

# King of Tokyo

## Vision Document



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## Revision History

Date	Version	Description	Author
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## 1.1 Purpose

The purpose of this product is to serve as a means of entertainment. Designed by the genius behind Magic: The Gathering, King of Tokyo is a 2 to 6 player game that will bring the fun massively popular Japanese monster movie genre to homes in the form of this fantastic board game.

## 1.2 Scope:

This document will show how we decide to proceed with the port of the board game “King of Tokyo” to computer. We will primarily be using Unity and coding in C#

## 1.3 Definitions

Acronym or Abbreviation	Definition
V.P.	Victory Points

## 1.4 References

1.4.1 - “King of Tokyo” board game

## 1.5 Overview

This document is to outline a port of the game “King of Tokyo”. The game is to be run on any standard college-grade laptop.

## 2.0 - Positioning

### 2.1 Business Opportunity -

Business Opportunity: While the base game itself, “King of Tokyo” is fun and entertaining normally with friends, there is still plenty of people who do not have access or knowledge of the game due to language barriers or shipping or manufacturing costs. With a digital port of this game, it would open up many more possibilities of new players, due to some possible capabilities that would be easily available due to its inherent digital qualities.

### 2.2 Problem Statement -

Firstly, it would be available to any household that has a computer with access to the internet. No longer will areas that the King of Tokyo manufacturing wouldn’t ship to will now be able to gain access on their own. Additionally, this also means that manufacturing costs will also be cut due to no physical parts to the game are needed to be made anymore. Another problem fixed is language barriers due to much easier methods of implementing language support in a game through updates.

### 2.3 Product Position Statement -

By saving a lot of money from physical manufacturing, profits will increase allowing for the development of new games to continue smoothly and uninterrupted.

### **3.0 - Stakeholder and User Descriptions**

#### **3.1 - Market Demographics**

The target market segment includes, children over the ages 8 plus and towards the ages of 60 and anyone who is interested in learning and who would leisurely love to play a board game fighting monsters and getting to be the ultimate victor in an online world.

The users are anticipated to be consumers who have PC, MAC, LINUX and mobile operating systems such as Android and IOS, the game “King of Tokyo” will be played on these devices. Playing the game online enables people of all backgrounds to interact with the each other on a regular basis and make long lasting friends. Furthermore,

- This game is played for fun so children will be a huge market
- Young adults once introduced, will also can be considered to be a market segment for this project
- The software application will have to be extremely user friendly and have similarly aesthetics as to the physical board game to attract potential elderly population.

#### **3.2 - Stakeholder Summary**

<b>Name</b>	<b>Description</b>	<b>Responsibilities</b>
Project leader	This stakeholder leads the development of the game King of Tokyo and directs what initiatives to be taken.	Plans, manages and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused on the game's adaptability.
Software Developer	This stakeholder plays a role in developing the software application of the board game. Furthermore, the stakeholder will often code the project.	Codes the project using various software services, such as Java, C++, C#, Python, HTML integration, CSS/PHP and .NET and other relevant software aides
Financier	This stakeholder provides funding for the project.	Obtains interests rates on loans, often funds monetary resources for the project.
Resource Engineer	This stakeholder works with customers and stakeholders to translate needs into Requirements that can be applied into the game.	Gathers information about the game, how it is played, with how many persons, what the game has and what it entails to do.

### 3.3. - User Summary

<b>Name</b>	<b>Description</b>	<b>Responsibilities</b>	<b>Stakeholder</b>
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Children – Ages 8 and above	Primary End user of the system	Uses the game to have fun in family environment and communicate amongst family members.	Self
Young adults – Ages 25-39	Primary End user of the system	Uses the game to have fun in family environment and communicate amongst family members. Further, plays the game with similar like-minded friends in their own niche environment.	Self
Adults – ages 40 and above	Secondary end user of the system	Some may have time to play the game, unless it is introduced by younger generation who have keen sense of playing it online, on technology devices. Retired senior citizens might be interested to play this with their grand kids.	Self

### 3.4 - User Environment

King of Tokyo is a turn-based game end result being the sole victor, users can potentially play wherever they have access to the internet. While the primary platform for King of Tokyo will be Windows, Linux, and Mac desktops.

### 3.5 - Stakeholder Profiles

#### Children – Ages 8 and above

<b>Description</b>	Children – Ages 8 and above
<b>Type</b>	Recommended beginner age to play the game.
<b>Responsibilities</b>	Ensuring it is extremely user friendly for the children. This is a very important market segment for our game, King of Tokyo.



<b>Success criteria</b>	The success, is where the potential customers who keep playing the game on a day-to-day basis.
<b>Involvement</b>	With parents' consent we will try to have some children to play the game.
<b>Deliverables</b>	Good or bad
<b>Comments/Issues</b>	None at the moment.

### Young adults – Ages 25-39

<b>Description</b>	Young adults – Ages 25-39
<b>Type</b>	Matured adults and College students who are interested in playing.
<b>Responsibilities</b>	Ensuring it is extremely user friendly for the young adults and college students.
<b>Success criteria</b>	The success, is where the potential customers who keep playing the game on a day-to-day basis.
<b>Involvement</b>	We will have few customers to evaluate our game which will guide our vision further.
<b>Deliverables</b>	None at the moment.
<b>Comments/Issues</b>	None at the moment.

### Adults – ages 40 and above

<b>Description</b>	Adults – ages 40 and above who could also include some elderly people
<b>Type</b>	This is a casual user who may not have any experience using devices/smart devices to play the game.
<b>Responsibilities</b>	The game's performance and easy to access and be able to play continuously. This game environment would help them communicate with their kids and other relatives are interested in playing the game.
<b>Success criteria</b>	The success is defined as the customers continuing to use our online game.
<b>Involvement</b>	We will have a few elderly people who would like to play this over electronic devices.
<b>Deliverables</b>	None at the moment.
<b>Comments/Issues</b>	None at the moment.

### 3.6 - User Profiles

Same as above. Users may be updated.

### 3.7 - Key Stakeholder or User Needs

Need	Priority	Concerns	Current Solution	Proposed Solution
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Easy to play the game	High	Ability for users with little to no previous online game usage to navigate and use menus easily.		
Flexibility of playing it on devices	Low	Ability to bend the rules in the game to make it easy to play for the person who has not played the game.		

### **3.8 - Alternatives and Competition**

· There are many alternative games, King of New York game (people like to cheat), The City of Kings, Last Night on Earth: The Zombie Game.

## **4.0 Product Overview**

### **4.1 Product Perspective**

King of Tokyo is a game designed for 2-6 players. Each player controls a monster that tries to maintain the King of Tokyo title in competition with others. Players have the option to interact with other players at the beginning of their turn.

### **4.2 Summary of capabilities**

- 4.2.1 Each game is hosted on a local computer which allows game progress to be saved and loaded as required
- 4.2.2 The game is based on the board game King of Tokyo and follows the rules given in that release

### **4.3 Assumptions and dependencies**

- 4.3.1 Laptop or desktop computer with display screen
- 4.3.2 Mouse and keyboard or touchscreen and keyboard
- 4.3.3 Currently supported operating system

### **4.4 Cost and pricing**

- 4.4.1 Low upfront cost due to digital product
- 4.4.2 The game will cost \$30 per unit.
- 4.4.3 DLC will be periodically released to add to game content

## **4.5 Licensing and installation**

User creates a local account to start playing the game

## **5.0 Product Features**

### **5.1 Features**

The game will use the rules and objectives given in the original board game. Players will be able to choose the amount of players before beginning a game.

### **5.2 Game Assets**

The computer will show a copy of the board from the original King of Tokyo. Player models and statistic trackers will be generated as the game goes on.

### **5.3 Players**

The game requires at least two players to start a match. Player number can go up to six for the maximum number of players.

### **5.4 User Interface**

5.4.1 Simple and easy to use graphical user interface

5.4.2 Example: Player will have buttons showing the actions that they can take during their turn depending on what they want to do

5.4.3 Example: Every statistic that the player needs to determine their next action will be shown to them on a bottom bar (Health, strength, etc...)

## **6.0 - Constraints**

6.1 - Players are required to have a computer meeting the minimum system requirements to run the game.

6.2 - This game requires at minimum 2 players and at maximum 6 players.

## **7.0 - Quality Ranges**

Define the quality ranges for performance, robustness, fault tolerance, usability, and similar characteristics that the feature set does not describe. The game is expected to stay stable on the electronic devices the game intends to play on. Extensive testing will be done to ensure the game is successfully playing at least 2 rounds.

## 8.0 - Precedence and Priority

- 8.1.** Priority will be focused on playability of the game. Different features and rules will only be added if DLC that is released requires it. The initial release will only support the base format of the game. Future releases will support adding DLC to the game to add to game content.

### 8.2. Priority Feature Table

Priority	Functional Requirements	Non-functional requirements
High	<ul style="list-style-type: none"><li>• FN- 01 to FN- 03</li><li>• FN- 15</li></ul>	
Medium-High	<ul style="list-style-type: none"><li>• FN- 04 to FN- 09</li></ul>	<ul style="list-style-type: none"><li>• NFN- 02</li></ul>
Medium-Low	<ul style="list-style-type: none"><li>• FN- 10 to FN- 13</li></ul>	<ul style="list-style-type: none"><li>• NFN- 01</li></ul>
Low	<ul style="list-style-type: none"><li>• FN- 14</li></ul>	<ul style="list-style-type: none"><li>• NFN- 03 to NFN- 04</li></ul>

\*\*Requirements listed in the next section below

## 9 - Product requirements

### 9.1 - Functional product requirements

ID	Name	Description
FN-01	Start game	<ul style="list-style-type: none"><li>• Users are able to create and start a game of “King of Tokyo”</li></ul>

FN-02	Join game	<ul style="list-style-type: none"> <li>• Users are allowed to select how many players will play in the game</li> <li>• Users are able to decide what controllers are shared amongst what players</li> </ul>
FN-03	Choose character	<ul style="list-style-type: none"> <li>• Users are allowed to choose which character they would like to play as</li> </ul>
FN-04	Roll dice	<ul style="list-style-type: none"> <li>• Users are allowed to roll the custom “King of Tokyo” dice, up to 3 times if desired</li> <li>• Users are allowed to decide to not roll dice, if they please, and are able to reroll the dice at anytime regardless of previous decisions as well</li> </ul>
FN-05	Resolve dice	<ul style="list-style-type: none"> <li>• Users are allowed to use the resulting rolled dice to resolve actions according to the combinations</li> <li>• Users must resolve all dice combinations available</li> </ul>
FN-06	Gain victory points	<ul style="list-style-type: none"> <li>• Users are allowed to accrue victory points as a means to win</li> <li>• Users are allowed to gain victory points by “entering tokyo” or when the appropriate dice combination has been rolled</li> </ul>
FN-07	Gain energy	<ul style="list-style-type: none"> <li>• Users are allowed to gain energy when the</li> </ul>

		appropriate dice combination has been rolled
FN-08	Smash	<ul style="list-style-type: none"> <li>• Users are allowed to perform the action “smash” when the appropriate dice combination has been rolled</li> </ul>
FN-09	Heal	<ul style="list-style-type: none"> <li>• Users are allowed to perform the action “heal” when the appropriate dice combination has been rolled</li> </ul>
FN-10	Use power cards	<ul style="list-style-type: none"> <li>• Users are allowed to perform actions dictated by preset power cards</li> </ul>
FN-11	Enter Tokyo	<ul style="list-style-type: none"> <li>• Users are allowed to “enter Tokyo” if the space is unoccupied</li> <li>• The first player must enter tokyo at the start of the game</li> <li>• If the game consists of 5 or 6 players, “Tokyo Bay” is available as a secondary space for monsters and has the same properties as “Tokyo City”</li> </ul>
FN-12	Buy power cards	<ul style="list-style-type: none"> <li>• Users are allowed to buy power cards by choosing from the top 3 selected in a randomly shuffled queue of cards</li> <li>• Power cards are bought using energy equal to the amount</li> </ul>

		<p>indicated on the card</p> <ul style="list-style-type: none"> <li>• Spending 2 energy will allow the user to sweep the previous selection of power cards to the discard pile and select from a new 3.</li> </ul>
FN-13	End turn	<ul style="list-style-type: none"> <li>• Users are allowed to end their turns and resolve any actions dependent on this action</li> </ul>
FN-14	End game	<ul style="list-style-type: none"> <li>• Users are allowed to end the game whether on completion of win requirements or by voluntarily ending the game.</li> </ul>
FN-15	Settings	<ul style="list-style-type: none"> <li>• Users are allowed to change the volume of music through a settings slider</li> </ul>

## 9.2 - Non-Functional Requirements



ID	Name	Description
NFN- 01	Platform	<ul style="list-style-type: none"> <li>• No specific platform required</li> </ul>
NFN- 02	Players	<ul style="list-style-type: none"> <li>• The game must support up to 6 players</li> </ul>
NFN- 03	Documentation	<ul style="list-style-type: none"> <li>• Full documentation of the software will be available upon completion</li> </ul>
NFN- 04	Secondary Language Support	<ul style="list-style-type: none"> <li>• This game will allow for easy implementation of extra language packs</li> </ul>

## 10.0 - Documentation requirements

A short user manual will be provided with the game application. Please see the User manual document for more information as how to play the game. The following notes will be helpful for the user.

- Release notes or an abbreviated read-me file will be included under "What's new" section. The game will contain the rules to play and what is required of the user to play along.
- A FAQ document along with online help will be available as well as a forum of different gameboards popularly played by people all around the world. Many games provide an online help forum to assist the user/s in playing the game including to the novice user who has never played before.
- There will be an Installation guide for different platforms: A document that includes installation, configuration, and upgrade instructions in order to have the

game up to date with technology advancements such as virtual reality, and other augmented reality technology advancements will be available.

## 11.0 - Appendix 1/Feature Attributes

· The following subsections represent a set of feature attributes that we think that would drive this project to completion.

### 11.1 – Status

Status	Description
Proposed	<ul style="list-style-type: none"><li>· Start application very important</li><li>· Exit Application very important at the same time</li><li>· Accept keyboard/mouse input</li><li>· Visuals to alter – to mimic the board game.</li></ul>
Approved	Waiting on project team members input. This will be collective taken but the leader will have the final word.
Incorporated	Some features such as language will have already been added to the project. The beginning language will be in English but code itself will be run the project management team decided code language.

## 11.2 – Benefit

The features set will be a collective effort and they will never be created equal. The document will be concise and coherent which will include the below mentioned table.

Priority	Description
Critical	Most important features. Without this the entire project will be a failure.
Important (good to have)	The game should be effective on the hardware platform it is being played on. The feature should not reduce the current user satisfaction of the game.
Not critical	The features will have reasonably effective workarounds. We are not expecting any high impact loss of revenue or customer satisfaction. The reputation should still be the same.

## 11.3 – Effort

This project is estimated to take a lot of time and resources. Though it is not probable that the project will be completed on time, the effort taken will count towards the project team commitment to get the project completed at least some features working best for the user.

#### **11.4 – Risk**

The project team's schedule and availability to complete project will be noted in a Gantt chart representing high, medium and low risk levels with regards to the final project outcome. There is always the risk of the game not starting as intended. But adequate precautions will be taken together with sufficient amount of testing before being released.

#### **11.5 – Stability**

The features will change overtime based on the understanding of the team working on the project. The game's stability on the hardware platform will also be a test to the software engineers and software developers. The analysts will spend time on testing it on different machines as and when new features are introduced before being released on full scale. The project team will come up with an appropriate schedule for intermittent releases of certain features of the game.

#### **11.6 - Target release**

Only features whose status is set to "incorporated" and whose target release is defined will be implemented for the game. The game itself could crash and hence without testing the feature will not be released to the already functioning game.

#### **11.7 - Assigned to**

People in the project team will be responsible in the elicitation of the software requirements and the implementation. The leader will be responsible in allocating the tasks to be completed for the project and this will be greatly helpful in keeping up with the deadline of the completion of the project.

#### **11.8 – Reason**

This particular section will include the feature of getting help and also getting support with the installation of the game depending on the hardware platform. The below links for example will be available for the user.

## Watch Videos

How to Play King of Tokyo in 3 Minutes - The Rules Girl -  
<https://www.youtube.com/watch?v=RWYGIPf6IzE>

Learn More: <https://boardgamegeek.com/boardgame/70323/king-tokyo>

Ask Questions: <https://www.boardgamemechanics.com/blog/king-of-tokyo#FAQ>

Get Support: The software developers will ensure appropriate installations are made for this game and proper links will be attached to it.