Software Engineering

Guess Who Game
Vision

Version <1.0>

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Revision History

Date	Version	Description	Author
18/01/2024	1.0	Vision of the project	Osama Ahmed AlShareef Asem Alamir Almasri Taher Omran Alalous Ramah Juha

Table oContents

Vision

1.   Introduction

The Guess Who board game is a modern iteration of the classic guessing game. This version incorporates multiple character sets (Classic, Celebrity, Fantasy) and diverse game modes (Regular, Timed, Dual Guess), making it a versatile and replayable game suitable for a wide range of players.

1.1   Purpose

The purpose of this Vision document is to lay out the framework and strategic plan for the development of the 'Guess Who' board game. It aims to provide clarity and direction for all stakeholders involved in the project and to serve as a point of reference throughout the development process.

1.2   Scope

[The scope of this Vision document encompasses the design, development, and market strategy for the 'Guess Who' board game. It outlines the game's features, target audience, market positioning, and the roles of each team member involved in bringing the game to market.

1.3   Definitions, Acronyms, and Abbreviations

Terms:
- Character Set: A collection of characters from which players choose their secret character.
Acronyms:
- RUP: Rational Unified Process, the development methodology used for this project.
Abbreviations:
- Dev: Development
- UX: User Experience

1.4   References

The following documents are referenced in this Vision document:
- Game Design Document (GDD): Details the gameplay mechanics and art concepts. [To be completed]
- Market Analysis Report: Analyzes potential market and positioning for the game. [To be completed]

1.5   Overview

This document is organized into several sections: Introduction, Positioning, Stakeholder and User Descriptions, Product Overview, Product Features, and so on. Each section provides detailed information about the respective aspects of the 'Guess Who' board game project.

2.   Positioning

2.1   Business Opportunity

The 'Guess Who' board game project opens up opportunities in the revitalized board game industry by leveraging both the classic appeal of character guessing games and modern gameplay mechanics to attract a diverse audience.

2.2   Problem Statement

The problem of	- monotony and lack of innovation in traditional board games. - game players seeking novel and engaging experiences, as well as retailers looking for fresh products to attract customers
Affects	decreased interest in board games and reduced market growth
the impact of which is	a game that offers unique features such as multiple character sets, diverse game modes, and replayability, which can reignite enthusiasm and expand the market
a successful solution would be	- Increased player engagement through dynamic gameplay. - Expand market share by appealing to a broad audience. - Bolster educational value by enhancing critical - thinking and social interaction skills.

2.3   Product Position Statement

For	families and board game enthusiasts are looking for an engaging, social, and strategic game that offers a fresh experience every time.
Who	'Guess Who' board game.
The (product name)	board game that revitalizes the classic guessing game format with contemporary twists.
That	introduces a novel gameplay experience with varied themes and dynamic modes.
Unlike	conventional board games that have predictable gameplay and limited replay value.
Our product	provides a customizable and expandable gaming experience that grows with the user, ensuring long-term engagement and satisfaction.

3.   Stakeholder and User Descriptions

To deliver a compelling and engaging 'Guess Who' board game that resonates with both our stakeholders' expectations and our players' genuine interests, a thorough Requirements Modeling process is key. This involves identifying and engaging all stakeholders, from game designers and marketers to the end-users, which include families, educators, and gaming aficionados. By ensuring the game's features reflect the diverse needs and preferences of these groups, we can create a game that is not only entertaining but also fosters social interaction and cognitive development. This section offers a snapshot of these stakeholders and users, highlighting the value the game is anticipated to provide and the demand it aims to meet in the marketplace.

3.1   Market Demographics

The 'Guess Who' board game targets a diverse market including families, educational institutions, and board game enthusiasts. The market size for educational and family-oriented games is expanding, with an increasing number of consumers seeking quality time with educational benefits. The game is expected to be well-received based on current trends favoring interactive and engaging educational tools.

3.2 Stakeholder Summary

Name	Description	Responsibilities
Game Developers	Team responsible for creating and updating the game.	Design and develop the game, ensuring it is engaging and meets quality standards.
Marketers	Individuals who will promote the game.	Develop marketing strategies and campaigns to promote the game.
Retailers	Businesses that will sell the game.	Distribute the game and ensure it is available to consumers.
Educators	Professionals who may use the game as an educational tool.	Provide feedback on the game's educational value and suggest improvements.

3.3 User Summary

Name	Description	Responsibilities	Stakeholder
Players	Individuals or groups who play the game.	Engage with the game, follow the rules, and contribute to gameplay feedback.	Represented by consumer feedback and market trends.
Retail Partners	Stores and online retailers that sell the game.	Stock and sell the game, provide market visibility, and customer service.	Feedback from sales and customer preferences.
Educational Advisors	Educators and experts consulted during development.	Advise on educational content and age-appropriateness.	Informed by educational standards and learning outcomes.

4. Product Overview

The "Guess Who" board game is a modern take on the classic guessing game, designed for two players. In this version, players choose a character from a diverse set, which can include classic figures, celebrities, or fantasy characters. Each player asks yes-or-no questions to deduce the other's chosen character. The game is enriched with multiple modes, like the standard turn-based play, a timed challenge for added excitement, and a dual-guess mode that ups the ante by requiring players to guess two characters instead of one. This innovative approach enhances the game's replayability and appeals to a wide audience, from families seeking a fun activity to serious gamers looking for a strategic challenge. For the "Guess Who" board game, we'll detail each of the mentioned aspects

5. Product Features

5.1 Multiple Character Sets

The game includes sets like Classic, Celebrity, and Fantasy, offering varied experiences.

5.2 Diverse Question Sets

Tailored to each character set, enhancing the guessing strategy.

5.3 Game Modes

Includes Regular, Timed, and Dual Guess modes, catering to different play styles and challenges.

6. Constraints

6.1 Technical:

Balancing complexity and user-friendliness in design.

6.2 Budgetary

Managing costs for high-quality materials and diverse sets.

6.3 Time

Ensuring timely development and market launch

7. Quality Ranges

7.1 Game Design:

Focus on engaging and visually appealing elements.

7.2 User Experience:

Ensure intuitive play and accessibility.

7.3 Educational Value:

Enhance cognitive skills and social interaction.

8. Precedence and Priority

Based on market research, prioritize character set diversity and engaging game modes to attract a broad audience

9. Other Product Requirements

9.1 Packaging

Eco-friendly and appealing design.

9.2 Digital Companion Apps

For enhanced player engagement and updates.

10. Documentation Requirements

10.1 Instruction Manuals

Clear, multilingual guidelines.

10.2 Marketing Materials

Captivating online and offline content.

10.3 Digital Content

Online resources for player support.

11. Feature Attributes

11.1 Scalability:

Room for adding more character sets and questions.

11.2 Flexibility:

Easy integration of new game modes.

11.3 Accessibility:

Inclusive design for all ages and abilities.