**VİSİON**

1. **INTRODUCTION**

The objective of this project is to create a single player rogue-like dungeon game. The game requires speed and multi-tasking abilities. Players should collect gems against time while avoiding taking damage from monsters.

1. **POSITIONING**

***Business Opportunity***

Although there are many rogue-like dungeon games there are few examples where the players can design their dungeon. Since players can create different dungeons every time they play they can enjoy the game for longer durations. These create a good opportunity for Rokue-like to have a good place in gaming business.

***Problem Statement***

Most of the dungeon games lacks strategy-based gameplay. Players want to use their own tactics while enjoying the challenges of the normal rogue-like dungeon games. This makes the players to not enjoy the common rogue-like games and look for other games that satisfy them.

***Product Position Statement***

Players who enjoy rogue-like and dungeon games will definitely like Rogue-like. Also, mechanics of the game are easy so game is welcome to people who are new to the gaming world.

1. **Stakeholders and Users**

***Stakeholders***

Every member of Hall of Fame is a stakeholder of Rokue-like. They are responsible to keep Rokue-like relevant and updated.

***Users***

Players of the Rokue-like are users. The main goal of the game is to entertain them.