

# **Vision Document**

## *King of Tokyo Project*



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## Revision History

Date	Version	Description	Author
9/17/2019	Alpha 1.0	Initial draft	Everyone

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# **1. Introduction**

## **1.1 Purpose**

The purpose of this document is to outline the necessary features, procedures, documentation and strategies required to implement the board game King of Tokyo as a playable computer game.

## **1.2 Scope**

This vision document applies to the King of Tokyo Project, the goal of which is to translate the physical board game King of Tokyo to a playable software version. The digital implementation of King of Tokyo will be primarily created using the game engine Unity.

## **1.3 Definitions, Acronyms, and Abbreviations**

<b>Acronym/Abbreviation</b>	<b>Definition</b>
KoT	King of Tokyo
UI	User interface
UX	User experience
FN-##	Functional requirement
NF-##	Non-functional requirement

## **1.4 References**

1.4.1 King of Tokyo [Game](#)

1.4.2 King of Tokyo [Wiki](#)

# **2. Positioning**

## **2.1 Business Opportunity**

This game will be meant for people who are not entirely familiar with the King of Tokyo franchise, and will be a basic and introductory implementation of the game which will allow it to be accessible and easy to learn. We are targeting

those who have an interest in card games but would rather learn as they play rather than reading a bunch of instructions beforehand.

## ***2.2 Problem Statement***

Board games in the real world require a lot of setup, learning, and cleanup. With an online version of this game, we can reduce the learning curve by providing helpful instructions as the user plays, and allow the user to practice by themselves or with a friend, without having to even purchase a physical copy.

## ***2.3 Product Position Statement***

More people will have access to the game and will become new fans. It can also reach fans who played in the past but no longer own the physical version.

# ***3 Stakeholder and User Descriptions***

## ***3.1 Market Demographics***

The target demographic of this product is anyone eight years of age or older who has access to a personal computer or laptop. An internet connection will not be required as the game will be played locally.

## ***3.2 Stakeholder Summary***

- 3.2.1 (Overlord)** Jane Close-Conoley - 60%
- 3.2.2 (Software Engineer)** Ryan Shannon - 10%
- 3.2.3 (Software Engineer)** Madeline Powers-Johnon - 10%
- 3.2.4 (Software Engineer)** Matthew Berrios - 10%
- 3.2.5 (Advisor)** Anthony Giacalone - 10%

## ***3.3 User Summary***

- 3.3.1** A minimum of two players is required to play the game, with a maximum of six.
- 3.3.2** Players must be at least eight years of age to play.

## ***3.4 User Environment***

- 3.4.1** King of Tokyo may be played on Linux, Mac, or Windows machines.
- 3.4.2** King of Tokyo will run in the game environment Unity.

## **4 Product Overview**

### **4.1 Product Perspective**

Two to six players choose from one of six monsters and attempt to become the King of Tokyo, either by obtaining 20 Victory Points or eliminating all other players from the game.

### **4.2 Summary of Capabilities**

- 4.1.1 The game is based on an existing board game with predefined rules.
- 4.1.2 The game will be played locally on the user's machine, not over the internet or on a server.
- 4.1.3 If players wish to stop the game before it is over, they may choose to create a save state and resume the game at a later time.

### **4.3 Assumptions and Dependencies**

- 4.3.1 A personal computer or laptop that is able to run an executable file.
- 4.3.2 A mouse or touch interface.
- 4.3.3 A keyboard.

### **4.4 Cost and Pricing**

- 4.4.1 KoT will be free to play for all players.
- 4.4.2 KoT will cost a total of \$2,871.00 to create as per CSULB's tuition costs.

### **4.5 Licensing and Installation**

The download link for the game will be hosted on a web site to be defined at a later date.

## **5 Product Features**

### **5.1 Features**

The product will try to encompass all of what King of Tokyo tries to accomplish without adding anything different to the game. In an attempt to stay true to the

original King of Tokyo, game rules and other game changing settings will not be available in the original build.

## **5.2 Game Assets**

All game pieces will have their actual representations and art. The gameplay may implement extra animations and art that enhances the games experience visually.

## **5.3 Players**

Two players will be required to start the game and up to six players will be able to play at maximum on one device.

## **5.4 User Interface**

**5.4.1** Simplistic, Minimal, Graphical Universe Interface

**5.4.2** Example: User's possible moves and statistics will be displayed on screen, as well as the game board, allowing them to plan out their moves accordingly.

**5.4.3** Example: Buttons that display additional information (enemy info, instructions, tips) will be available to help the user decide future moves.

**5.4.4** Example: A tracker will let each human player know when it is their turn.

# **6 Constraints**

## **6.1 Number of Players**

**6.1.1** The game requires a minimum of two players.

**6.1.2** An artificially intelligent computer opponent will not be provided for single-player sessions.

**6.1.3** A maximum of six players is recommended for the fullest experience, though not required to play.



## 7 Quality Ranges

The hardware requirements for KoT will be minimal as the playable game is expected to have a small file size. Most common, modern machines will have no issue running the game.

## 8 Precedence and Priority

### 8.1 Authenticity

An authentic experience that is as true as possible to the original board game will take the highest precedence.

### 8.2 UX and UI

A strong emphasis will also be placed on the user experience and user interface, to ensure even players with little minimal computer knowledge can easily play the game.

### 8.3 Priority Table for Game Features

*Note: See 9.1 for requirement details.*

Priority Level	Functional Requirements	Non-functional Requirements
High	FN-01 FN-02 FN-03 FN-04 FN-05 FN-06 FN-07 FN-08 FN-09 FN-10	NF-01 NF-02 NF-03 NF-04
Medium	N/A	NF-05
Low	N/A	NF-06

## 9 Product Requirements

### 9.1 Functional Requirements

ID	Name	Description
FN-01	Start Game	<ul style="list-style-type: none"><li>User must have the ability to start a new game, selecting how many players and choosing characters.</li></ul>
FN-02	Heal	<ul style="list-style-type: none"><li>User must have the ability to heal, gaining a life point so that they may one day lose it again.</li></ul>
FN-03	Damage	<ul style="list-style-type: none"><li>User must have the ability to take, losing a life point when another monster attacks.</li></ul>
FN-04	Roll Dice	<ul style="list-style-type: none"><li>User must have the ability to roll dice on their turn, throwing however many have been selected and choosing a random side to land on for each individual die.</li></ul>
FN-05	Resolve Dice	<ul style="list-style-type: none"><li>User must have the ability to have working dice, the game will calculate their damage, how much they heal, adding victory points to their score, etc.</li></ul>
FN-06	Yield to Other Players	<ul style="list-style-type: none"><li>Users must have the ability to let their friends play, after a player has run out of things to do their turn will end and the next player will</li></ul>
FN-07	Buy Power Cards	<ul style="list-style-type: none"><li>User must have the ability to spend energy credits on power cards, to make their character stronger and more prepared to take over Tokyo.</li></ul>
FN-08	Use Power Cards	<ul style="list-style-type: none"><li>User must have the ability to use the power cards that they purchase otherwise what would be the point in buying them, y'know</li></ul>
FN-09	Die	<ul style="list-style-type: none"><li>User must have the ability to die if HP reaches 0, ascending from this cursed, corporeal realm.</li></ul>

FN-10	Enter/Leave Tokyo	<ul style="list-style-type: none"> <li>User must have the ability to enter and leave Tokyo, because without that the game's title would be extremely misleading.</li> </ul>
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## 9.2 Non-functional Requirements

ID	Name	Description
NF-01	Save States	<ul style="list-style-type: none"> <li>User will have the ability to save their game in order to return to it later</li> </ul>
NF-02	Game Music	<ul style="list-style-type: none"> <li>User will have the ability to listen to different in-game music while they play</li> </ul>
NF-03	Monster Death Animations	<ul style="list-style-type: none"> <li>Monsters death's will play different animations depending on how they are defeated</li> </ul>
NF-04	Card usage Animations	<ul style="list-style-type: none"> <li>Cards will play different shifting animations when put in and out of play</li> </ul>
NF-05	Options Menu	<ul style="list-style-type: none"> <li>User will have the ability to change options such as</li> </ul>

		volume control and animation speeds
NF-06	Miscellaneous Animations	<ul style="list-style-type: none"> <li>These animations will cover all minimal animations such as dice rolling and effects when events happen within the game.</li> </ul>

## **10 Documentation Requirements**

### **10.1 Release Notes, Readme File**

**10.1.1** The included readme file will contain information about the original game license, the date of release, and the digital version's development team.

**10.1.2** Release notes will include details of the latest updates, possible new features, and bug fixes.

### **10.2 Online Help**

Users may be referred to the documentation available online for the King of Tokyo board game.

### **10.3 Installation Guide**

Players will only need to download an executable file from a website; no further installation will be required.

### **10.4 Labeling and Packaging**

As a digital release of a game, there will be no packaging required for KoT. The desktop shortcut for the game file will have its own icon with a logo or art from the board game.