
Raspberry Pi 3 - Brick Game

Vision of the project

Version <1.2>

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Revision History

Date	Version	Reason For Changes	Author
2019/03/24	1.0	Creation of the vision of a project	Jakub Gros
2019/03/25	1.1	Creation of the scope of a project	Mateusz Olejarz
2019/03/26	1.2	Review and edition	Sebastian Kucharzyk

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Vision and a scope of the project

1. Introduction

The vision of the project is the first stage of the project, aimed at developing the concept of the "Raspgierry Pi 3 – brick game" project and estimating the potential scope of the project, the budget of the project and the time of its implementation. This document is about a design of the device, which thanks to components such as Raspberry Pi 3B +, joystick and a TFT display, will enable playing Galaxian, Racing and Snake.

1.1. The goal of the project

The purpose of this document, hereinafter referred to as Vision and the scope of the project, is to present the main objectives of the "Raspgierry Pi 3 Game Console" project. The document clearly, consistently and concisely outlines the users' requirements and system functionalities that meet these requirements.

1.2. The scope of the project

The scope of the document currently includes discussing the project and presenting the client's benefits and business goals.

1.3. Definitions, acronyms, abbreviations

User – anyone who uses the device.

Device – game console created with Raspberry Pi 3B +, joystick and a TFT display.

Game – one of the games available on the console, Galaxian, Racing or Snake.

Galaxian – a game of shooting down enemy ships.

Snake – a game consisting of collecting points as a snake and avoiding collision with your own body.

Racing – a game that involves driving forward and avoiding obstacles.

Team – a team carrying out the project.

1.4. Connected documents

1.4.1. Class diagram.

1.4.2. Use case diagram.

1.5. The structure of the document

The entire document currently consists of two parts. The first part - introduction - defines the purpose of the Project Vision and Scope, as well as the organization of this document. The second part presents the assumptions of the project, business goals, problem descriptions and product position statement.

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2. Project assumptions

2.1.Business goals

Customers who want to use the console have the following options:

- Easy way to start the app
- See scores
- Choose a difficulty level
- Choose the game
- Pause the game
- Save the game

The project's business objectives set for 2019:

- Completion of the project before May 27, 2019
- Presentation of the finished device at the Science Festival in Krakow
- Gaining regular customers
- Providing information about the console using a website hosted with github.io
- Achievement of results and image allowing the sale of the product in 2019

After the deployment of the project, the client will have the opportunity to:

- See scores
- Choose a game and its difficulty level
- Pause and save the game
- See documentation and info about project on website

2.2.Description of the problem/need

Need	Completion of a product of good quality in time
Involve	Software Developer, Hardware Developer
Importance	Priority
A thoughtful solution would be	Order necessary parts of the device in a timely manner, giving time for their assembly and programming

Need	Achieve good grades
Involve	Software Developer, Hardware Developer
Importance	High
A thoughtful solution would be	Timely delivery of individual parts of the project and correct implementation

Need	Establishing a good image of the project
Involve	Product Owner
Importance	High
A thoughtful solution would be	Create a website describing the project and presenting news

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Need	The interest of the product of potential buyers
Involve	Product Owner
Importance	Average
A thoughtful solution would be	Creating a good image of the project team and a modern, efficient device that achieves good results

2.3.Product Position Statement

For	Players returning to old games
Who/What	<p>Among the players, there is often a nostalgic desire to return to childhood games.</p> <p>Available (before creation of the Brick Game on a Raspberry Pi 3) console options:</p> <ul style="list-style-type: none"> • Play selected games on several levels of difficulty • Sound on/off deletion • Auto-power-off
Product name	Brick Game on a Raspberry Pi 3
Such that	<ul style="list-style-type: none"> • The number of people interested in purchasing a console will increase • The project will arouse enthusiasm among the participants of the Festival of Sciences
In contrast to	Brick Game E-9999
Our product	<p>Brick Game on a Raspberry Pi 3 distinguishes from the competition:</p> <ul style="list-style-type: none"> • Ability to save the game • Website providing information about the project and user manual • The ability to view the scores in individual games • Better graphics in retro style