Illuminati
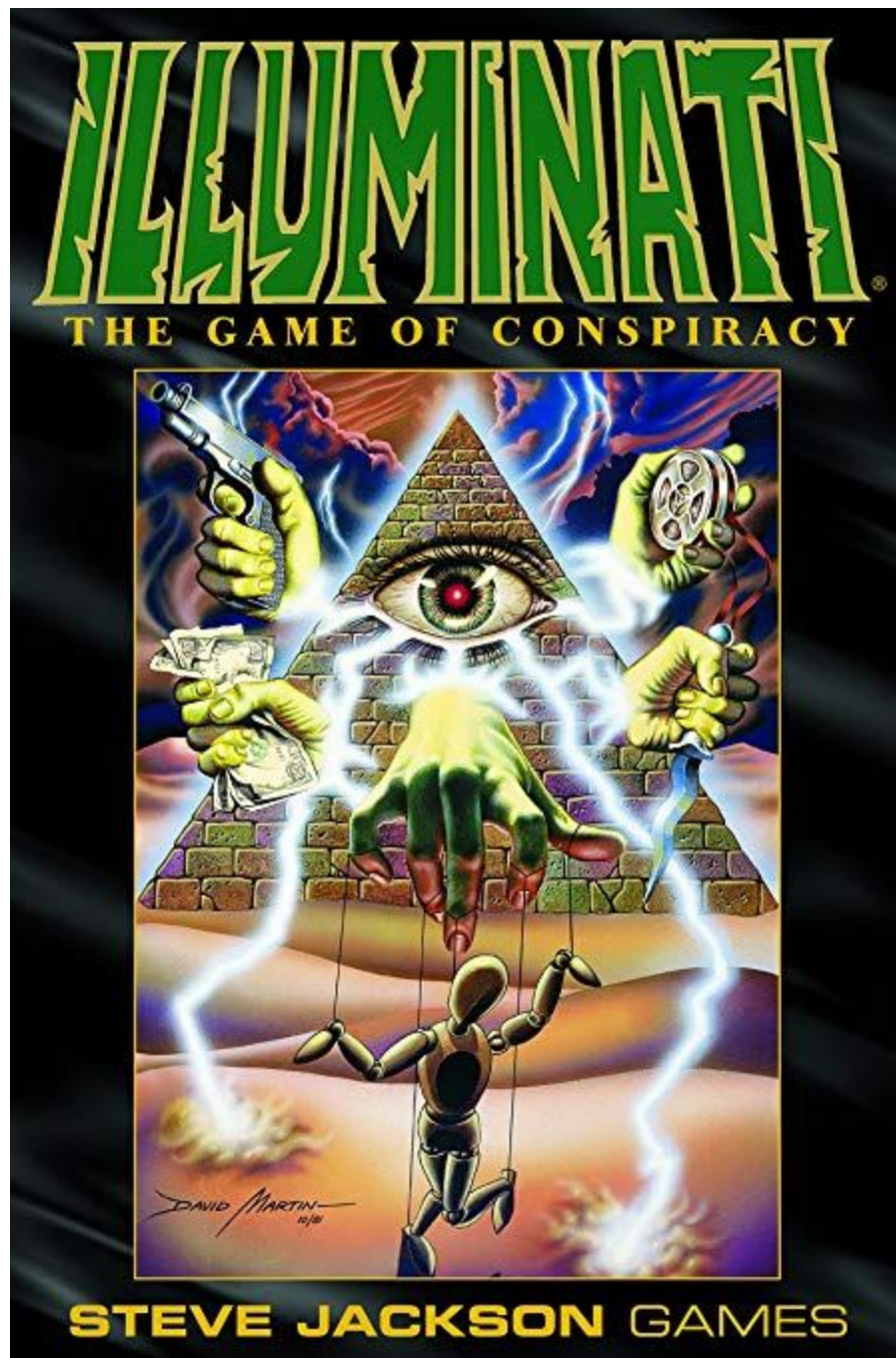# Vision Document

Group B Team:
Parth Patel
Jonathan Saucedo
Keval Varia

Revision History

Date	Version	Description	Author
2/09/2020	1.0	Initial Draft	Jonathan Saucedo
2/11/2020	1.1.0	Updated sections 1 and 2	Jonathan Saucedo, Parth Patel, Keval Varia
2/13/2020	1.1.1	Revised and Completed before due date	Jonathan Saucedo, Parth Patel, Keval Varia
2/14/2020	1.1.2	Final changes and terminology update before initial submission	Keval Varia
5/5/2020	1.2.0	Revision and updates before final submission	Keval Varia, Parth Patel

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1. Introduction

1.1. Purpose

The purpose of this vision document is to display the design process of the game of *Illuminati: The Game of Conspiracy* by Steve Jackson Games. This document aims to explicitly educate the reader on our Positioning,Product, Stakeholder profiles, and development.

1.2. Scope

Our digital game *Illuminati* is based on the board game created by Steve Jackson. As our most ambitious project to date, this game will be developed from scratch with the use of the Java Programming Language. While we aim to keep the base game as authentic as possible, our product is designed to be updated and balanced with time.

1.3. Definition, Acronyms, and Abbreviations

Acronym or Abbreviation	Definition
MB	Mega Bucks (the game's currency)
ATK	Attack
INT	Interfere
DLC	Downloadable Content
GUI	Graphical User Interface
IDE	Integrated Desktop Environment
Jetbrains IntelliJ IDEA	IDE used for backend development
JavaFX SceneBuilder	GUI creation tool

Further acronyms will be added to the list as they are developed.

1.4. References

1.4.1. JavaFX SceneBuilder for GUI development from scratch
https://www.oracle.com/java/technologies/javafxscenebuilder-1x-archive-downloads.html

1.4.2 Vision Document template, IBM 2017
https://jazz.net/help-dev/clm/index.jsp?re=1&topic=/com.ibm.rational.rrm.help.doc/topics/r_vision_doc.html&scope=null
1.4.3. Jetbrains IntelliJ IDEA for backend development and testing
https://www.jetbrains.com/idea/
1.4.4 Illuminati: The Game of Conspiracy by Steve Jackson Games (First Edition)
http://www.sjgames.com/illuminati/firstedition/index.html

1.5 Overview

This document explicitly lists out all roles relating to the project along a descriptive analysis of each stakeholder. Additionally, we will render our blueprint of quality requirements for our game.

2. Positioning

2.1. Business Opportunity:

This game has the capability of bringing back a classic and will serve as a medium to connect older and newer generations. Our wise/experienced users will reminisce about the golden days of playing this nostalgic card game when they would meet up at their friend's house and spend hours on end competing to win. Novice users will get to experience the same type of rush through a computer so that they wouldn't worry about having any missing pieces that would ruin their impressions of this masterpiece. The implementation of the game will use common technology such as a school laptop to be able to provide accessibility for everyone. The cost of this will be as low as possible to keep the idea of accessibility alive.

2.2. Problem Statement

Typically, a game of this caliber requires all necessary pieces together and friends who can make time to meet up at a designated location. By moving the game to be playable on a computer, it removes the need for physical pieces which can receive wear and tear due to inconsiderate friends or the main culprit time itself. This allows it to be played at any location so long as someone has a computer, which is extremely common in this day and age.

As time passes, older traditions are hard to keep around with having a physical form of things such as a DVD or even a CD. By companies keeping card games stuck in the past, such as Illuminati, they are missing a huge market for those who have access to a computer. By moving this game to a computer application, this opens many doors to branch out and reach the users of young and old. Our game encompasses the spirit of the original board game while opening doors to newer

generations and newer ways of gaming. The core principle of providing a group of friends or family members with a fun alternative where they can team up or play against other members for an evening.

2.3 Product Position Statement

By implementing the existing card game to a more accessible digital application, we have the opportunity to build on top of the original game and release special events in the form of DLC's. A talking piece to build hype around it which would gather even more followers which would keep in line with the idea of the game Illuminati. Every update to the game will bring about the following changes:
- The addition of a newer country; hence newer organizations.
- A change of certain rules or addition of newer rules.
- Bug fixes and quality of life changes.

3. Stakeholder and User Descriptions

3.1. Market Demographics

Illuminati will be for players who have the capability of being strategic so as long as they can breathe, they can play. Access is available to any player who understands the rules of the game, although we recommend minors to obtain parental permission before playing.

3.2. Stakeholder Summary

Name	Responsibilities
Project Manager	Define the objectives/goal of the project, List out the tasks for the team, ensure all the team members are on the track and follow-up the progress.
Frontend Developer (UI)	Design and implement the User Interface of the software (visuals).
Backend Developer	Responsible for the backend design and implements functioning API and database
Test Engineer	Ensure the functionality of the software, test all various methods and components.
Product Owner	Responsible for regular communication with the client to ensure what the team is doing is what the client needed.

Advisor	Advice the team on the project.

3.3. User Summary

3.3.1.

Name: Players

Description: Any user that purchases the product for entertainment purposes.

Stakeholder: Self

3.3.2.

Name: Alpha Testers

Description: Any approved individual permitted special access to a pre-release version of the game for testing purposes. Company members elected for white-box testing.

Stakeholder: Self

3.4. User Environment

Illuminati is a turn based card game, players can play anywhere so long as they have a working personal computer. For now, we are focused on keeping the game available on Microsoft Windows.

3.5. Stakeholder Profiles

3.5.1

Representative: Parth Patel

Type: Product Owner

Description: Owns the largest part of the product

Responsibilities: Ensuring timely build of each build

Success Criteria: Each stable release is considered a success.

Involvement: Communicates with the team lead and the client.

Deliverables: Not applicable

Comments or issues: Not applicable

3.5.2

Representative: Keval Varia

Type: Team Lead

Description: Communicates all requirements with Software Engineer and development team

Responsibilities: Lead the development team. Ensure the product is built with sufficient time for testing.

Success Criteria: Product is well built and tested by the development team.

Involvement: Communicates with the Product Owner and the client. Then further guides the development team.
Deliverables: Not Applicable
Comments or issues: Not Applicable

3.5.3

Representative: Jonathan Saucedo
Type: Software Engineer
Description: Design the approach needed for any changes to the game.
Responsibilities: Develop a plan of execution for any required changes.
Success Criteria: Each stable release is considered a success.
Involvement: Communicates with the team lead and the developers.
Deliverables: Outlines, UML Diagrams, related docs.
Comments or issues: Not applicable

3.5.4

Representative: Anthony Giacalone
Type: Advisor/Client
Description: Advise any major changes.
Responsibilities: Not Applicable.
Success Criteria: Not Applicable.
Involvement: Communicate with any member for their doubts.
Deliverables: Not Applicable.
Comments or issues: Not applicable

3.6. User Profiles

Representative: User
Type: end-user
Description: Customer who purchases the game.
Responsibilities: Fair-Use of the game. I.e. no use of any external cheating software.
Success Criteria: Not Applicable.
Involvement: Provide feedback if applicable.
Deliverables: Not Applicable.
Comments or issues: Not applicable

3.7. Key Stakeholder or User Needs

Table 1: Stakeholder and User needs

Need	Priority	Concerns	Current solutions	Proposed solution
Anti-Cheating Software	**High**	**The flow of game could be changed**	**Not applicable**	**Every user must run a third party**

		by the use of malicious software.		Anti-Cheating software to ensure fair-play.

3.8 Alternatives and Competition
3.8.1 Alternatives:
Name: Original physical illuminati card game:
Strength: Does not require personal computer
Weakness: manual set-up and longer set-up time.

3.8.2 Competition:
Our competition is with the following groups from California State University, Long Beach:
- Group A
- Group C
- Group D
- Group E
- Group F

Each listed group is in the process of developing a digital version of the same game.

4. Product Overview

4.1. Product Perspective
Illuminati is a game designed for 4 to 6 players for optimal fun. Each player represents a different Illuminati group; each with their own unique set of goals. Each player with their randomly chosen Illuminati group will interact with other players to either reach the required amount of non Illuminati groups (determined by the number of players that are playing) or achieve their Illuminati group's goal. All players will operate under one personal computer.

4.2. Summary of Capabilities
4.2.1. Portability: As the game is playable on a laptop, users may play this game anywhere they would like.
4.2.2 Novice-Friendly: As the software enforces all game-rules, it helps a novice user learn the game faster and avoid any illegal moves.
4.2.3. Fair-Play: A state-of-the-art anti-cheating software will ensure that all users maintain a level playing field. This is meant to protect every user, from novice to expert.

4.3. Assumptions and Dependencies:
- Operating Device must suffice performance and system requirements.
- I/O Devices: Mouse or Trackpad, Keyboard, Speakers(optional)
- Visual: Monitor

4.4. Cost and Pricing:
- Not Applicable

4.5. Licensing and Software:
Not Applicable.

5. Product features

5.1 System features:

- Start Application
- Accept Mouse/Trackpad Input
- Exit Application

5.2. Game features:
- User Interface for a smoother user experience
- Actions such as Attack, Transfer Money, Move Group, Give Group, Drop Group, Give money, Use Special Card, Interfere, and Pass.

6. Constraints

6.1 Design Constraints

6.1.1 The product will follow all the rules as physical game expect following:
6.1.1.1 No calling of actions
6.1.1.2 No advance rules are followed
6.1.1.3 Support 2-4 players
6.1.1.4 Special cards will be faced up always - cannot hide from others

6.2 External Constraints
6.2.1 User's operating device needs a constant source of power such as an electrical outlet.
6.2.2 User's operating system must be running Microsoft Windows.

7. Quality ranges

7.1 The program will be a low system requirement. It should run on all systems that fulfill our system and performance requirements. Usability of the software is the main quality we want to have. In order to get the largest audience, we want to make the game and UI as intuitive as possible. Having great usability quality will stand out.

8. Precedence and Priority

Priority (High to Low):	Task:
1. High	Local Multiplayer mode
2. Low	Online Multiplayer mode
3. Low	Statistics
4. Medium	Game updates
5. High	Game rules

9. Other Product Requirement

9.1 Applicable Standards
- Legal and regulatory standard - ESRB
- Platform compliance standard - Windows

9.2 System requirements

Minimum:
- Requires a 64-bit processor and operating system
- OS: Windows 8/10 64-bit
- Memory: 4 GB
- Storage: 800MB available space
- Graphics: Nvidia GeForce GTX 460, ATI Radeon HD 4850 or Intel HD Graphics 4400

9.3 Performance requirements

Yet to be determined

9.4 Environmental requirements

Ideal for indoors. Product requires the system to have Microsoft Windows 8 or better with Java version 9. Operating system must also have installed Jetbrains IntelliJ IDEA 2019 or better.

10. Documentation requirements

All code must have sufficient documentation provided above the method name in order to explain the equivalent method.
All curly braces for methods, classes, conditional statements, and loops must begin in the same line as the declaration.

10.1 Release notes, read me file

Release notes will include bug fixes and various other patches to improve the quality of the project. Read me file will contain the rules of the card game.

10.2 Online Help

Online support will be provided through email.

10.3 Installation Guide

Installation guide will be provided, which will include the installation, configuration, and upgrades instructions.

10.4 Labeling and Packaging

Not Applicable

11 Appendix

11.1 Status

Not applicable

11.2 Benefit

Not applicable

11.3 Effort

Not applicable

11.4 Risk

Not applicable

11.5 Stability

Not applicable

11.6 Target release

Not applicable

11.7 Assigned to

Not applicable

11.8 Reason

Not applicable