

# VIRTUAL HUMANS FOR SERIOUS GAMING PROJECT VISION

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# 1 Introduction

## **2 Product**

### **2.1 High-level product backlog**

#### **2.1.1 Must Have**

- Build one type of building (non contextual)
- Buy land
- Sell land
- Demolish:
  - Land
  - Buildings
- Own indicator(s)

#### **2.1.2 Should Have**

- Build more types of buildings:
  - shops
  - parking lots
  - Horeca
- Low Level Communicating:
  - Information about the changing surroundings
  - Calculate efficient placing of buildings
- Achieve Goals:
  - Dont go bankrupt
  - Reach indicators considering shops
  - Reach indicators considering parking lots
  - Reach indicators considering horeca

### **2.2 Could Have**

- Understanding the used language between stakeholders
- Negotiating with other stakeholders:
  - Be able to barter prices

#### **2.2.1 Wont Have**

- understanding messages send by human stakeholders.
- interacting with human stakeholders:
  - understanding messages send by human stakeholders.
  - sending messages to humans

## 2.3 Roadmap

**3 Product Backlog**

**4 Definition of Done**