Product vision

Introduction
The basis of our activities is laid out in the product vision. It is very important every party can 100% recognize themselves in what is written; even though we might deviate from it slightly in the course of the project. The product vision sheds light on the goal everyone shares and the interests of the different parties. It also helps the Scrum team along in the working process.

Our product will be a tool to aid a city planning software from Tygron. This software allows cooperation between different parties involved in the process of city planning. Different stakeholders come together in sessions in order to plan out the future of certain geographical locations using said software.

Our task is to replace a stakeholder with an artificial intelligence. This would eliminate the need for said party to be present in order to conduct a session.

Who is going to buy the product? Who is the target customer?
Our client for the specific product is Tygron, a company which has built an urban city planning serious game. Tygron normally tested their game in sessions using humans. But since the cost of human role-playing became to high, the company started to show interest into stakeholders represented by Artificial Intelligence.

Other companies who want to substitute human players for Artificial Intelligence might also be interested in our product.

Which customer needs will the product address?
The software Tygron has provided us with is a simulation program. During a session, the different stakeholders are each provided with their own perspective and perform actions with their interests in mind. At this moment, a party needs all other parties to be present in order to cooperate and respond to their ideas and proposals. Our product allows a party to be replaced with an artificial intelligence.

The product will expand the functionality offered by the Tygron's software. A simulation can be conducted without the need for a certain party to be present. This makes the Tygron software more flexible and more widely applicable. The geographical location in the simulation is the TU-neighbourhood.

Which product attributes are crucial to satisfy the selected needs, and therefore the success of the product?
The most important aspect of our AI is that it realistically represents the stakeholder, for example the same interests. It is very important to account for all interests of the given party, how they value each one and how they relate to each other. The AI must be able to represent the interests of the stakeholder properly in order to reach its own goals.

However, the software we are provided with is meant to facilitate cooperation between different parties. Our simulated stakeholder should work in a cooperative spirit with the other parties. This means our AI should accept deals which are less than perfect in the spirit of cooperation.

How does the product compare against existing products, both from competitors and the same company? What are the product's unique selling points?

What is the target timeframe and budget to develop and launch the product?
The timeframe is roughly ten weeks in order to complete our product.These ten weeks involve creating a scenario in the Tygron game involving different roles and developing an AI that controls one of those roles. Also to program the AI, we need to develop the Tygron environment. This environment is the gateway between the Tygron game and GOAL, the programming language we'll be using. We will work according to the scrum-methodology to facilitate that goal in the given ten weeks.

Our budget and compensation are both non-existent in the form of money. The only thing needed to develop and launch the product is a license for the game of Tygron, which you are able to get for free.