Illuminati

Vision Document

**(insert image of the game)**

Group B Team:

***Insert our names here***

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Version | Description | Author |
| 2/09/2020 | 1.0 | Initial Draft | Jonathan Saucedo |
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**Needs to be discuss**

1. Introduction

1.1 Purpose

The purpose of this vision document is to display the design process and the implementation of the game Illuminati into a digital form.

1.2 Scope

This vision document will explain the thought process and the development of the game Illuminati. As of now it is assumed we will use Java **(subject to change)**

1.3 Definition, Acronyms, and Abbreviations

|  |  |
| --- | --- |
| Acronym or Abbreviation | Definition |
| MB | Mega Bucks (the game’s currency) |
|  |  |

1.4 References

1.4.1 Illuminati physical [game](https://boardgamegeek.com/boardgame/859/illuminati)

1.4.2 Illuminati online [game](http://www.vassalengine.org/wiki/Module:Illuminati) (I think you can download it but I haven’t tried as of 2/9/20)(**remove 1.4.2)**

1.4.3 Illuminati [Wikipedia](https://en.wikipedia.org/wiki/Illuminati_(game))

**1.5 Overview**

**This is a work in progress and it is possible to omit this section but that is up for discussion**

1. Positioning

2.1 Business Opportunity

This game has the capability of bringing back a classic by being a game that can reach old and new users. Older 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. New users will get to experience the same type of rush but with the capability of just requiring 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 keep accessible to everyone. The cost of this will be as low as possible to keep the idea of accessibility alive.

2.2 Problem Statement

As time passes, traditions of old 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. Even though a computer application may not have the same feel with physical cards in hand, it still encompasses the idea of bringing friends together and plotting to get the best of each other while trying to survive themselves.

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.

2.3 Product Position Statement

By implementing the existing card game to a more accessible digital application, the rightful owner can continue to make necessary changes or even additions to an already great game to keep it fresh and 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.

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1. 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.

How does this product or services support your goals?

3.2 Stakeholder Summary

3.2.1 **Kev**

3.2.2 Jonny

3.2.3 Party

3.2.4 PROOOOOOOF

3.3 User Summary

3.3.1. Players:

Illuminati will require a minimum of 2 players to function properly and no more than 6 to keep the game at optimal experience.

3.3.2. Age Requirement :

The game is open to all ages

3.3.3. Individual license of game

3.4 User Environment

3.4.1 Illuminati is a turn based card game, players can play anywhere so long as they have a working personal computer.

1. Product Overview

4.1 Product Perspective

Illuminati is a game designed for 4 to 6 players for optimal fun. Each player represents a different group that the Illuminati represents with different goals for each group. 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. Players will operate under one personal computer.

4.2 Summary of Capabilities

4.2.1. Entire game is played on a personal computer which allows players to play on the go

4.2.2