Group F
Vision document

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1. Document description

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2. Revision History

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02/06/2020	0.1	Yann Probst	All sections	Creating the document and setting up the template
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12/02/2020	0.5	Yann Probst	5.6, 5.8, 5.10	All section of 5.6, 5.8, 5.10

3. Table of Contents

4. Document Summary

This document is our Vision Document for our Illuminati game projects. A Vision Document is a document that describes a compelling idea, project or other future state for an organization, product or service. The Vision defines the product/service to be developed specified in terms of the stakeholder's key needs and desired features.

5. Vision Document

5.1 Introduction

5.1.1 Purpose

The purpose of this the vision document is to analyze, define, structure and design the game *Illuminati* by Steve Jackson Games. The document focuses on the existing features in the game and suits them for all stakeholders of the game. The vision document explains in detail how the game *Illuminati* and its features will be designed and implemented.

5.1.2 Scope

The game *Illuminati* is created based on the game from Steve Jackson Games (1945). The game will be created with the same rules of the game and keep the same features; however, the game will be enhanced by the virtual format of the game.

5.1.3 Definitions, acronyms, abbreviations

- **IF**-Illuminati Factions/Groups

- **Unity**- Popular game engine for creating game of all types

5.1.4 References

- https://unity.com/ Unity's game engine has an online store for assets and forums where you can receive a lot of support from other unity developers.

- Board Game *Illuminati* by Steve Jackson Games http://www.sjgames.com/illuminati/

5.1.5 Overview

The document contains a list of the roles responsible for the development of the game and a summary of the responsibilities of each role. As well as a summary of the stakeholders which analyses the purpose of the game with respect to the stakeholders. This document also defines different characteristics which give the software a defined quality. The quality of the game is defined with the constraints, that are also defined in the document, in mind.

5.2 Positioning

5.2.1 Business Opportunity

The Illuminati board game has always been popular with the general public since its release. It has been the subject of a lot of publicity, which has helped it gain popularity. Today we want to give a new vision to this game, which unfortunately is drowned in the mass of all other board games. The creation of the electronic version of the Illuminati game would make it one of the first board games to be accessible to everyone on the Internet and to a very large public, which makes it possible to reach a very large market. Early fans will be able to rediscover their favorite game while novices will be able to discover a complex and exciting game.

The creation of the game in its electronic version is a real advantage over its competitors. It would allow to reduce a lot of the manufacturing costs while having access to an almost unlimited audience. It

would be easy to promote the game on the Internet and quickly increase its popularity. Similarly, it would be easy to make updates to the game by following user recommendations. The electronic version would therefore allow the game to enter its new era.

5.2.2 Problem Statement

The problem	Illuminati was introduced in 1982. There is no digital version to play online or to play against bots.
affects	The game never received updates or improvements and is still a board game that you need to physically possess
the impact of which is	The game lost audience interest due to its age, design and the constraints
a successful solution would be	to create an electronic version of the game. It will allow to attain a wider audience, make easy updates system and feature additions much easier. In addition, it will be possible for a user to play alone against bots.

5.2.3 Product Position Statement

For	lovers of strategy games or nostalgic people
Who	wish to discover/rediscover the pleasure to play the Illuminati game
Illuminati F	is a Unity game
That	allows you to play the illuminated version digitally
Unlike	There is no digital version of the game yet
Our product	allows you to find/retrieve the pleasure of playing the game by avoiding the constraints of the board game (being a minimum number of people physically gathered in the same place). With the digital version, it will be possible to play the game online with your friends but also to play solo against bots.

5.3 Stakeholder and user descriptions

5.3.1 Market Demographics

The size of the video game market in the United States is over 1.2 billion users. This generates over $71 billion in revenue. For our game we target the part of the players who play the strategic game (62% of the players in the United States say they play strategic game, source: https://www.pewresearch.org/fact-tank/2018/09/17/5-facts-about-americans-and-video-games/). For the price of the game, we only base on the average price of a game, i.e. $60 (source:https://www.businessinsider.com/why-video-games-always-cost-60-dollars-2018-10).

We use the Entertainment Software Rating Board to estimate the minimum age of a user to play our video game. Content is suitable for ages 13 and up.

More information about the ideal type of user:

Gender	70%M, 30%F
Education Level	High school diploma and higher
Household Income	Average or above
Parental Status	Average or Affluent Family
Religion	N/A
Geographical	USA/Europe

Each player must have access to a laptop computer to play. It is possible for the user to play alone (against bots) or to play against other players. In the second case, the user will need an internet connection in order to play online.

Q. Reputation of your organization in these markets?

A. We do not yet have a reputation on the market as a video game.

Q. What would you like the reputation to be?

A. To create a memory for the person who played it and to introduce an exciting game to the generation that didn't have the chance to play it. Have a reputation as a market leader in video games based on board games

Q. How does this product support your goals?

A. This product is the first release of a version of a popular game from the 1985's to make a video game that might create a buzz.

5.3.2 Stakeholder Summary

Name	Description	Responsibilities
Front-end developer	Links the design and technology	Takes care of the visual aspect of the project
UI/UX designer	Create mock-ups of the visual part	Makes visual models of the project and ensures a good interaction between the user and the game
Back-end developer	Takes care of the part the user doesn't see	Creation and proper functioning API, database
Software Architect	Makes high-level design	Responsible for the design of the project. A design that works and is reusable and simple to implement
Test Engineer	Takes care of the parts of the project to get them tested and up and running	It must ensure that the various methods, components and methods are working properly
Project Manager	Takes care of the overall project management	Defines the objectives of the project, cuts out the project and makes a task list, defines the sequence of tasks, ensures the follow-up and the good progress of the project
Product owner	Communicate with the clients (= the professor) to get what he wants	Regular communication with the client (= professor) to ensure that the team is doing what the client (= professor) wants

5.3.3 User Summary

Name	Description	Stakeholder
New	Young players who have never played the game before	Customers
Experimented	Players who have already played a board game	Customers

5.3.4 User Environment

An ideal game consists of 4 to 6 players. It is possible to play with less than 4 players, but the game would be less interesting. It is possible to play up to 8 players, but the rules have to be different, there are expansions for 7 and 8 players. The duration of a game is on average two hours. The more players there are, the longer the game is. We also offer the user a single player mode where he will play against bots. The player can play from any location if he has a computer and a Wi-Fi connection. He can play on any type of OS (Windows, Linux and MacOS).

5.3.5 Stakeholder Profiles

Representative	Project Team (all the stakeholder in 3.2 Stakeholder summary)
Description	The team in charge of the development of the game
Type	Software Development Expert
Responsabilities	Development of the game on time
Success criteria	Development of the game in time with as few bugs as possible
Deliverables	Result: progress of the game, features, bug fixes
Comment/issues	Poor project architecture, poor team communication

5.3.6 User Profiles

Representative	Novice User
Description	New player who have never played the game before
Type	Casual user
Responsabilities	N/A
Success criteria	Discover a game he likes
Deliverables	N/A
Comment/issues	Problem if he doesn't understand the rules and can't find the game simple

Representative	Experimented User
Description	Player who already have played the Illuminati board game
Type	Casual user
Responsabilities	N/A
Success criteria	Find the same pleasure as on the board game
Deliverables	N/A
Comment/issues	Problem if the user finds the online game worse than the board game

5.3.7 Key stakeholder or user needs

The only existing solutions are board games. The problem is that a player must be physically accompanied by other players and cannot play alone. The user is looking for a way to play from home, without moving against other players or playing alone (against bots).

5.3.8 Alternatives and competition

N/A

5.4 Product Overview

5.4.1 Product Perspective

1. The game *Illuminati* is a card game built for multiple players where each player is in control of a main faction whose goal is to take over the world through different goals. Players can play against bots and real players online through an online service

5.4.2 Summary of Capabilities

Support Feature	User Benefit
Online play	User is able to play with players anywhere
AI based opponents	Game is able to be played without other human players. Therefore the user can choose the amount of players they want to play with alone or in a mixture real and ai controlled IF.

1. The game will be playable from anywhere with people in different areas if the requirements are met.
2. Rules are standard from the original card game, but can be modified if the user chooses

5.4.3 Assumptions and dependencies

1. Desktop or laptop
2. Mouse and keyboard
3. Display
4. Internet Connection for online play

5.4.4 Cost and Pricing

1. Low cost of software distribution
2. Unity License and cost of in game assets
3. Game will sell for a low price and will have extended downloadable content for different expansions

5.4.5 Licensing and Pricing

Users must create an account or use an existing account on the platform the game will be licensed on. The game is to be published on a platform with multiple users.

5.5 Product Features

Game will include the original rules and regulations of the famous Illuminati board game. Moreover, further futures will be developed, such as:

5.5.1 Multiplayer mode

The game includes a multiplayer mode that allows the player to measure itself to other players. The user will be able to create and/or join a lobby.

5.5.2 Solo mode

The user will be able to train its skills against an AI. The user will select the number of AI he wants to play against

5.5.3 Statistics

The user will be able to see its game statistics, such as number of wins and some achievements like winning a game with a certain group.

5.5.4 3D Game

The game interface will be a 3D representation of the board game with a plain surface, cards, dices, megabucks.

5.5.5 Installation

The game will be installed through a launcher available.

5.5.6 Game Updates

The user will be able to see game future developments on a webpage. The user will also be able to review the game and give suggestions on this webpage.

5.5.6 Game Rules

The player will be able to read the game rules directly on the game interface.

5.6 Constraints

- User: The game is played by 2 to 8 people. Ideally it should be from 4 to 6 for an optimal game. It is important to know that if you want to play with less than 4 people, this limits the possibilities for diplomacy and negotiation. And you should know that if you want to play with 7 or 8 people, then you should know that some rule changes will be needed to keep the game moving quickly.

- User: A computer and an internet connection are required to play online.

- User OS Support: Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.12+; Ubuntu 16.04, 18.04, and CentOS 7 (This are the supported OS version of Unity games)

- Development: Graphic design, music that are free of copyright

- Development: Setting up the bot, complexity of the BOT

- Development: Servers for the backend (material)

- Development: Learning Unity and C#

5.7 Quality ranges

- The game will run online 24/7 unless there is scheduled maintenance when it is necessary.

- Usability is a huge quality we want to address since this is a board game with lots of rules, we want to market this game to as many people as possible. In order to get the largest audience possible, we want to make the game and it's UI as intuitive as possible. Making terrible choices for usability is going to stand out in such a complex game.

- Performance- Since this is running on the unity engine, we can introduce lots of features that can make the game polished and attractive, however we will still have limits to how much we can push "normal" user hardware.

5.8 Precedence and Priority

Multiplayer mode	Medium
Solo Mode	High
Statistics	Low
3D Game	High
Installation with Launcher	Low
Game update	Medium
Game rules	Medium

5.9 Product requirements

5.9.1 Applicable Standards

The Illuminati game must comply with global internet privacy policy, with the Digital Game Development Standards of California and the Entertainment Software Rating Board.

5.9.2 System Requirements

The system must be run on an OS version higher than Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.12+; Ubuntu 16.04, 18.04, and CentOS 7 (This are the supported OS version of Unity games).

5.9.3 Performance Requirements

N\A

5.9.4 Environmental Requirements

N\A

5.10 Documentation Requirement

The documentation will be available on our website.

5.10.1 Release notes, read me file

A read me file will be in the root directory. The purpose of the read me is to inform the user of the latest news about the game and how to install it.

5.10.2 Online help

In the case where a user has questions or needs help, he can refer to the explanation section of the rules. A FAQ will be available to answer the most frequently asked questions in the "FAQ" tab. In addition, an email address will be made available, to allow the user to ask questions, report bugs, make suggestions, etc. All this information will be accessible on our website. Moreover, the explanation of the rules of the game will be available in the "Rules of the Game" tab.

5.10.3 Installation guides

A document that includes installation, configuration and upgrade instructions will be available directly on our website in the "Installation" tab. The goal is to guide the user so that he feels helped.

5.10.4 Labeling and packaging

UI/UX designer takes care of the design elements of the game. Some of the elements of the original game will be taken over (cards). The logo is a part of the original game element. The colors of the game (menu, dialog, etc) will be made with Paletton which is a designer color tool for creating color combinations that work together. The font of the game will be chosen on the "fontsquirrel" website which allows us to take free font to use on our project.

The user will have access to a launcher to download the game and have access to the latest news.

5.11 Appendix 1 – Feature attributes

5.11.1 Status

5.11.2 Benefit

5.11.3 Effort

5.11.4 Risk

5.11.5 Stability

5.11.6 Target Release

5.11.7 Assigned to

5.11.8 Reason