Vision and Scope Document

for

Centuries

Version 1.0 approved

Prepared by Lennart Fries, Annika Grothaus and Anastasia Alieva

Gruppe 02 - Delovo

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Revision History

Name	Date	Reason For Changes	Version
Annika Grothaus	20/12/2017	initial draft	1.0 draft 1
Anastasia Alieva	2/3/2018	Added information	2

1. Business Requirements

1.1. Background

Many people living in Würzburg do not know about its long and rich history. The purpose of this game is to teach players about the weird, funny and grave events of the past several centuries in a fun and engaging manner.

1.2. Business Opportunity

In order to learn about the history of Würzburg, one can come to the city and take part in a guided tour or read about it in a textbook or on the internet. Since not everyone can come to Würzburg and not everyone wants to read dry text about history in their free time, this is a way to reach people who might not otherwise have been able or wanted to learn about Würzburg's history.

1.3. Business Objectives

BO-1: This program shall increase the user's knowledge about the history of Würzburg after 15 minutes of use.

BO-2: The amount of facts learned per minute of participation shall be higher than in an in-person guided tour.

BO-3: The system should provide a fun way to learn about Würzburg's history.

1.4. Success Metrics

SM-1: Users who come back to the game after using it once (repeat players).

SM-2: An active editing community using the Java FX author feature.

SM-3: many people complete the game and could solve the quizzes

1.5. Vision Statement

For people who want to get to know Würzburg's history but don't want to and/or are not able to walk around the city and/or cannot afford a guided tour. This system offers a bundled, moderate amount of relevant and interesting knowledge about Würzburg's history. As an organization we want to motivate people to further inform themselves about Würzburg's history and history in general.

1.6. Business Risks

BR-1: Users don't think it is interesting

BR-2: Too few users, making development investment obsolete

BR-3: Not enough good open-source assets

BR-4: Low demand as few people are interested in history in general

1.7. Business Assumptions and Dependencies

AS-1: general self-educating interest

AS-2: interest in the history of Würzburg

AS-3: hardware to run program

DE-1: Play Framework must function properly

2. Scope and Limitations

2.1. Major Features

FE-1: Users can register and log in, as only users who are logged in can play the game.

FE-2: Users can click on specific places on the map to obtain more information about these locations.

FE-3: Users should be able to answer all the questions in the game with the information learned from clicking on the corresponding locations on the map in a given level.

FE-4: When a user successfully completes 70% of the level, he/she can advance to a new level and get access to new information.

FE-5: Users can add other registered users to their friend list.

FE-6: Users can send messages to other users that are in their friend list.

FE-7: Users can collect coins by clicking on a location on the map in which coins are hidden, which allows them to buy Jokers that make answering a question easier at the marketplace.

FE-7: Memory mini-games allow users to collect extra coins.

FE-8: Registered authors can use the Java FX developer feature to create new quizzes, add questions to existing quizzes and modify user information in the database.

2.2. Scope of Initial Release

FE-1 to FE-8 will be part of the initial release.

2.3. Limitations and Exclusions

LI-1: Quizzes should be completed before starting a new task.

LI-2: Messaging feature is not instant.

LI-3: Authors cannot change any existing information in locations or centuries.

LI-4: The software is tested to only run as intended in Google Chrome.

3. Business Context

3.1. Stakeholder Profiles

- *Experience gained through developing software in a team environment*
- *Ability to look for assets effectively in future software projects*
- *Increased knowledge of Würzburg's history*
- *Improved time-management skills*

Stakeholder	Major Value	Attitudes	Major Interests	Constraints
executives	increased management skills	Better appraisal of project complexity and size and better understanding of leading a team	richer feature set than competitors	Time (deadline: 25th of March 2018)
developers	fewer errors in work	Working effectively and efficiently while also fulfilling usability criteria	ease of use; high reliability, good code quality	Software should run on low-end workstations

3.2. Project Priorities

Dimension	Driver (state objective)	Constraint (state limits)	Degree of Freedom (state allowable range)
Schedule	Prototype release 1.0 to be available by 25/3/2018		
Features	All major features included in prototype release		All high priority features must be included in release
Quality			100% of feature tests must pass for release
Staff		maximum team size is 5 bachelor students	
Cost			Time should be the only cost

3.3. Deployment Considerations

All programs used must be up-to-date. All work stations should be properly set up and connected to the server and database. The infrastructure of the software should be set before the start of deployment. The video showcasing the main features of the software should be no longer than 2 minutes.