Power Struggle in Paradise:
A Reimagining of *King of Tokyo*

Vision Document

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Revision History

Date	Version	Description	Author
9/12/19	.5	First rough draft.	Melissa Hazlewood
9/17/19	1.0	First official draft.	Melissa Hazlewood, Alex McBride, Richie Ear

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1 Introduction

1.1 Purpose

The purpose of this document is multifold. After the completion of the initial draft, it will be used as a reference while building the game *Power Struggle in Paradise*. If a change needs to be made to improve the final product, then the vision, which is carefully documented here, can be updated to reflect that change. Keeping all versions will enable any interested party to study the evolution of the vision, as well as the current specifications.

While the game's basic rules are drawn from IELLO's King of Tokyo designed by Richard Garfield, the theme and implementation will be much different. Thus, the making of this document will enable the project team to narrow down important high-level details about *Power Struggle in Paradise*, such as:

- The void in the market we are filling/need we are addressing/problem we are solving
- Who cares or would potentially care about this product so that it
  - Actually fits their wants/needs
  - Doesn't fizzle out of existence due to lack of publicity or demand
  - Addresses the requirements and reasonable desires of those providing or willing to provide resources and funding
  - Is possible with the given resources (engineers, technology, funding, etc.)
  - Is accessible to as many people as possible
- What the product is, as seen by the user, including features that:
  - Orient the user and explain the rules of the interface
  - Point out important buttons/commands/identifiers/counters/anything the user might not know to pay attention to
  - Enable easy, intuitive navigation and gameplay
  - Explain the rules of the game
  - Connect players or offer computer-generated players
  - Facilitate execution of game, including keeping track of points/scores/counters as well as turns and other game info
  - Offer support for any issues encountered
  - Can be added later or improved/expanded upon to enhance the user experience
- An estimation of the resources required (mostly time and effort in this case) and timeframe to complete the intended goals

This document will not delve into design details or other low-level specificities. It will also not dictate the exact implementation of this vision, as parts of that may change throughout the process.

1.2 Scope

This vision document will give an outline of the various tasks required to produce *Power Struggle in Paradise,* alongside the game's structure and implementation. As mentioned at the end of the previous section, the scope of this document will be limited to high-level descriptions of the game and its peripheral information. Currently there are no predicted dependencies (other programs or projects that rely on their association with *Power Struggle in Paradise)*, but this section will be updated if that changes.

Power Struggle in Paradise may depend on other programs, however. In order to ensure cross-browser compatibility, the Bootstrap or Electron framework may be used. To create non-copyright-violating images for use in the game's interface, Adobe Illustrator in combination with GitHub (for publishing online) will likely be used. Though not a piece of software, the board game *King of Tokyo* was the inspiration and model for this product. It has the same rules and game pieces (with thematic differences).

1.3 Definitions, acronyms, and abbreviations

Abbreviation	Definition
VP	Victory point
LP	Life point
PSiP	Power Struggle in Paradise
KoT	King of Tokyo

1.4 References

- King of Tokyo product information by iello
- King of Tokyo Wikipedia page
- King of Tokyo article in Fandom's Game Grumps Wiki

1.5 Overview

Give documentation about our game *Power Struggle in Paradise* and provide information on the setup and structure as well as tasks needed to be accomplished.

2 Positioning

2.1 Business Opportunity

Two possibilities:
- Microtransactions (skins, card packs)
- Subscription model

2.2 Problem Statement

The traditional board game is something that allows for enjoyment and fun competition as well as bringing people together. However, there are physical limitations to this type of game. The board and accompanying pieces could wear out, be ruined, or get lost. There may be no one to play the game and therefore the game cannot be played By utilizing software, we can resolve these issues faced by game players and allow for an enjoyable game with no hindrance.

We intend to create the game in a digital format, which will allow for users to play a game without concern about the need for items in order to play the game. It also will allow for people to connect and play the game together on a network. It will also be adept to modern game playing and become more appealing to today's gamers, thus allowing for more people to access and play the game.

2.3 Product position statement

This product is meant to target both online game players and board game players. Our game *Power Struggle in Paradise* will allow them to have an online game without any physical limitation unlike the original game inspiration King of Tokyo.

3 Stakeholder and user descriptions

3.1 Market demographics

The physicality of board games is becoming something of the past with increased popularity and ease of access to the Internet. Online platforms have become a way to immortalize age old classics such as chess, dice and Monopoly. As such it would be beneficial to move PSiP to an online platform as many other games have: not only to provide ease of access to the game, but to also draw in newer players.

The target market being aimed for would thus be the average person, but more specifically people that are impeded by the physical requirements of a board game.

3.2 Stakeholder summary

The team behind the development of this game would love to see this product to completion and wish to see this game take life on a new platform. Furthermore, members of this game's community would look forward to seeing the game be brought online and made easier for them to connect.

3.3 User summary

See above section.

3.4 User environment

Users are likely in an environment that's near a computer and/or too far away from other players for a tabletop game.

3.5 Stakeholder profiles

Software Engineers/Developers

Description	Persons working on the porting of the game.

Type	Will have a general understanding of the principles of the game and develop the game
Responsibilities	Develop software for the consumer to be able to play PSiP, allowing the consumer to connect online to a friendly, welcoming community of players and enjoy themselves.
Success Criteria	Success is defined as a game showing a decent pool of players/community members.
Involvement	The software's development will be under the responsibility of the engineers.
Deliverables	None
Comments/Issues	None

The PSiP Community

Description	Active players of the game and avid supporters of the game.
Type	Will have a general/advanced understanding of the principles and overall strategy of the game.
Responsibilities	Use the software to play the game with other active users and maintain a peaceful and positive game environment. They'll also be helping to expand game knowledge and helping new users get the hang of the game.
Success Criteria	Success is defined as a game showing a decent pool of players/community members. Players would also be purchasing DLC for the game and introducing the game to new players.
Involvement	The software will enter an open beta for users to be able to play and test features.

Deliverables	None
Comments/Issues	None

3.6 User profiles

See previous section.

3.7 Key stakeholder or user needs

Again, physical limitations of board games are a huge constraint at a time where digital is dominant and it's helpful for many people to be able to play board games online. Many games have made their transition to the digital world and we're simply giving users that same option.

3.8 Alternatives and competition

There are a variety of games that are similar in genre of game, but not necessarily online.

4 Product overview

4.1 Product perspective

PSiP is designed to played by between 2-6 players and doesn't require other components other than access to the internet in order to play online against other players.

4.2 Summary of capabilities

PSiP is capable of providing hours of entertainment for its users in an online environment, allowing for custom matches or random matchmaking as players see fit.

4.3 Assumptions and dependencies

- Decent Internet connection
- Home PC/Laptop setup (including keyboard and mouse and display)

4.4 Cost and pricing

PSiP is on a free-to-play model, but with microtransactions for players that wish to customize their characters/game to enhance their experience online. Microtransactions will not incentivize any pay-to-win mechanics, but will simply add more to the gameplay experience. PSiP will also feature a subscription model, alongside which data will be collected with consent from users.

4.5 Licensing and installation

Users will be required to create an account using email in order to be able to play online.

5 Product features

5.1 Features

The features of this game will include inspiration from the board game *King of Tokyo* and will have the same rules and gameplay. The game world will also have a similar setup to the game board and individual character boards.

List of features:
A. Splash screen with the title of the game and a logo
B. Log in screen with a "Don't have an account? Sign up here." option
C. Home screen/dashboard
   a. Shows username, previous win record, other stats
   b. Button for starting a game
   c. Link to shop (for microtransactions like characters, skins, or card decks)
   d. Link to help page

D. Choose-a-character screen (for multiple of the same, make item of clothing/hair/accessory different colors)
E. Randomizes who goes first (or some sort of game like rock, paper, scissors to decide as an option in future versions)
F. Button for rolling dice (six at start of turn, six or less on subsequent rolls)
G. Click a die to add to the "kept dice" area, click again to move back to "dice to reroll" area
H. Notifies you about what your dice can do and allows for options
I. Updates game board after each choice to reflect the changes
J. Board/Play Area which shows the Island and whoever currently occupies it
K. Community Card Bank with 3 face up options to be selected on the players' turns.
L. Special tokens, energy tokens, continuous card effects on display near user profile in-game

5.2 Game Assets

The game will use the original dice, cards, energy cubes, and tokens from the game *King of Tokyo* with some of our own changes to fit with the game world.

5.3 Players

Only requires 2 players minimum to play, but can support between 2-6 players. More players is recommended for a more engaging experience.

5.4 User Interface

User interface will consist of the board, player-character, their energy cube count, special tokens and any card they have that has a continuous effect. Community cards are available for viewing and purchasing as well.

6 Constraints

New users may take some time to pick up on the gameplay mechanics. The number of players within a match will affect the gameplay and no more than 6 players can play at a time in a match. A user without a decent internet connection will have a much tougher time playing online.

7 Quality ranges

Has simplicity in that it only requires a good internet connection and a modern browser.

8 Precedence and priority

See section 5.1 for the list of intended features and their corresponding letters.

Priority	Feature
High	C, D, F, G, I, J, K, L,
Medium	B, E, H
Low	A

9 Other product requirements

9.1 Applicable standards

W3C Standards - using HTML5/XHTML, CSS, DOM, PNG/SVGs, etc. for more graceful transition and/or degradation, as well as cross-platform compatibility
● Browser compatibility - Chrome, Firefox, Safari, Edge
● All computers (desktop/tablet) and OS: Macs/Windows/PCs; MacOS, Linux, Ubuntu; etc.

Web Content Accessibility Guidelines (WCAG) - As compliant as possible with accessibility standards; compatibility with alternative media devices (braille/voice browsers) and reachable to people with disabilities

9.2 System requirements

● Sufficient internet speed, updated browser to current version.
● Limited responsive design - must be played on a desktop computer, laptop, or tablet in Chrome, Firefox, Safari, or Edge

- Future idea: create an app that is linked to the website.

9.3 Performance requirements

We are wanting to have a quick response time where the user feel an instantaneous response from the system when making various transactions or connecting to the game. We want this to be the case even under peak workloads.

9.4 Environmental requirements

The user will need internet access in order to play our game. The user will also be in the U.S in order to access the network that the game will be on.

10 Documentation Requirements

10.1 Release notes, read me file

Users can find the README file on the public GitHub repository for this project.

10.2 Online help

The first line of help is preventative. By including a tutorial, we can ensure the players are informed on the basics of controls and gameplay.

Including an easy-to-find help page will offer immediate answers to likely or frequent questions in the form of a(n):
- FAQ
- Breakdown of the game rules
- Visual map of the interface, including controls/buttons/navigation
- Contact/support link, which will allow the player to send an email to the team of software engineers behind this game

Possible future feature: a place to publicly ask questions and start discussions.

10.3 Installation guides

The user just needs to have access to an internet connection, browser, and computer with some sort of GUI, all of whose installation guides can be found at their respective websites or along with their packaging.

10.4 Labeling and packaging

See above section.

11 Appendix 1 - Feature attributes

11.1 Status

- Proposed - new feature idea added to doc that has not yet been seen by other team members.
- Under Review - new feature idea that has been seen by all team members and is being discussed as to whether it will be incorporated.
- Cancelled - features the team decided not to pursue.
- Pending - features being worked on/under development.
- Implemented - features that have been successfully integrated and are being monitored periodically for continued functioning.

11.2 Benefit

- Critical - absolutely necessary features; features without which the game could not run or be played by at least one player (e.g. a 'start game' button).
- Important - features which make the game robust and easy to interact with, without which it would not be very complex or captivating for the user and might not meet the user/stakeholder requirements, but can still technically function (e.g. allowing multiple players to play over a network or even just on one computer).
- Useful - Ideas for features that can make the game even easier to use or generally better, but whose absence don't detract from the game noticeably (e.g. a mobile app option).

- Fun - potential features that would make the experience more entertaining for the players in some way, but if not incorporated, won't impede the gameplay (e.g. a community chat room and/or in-game chat room).

11.3 Effort

The estimated overall period of time until completion is around 3 months. This is subject to change as we continue on the development of this project.

We currently estimate about 1 month will be dedicated to planning and discussion of various requirements. From there, the design and implementation will begin and take about 1.5 to 2 months. The time approximations for specific features developments will vary depending on the priority of them. These feature priorities are listed under the section "Precedence and Priority."

11.4 Risk

A risk we may encounter could be possibly schedule delays for various reasons, which thus causing setbacks to the project timeline we will have established. There could also be some features that may possibly take more time than originally estimated and also cause setbacks to our established timeline.

11.5 Stability

PSiP base features that are inspired and similar to "King of Tokyo" will be highly unlikely to change. Other features may be subject to change.

11.6 Target release

A beta version of PSiP will be released once all features are completed. Still subject to change.

11.7 Assigned to

Currently under review and discussion.

11.8 Reason

While the reasoning behind most of the features is to facilitate successful and fun gameplay, some of the forthcoming features may be due to requirements set forth by the lead consultant, Anthony Giacalone.