game	high
Player names	Be able to add player names to game.	high
Player monster	Assign the players a monster.	high
Show powercard	Shows the powercard description and an effect.	high
Show victory points	Shows the number of victory points the player has.	high
Show life points	Shows the number of life points the player has.	high
Show monster	Displays the monster	high
Show dice	Displays the black and green dice figures.	high
Show energy	Shows the amount of energy.	high
Tokens	Gets the number of token types.	high
Show background	Displays the game's background.	high
Show rules	Displays main rules of the game to quickly get	high

	started.	
Gameplay	Interactive gameplay.	high
Error handling	Throws an error when a player tries to do something they can't do.	high
User interface	Easy, clean interface	high
Win and loss history	Show player win and loss history.	medium
Username	The ability to create a username to determine a players win and loss history.	medium
Username password	The ability to create a password to go with the username so no other user can play in their name.	medium
Open rule book in PDF	Opens the rule book in PDF format.	low
Open quickstart guide in PDF	Opens the quickstart in PDF format.	low

> 9.0 Product Requirements

> 9.1 Applicable Standards

All of the original board game standards will be met. King of Tokyo will follow all U.S jurisdiction regulations.

> 9.2 System Requirements

> 9.2.1 Operating System

King of Tokyo will be playable on all major operating system platforms.

> 9.2.3 Processor

// fill in later

> 9.2.3 Ram

// fill in later

> 9.2.4 Storage

// fill in later

> 9.3 Performance Requirements
> // fill in later

> 9.4 Environmental Requirements
> // fill in later

> 10.0 Documentation Requirement

> 10.1 Release Notes, readme file

The readme file will be continuously updated throughout the development of the project. The readme file will provide general and basic information about requirements for the user's system. It will also provide information on the newest updates.

> 10.2 Online Help

The game will have offline documentation on rules, game set-up, and how to play. Online help can be referenced from 1.4 References section of this document.

> 10.3 Installation guide

The players will not need to install any additional software in order to play the game. The game will be a portable download. It will not need to be installed into the system.

> 10.4 Labeling and Packaging

> 10.4.1 Splash Screen

A splash screen will be shown to show the user that the game is loading.

> 10.4.2 Home Screen

The start of the game will contain a home screen with an option of starting a new game, accessing key binds, or help.

> 10.4.3 Game Icon

The game will have a custom icon to be displayed.

> 10.4.4 Help Label

During the game the player will have a help icon on the top of their screen that'll direct the player to the game rule book.

> 10.4.4 Copyright

Copyrights will be provided. All original graphics and logos used are subject to King of Tokyo board game .

> 11.0 Appendix 1 - Feature Attributes

> 11.1 Status
> 11.2 Approved
> 11.3 Benefit
> 11.4 Risk
> 11.5 Stability
> 11.6 Target Release
> 11.7 Assigned to
> 11.8 Reason