



## Vision Document

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## Revision History

Date	Version	Description	Author
9/12/2019	1.0	First draft	Galactic Takeover Team
11/26/19	1.1	9.1 Delete "Pause Game" ; 10.4 Change to Labeling	Galactic Takeover Team

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# 1. Introduction

## 1.1 Purpose

The purpose of this vision document is to illustrate the development process of the application Galactic Takeover which is based on the board game King Of Tokyo.

## 1.2 Scope

This document details the application Galactic Takeover for iOS devices.

## 1.3 Definitions, Acronyms, and Abbreviations

None Specified.

## 1.4 References

1.4.1 King Of Tokyo - physical game

# 2. Positioning

## 2.1 Business Opportunity

There are a multitude of users who currently play the physical board game King of Tokyo. A mobile application based off this game will surely attract the attention of these users as well as a new audience who favors playing games on this platform. The simplicity of this game will also captivate users of all ages. Additionally, the development costs of the app are low and there is the potential to acquire revenue with the placement of advertisements.

## 2.2 Problem Statement

The board game King Of Tokyo does not currently have a digital platform. Therefore, Galactic Takeover is a solution to allow players to access it on mobile devices. This application also puts a unique twist on the game. Instead of monsters invading Tokyo, the application version will feature aliens taking over a newly discovered planet.

## 2.3 Product Position Statement

For users who play the physical board game King Of Tokyo, Galactic Takeover is an application with a similar format and ruleset. Unlike the board game itself, our app has a unique theme and characters and will be accessible on mobile devices.

## 3. Stakeholder and User Descriptions

### 3.1 Market Demographics

3.1.1 Galactic Takeover will be available to play for all ages 8 or older with access to a mobile device with internet access capabilities. The game will take place over the internet as a multiplayer interactive game that will solely change through the course of the game due to the users'/players' choices.

3.1.2 Our reputation goal of the organization is to provide a valuable and interactive video game experience from those of all age groups. We would like to have a very respective & high valued reputation. This game will support our goals of becoming one of the most played and highest-rated games in the App Store.

### 3.2 Stakeholder Summary

3.2.1 (Software Engineer) Rachel Bright

3.2.2 (Software Engineer) Justin Reid

3.2.3 (Software Engineer) Mayra Sanchez

3.2.4 (Software Engineer) John So

3.2.5 (Advisor) Professor Anthony Giacalone

### 3.3 User Summary

3.3.1 The Galactic Takeover game requires either 2 or more players to competitively play.

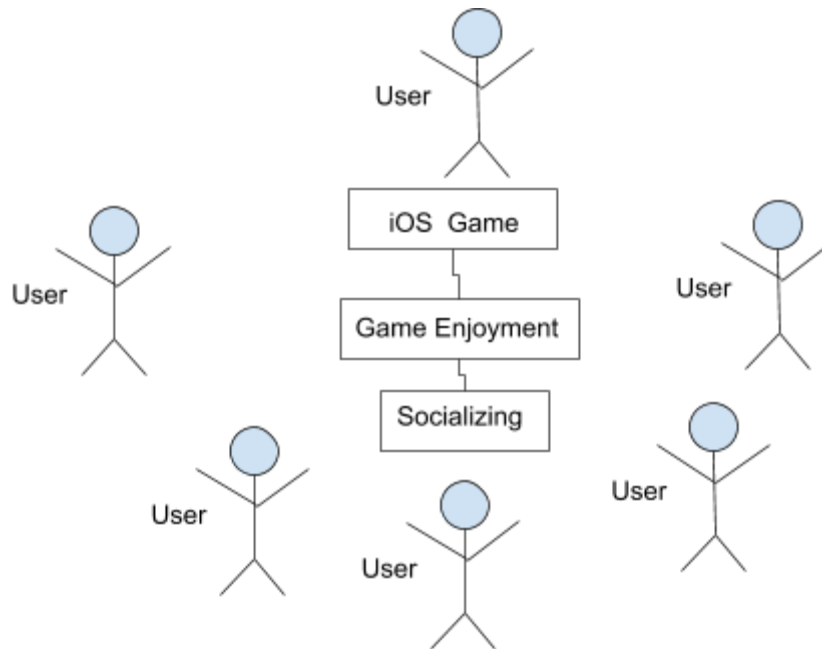
3.3.2 The game is available to play for all ages 8 and older.

### 3.4 User Environment

3.4.1 Galactic Takeover is a game where you play as an alien character of your choice to battle others in amidst to taking over the planet. The game will be primarily available for all mobile devices with access to the internet.

## 4. Product Overview

### 4.1 Product Perspective



## 4.2 Summary of Capabilities

Customer Benefit	Supporting Features
Socializing with friends	Game requires at least two players to play
Promotes critical thinking	Player must think of strategies in order to successfully defeat their opponent

## 4.3 Assumptions and Dependencies

1. In using the onscreen buttons, it is assumed that the user is literate and can operate the basics of an apple device.
2. User must be willing to risk the lives of the characters in order to prosper in the game
3. It is assumed that all the players have a drive to be victorious so the game will be engaging for everyone

# 5.Product Features

## 5.1 System Features

1. Start application

2. Function with at least 2 players and up to 6 players at a maximum
  - a. Each player will:
    - i. Roll dice
    - ii. Resolve dice
    - iii. Enter planet
    - iv. Buy power cards
    - v. End of turn
3. Exit application
4. Accept touchscreen inputs
5. Accept keyboard inputs

## **5.2 Communication Features**

1. Display status of their player
  - a. Health
  - b. Energy points
  - c. Location (inside or outside Tokyo)
2. Display the outcome of the dice they rolled
  - a. Will either display: attack, heal, or point value
3. Show the card they drew from the stack
  - a. Each card has different benefits and will be stored until the player uses it
4. Lets player know when it is their turn
5. Play sounds to indicate the different actions occurring in the game

## **5.3 Game Features**

1. Keep track of the player's score, health, and location
2. Multiplayer game
3. Power cards are provided to aid the player throughout the game
  - a. The cards may be used when the player sees fit
  - b. Purchased after collecting a sufficient amount of energy cubes
4. When 2-4 players are playing
  - a. Use only one city
5. When 4-6 players are playing
  - a. Use both locations

# **6. Constraints**

**6.1** The players must have an iOS app installed on their iPhones and a strong internet connection. No android version is available.

**6.2** The game requires a minimum of two players or a maximum of six players to play the game.

# **7. Quality Ranges**

**7.1** This app will run on 12.4.1 iOS version or later. No prior versions will run the game.

**7.2** This app has limited performance and will not respond to unrecognized commands and gestures.

## 8. Precedence and Priority

**8.1** Priority is focused on the playability of the game.

Priority	Functional Requirements	Non-Functional Requirements
High	<ul style="list-style-type: none"><li>• FN 01 - 03</li><li>• FN 05 - 12</li></ul>	<ul style="list-style-type: none"><li>• NFN 01 - 05</li><li>• NFN 07</li></ul>
Medium	<ul style="list-style-type: none"><li>• FN 04</li></ul>	<ul style="list-style-type: none"><li>• NFN 06</li></ul>
Low		<ul style="list-style-type: none"><li>• NFN 08</li></ul>

## 9. Product Requirements

### 9.1 Functional Requirements

ID	Name	Description
FN-01	Select Players	Users can select how many players will be playing the game
FN-02	Select Aliens	Users can select their choice of aliens
FN-03	Start Game	Users can initiate gameplay with the number of players and their alien characters
FN-04	Quit Game	Users can quit and exit out of the game
FN-05	Roll Die	Users can roll three dice
FN-06	Select Die	Users can select rolled dice to keep and which to roll again
FN-07	Occupy Planet	Users can occupy the planet if no other user occupies the space



FN-08	Occupy Moon	Users can occupy the planet's moon if there are 5-6 players and no other user occupies the space
FN-09	Spend Energy	Users can spend their energy on upgrade cards
FN-10	Attack	Users can choose which attack to use on opposing enemies, not in their current location
FN-11	Healing	Users can choose when they want to heal and recover their energy

## 9.2 Non-Functional Requirements

ID	Name	Description
NFN-01	Development	Game will be implemented using Swift
NFN-02	Platform	The game will run on iOS versions 12.4.1 or later.
NFN-03	Hardware	The user must have an iPhone that can run iOS 12.4.1.
NFN-04	User Interface	UI design will be simple
NFN-05	Players	Game will support up to 6 players
NFN- 06	Error Handling	Game should catch errors and if so exit and kill the program accordingly
NFN-07	Documentation	To be updated over the course of project development

## 10. Documentation Requirement

### 10.1 Release Notes & Readme File

**10.1.1** Release note: Current version of the software and updated release notes.

**10.1.2** Readme File: Includes basic user information to properly play the game, such as system requirements.

### 10.2 Installation Guide

**10.2.1** Install from Apple iOS store

### 10.3 Help

**10.3.1** Select “Settings” then “How To Play” to read the rules of the game

### 10.4 Labeling

**10.4.1** All labels are designed by the Galactic Takeover Team.