



Clue-less Vision Document

Authors: George, Linh, Troy, Kerim, Rasa

I. Introduction

The purpose of this Vision Document is to:

- Document the vision of the product from the stakeholder viewpoint.
- Identify stakeholders and their needs.
- Document team's Clue-Dunit roadmap towards the vision
- Related Documents:
 - Clue-Less Project¹
 - Clue-Dunit Project Plan²
 - Clue-Dunit Charter³

1.1 Document Revision History

Date	Version	Description	Author
3/9/2020	<1.0>	Initial Vision Doc	Clue-Dunit Team

1.2 Definitions

- **Stakeholder** - According to the [Project Management Institute](#) (PMI), the term project stakeholder refers to, "an individual, group, or organization, who may affect, be affected by, or perceive itself to be affected by a decision, activity, or outcome of a project" (Project Management Institute, 2013).

2. Problem Statement, Scope and Constrains

2.1 Problem statement

The problem of	the board game market lacking a high-quality cross-platform, digital adaptation of the original Clue game.
Affects	the worldwide Clue board game fan community.
The impact	without the digital version of this classic board game, fans are limited to a play in a fixed physical location. This limitation affects players during periods of isolation (due to traveling or illness) or simply when they are unavailable to gather players in person.
A successful solution would be	to transform original Clue game into high quality digital simulation where players immerse themselves into same game experience remotely via PC, mobile phone, game console.

2.2 Scope

The Clue-Dunit software development team will develop a Windows 10-based version of Clue, called Clue-Less that is playable over the internet between 3 to 6 players. It will replicate functionality in a traditional Clue game based on Clue-Less specifications.



Figure 1: The classic Clue game

Team Clue-Dunit's roadmap towards digital adaption of Clue game is to develop alpha version of game in 3 stages using a design-to-delivery software model: skeletal, minimal, and target system. The first stage is the skeletal system that has the bare minimal functions and classes required to outline the system (e.g. function prototypes), the minimal system with a simple graphical user interface (GUI) similar to Figure 2 that will replicate the rooms, cards, and game pieces along with a server to transmit and display player actions on each PC through the GUI. We will also provide the dream version documentation that will specify additional features that could be implemented beyond target version to fully achieve vision of this product. The work required after the target system will have to be delegated and is outside the scope for Clue-Less project that team Clue-Dunit is committed to.

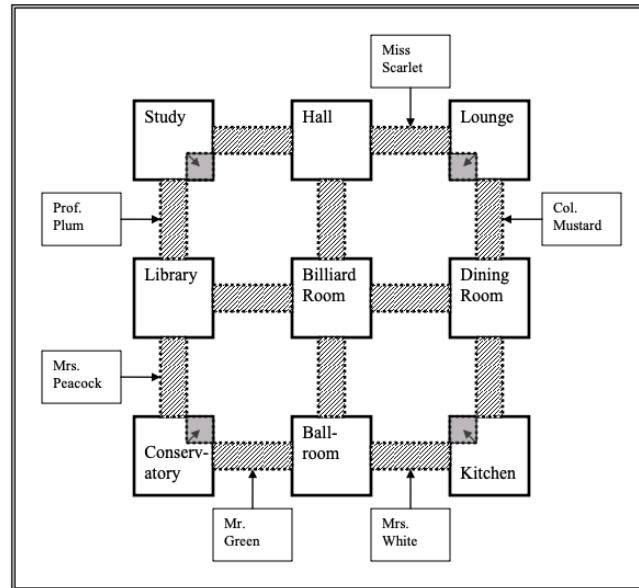


Figure 2: Prototype of the Clue-Less game board

2.3 Constraints

- *Time/Schedule:* Clue-Dunit game deliverables constrained to the schedule, target version expected to be delivered within 2 months.
- *Shortage of skilled dev resources:* The development team has a wide range of software development and programming skill sets but limited game development skills, requiring additional time to come up to speed with new tools and frameworks.
- *Cost:* limited funds to create the project. This limits the development team to free or low-cost tools that can be readily accessed from their own development machines (computers they already own).

3. Stakeholders and User Profiles

3.1 Stakeholders Summary

Name	Description	Responsibilities	Needs
Development/ Production Team (architect, dev, test, pm, infra)	<p><i>Stakeholder Type:</i> Employee</p> <p><i>Stake:</i> Employment income, safety and evaluation.</p> <p><i>Ranking:</i> 2</p> <p>These are non-user stakeholders who work with other stakeholders such as graders/investors/users to translate everyone's needs into clear requirements and deliverables for Clue-Less game.</p>	<p><i>Architect:</i> responsible for overall architecture of the system, guides overall design and implementation of the system.</p> <p><i>Dev:</i> develops features based on requirements</p> <p><i>Infra:</i> creates environments for code control and tracking</p> <p><i>Test:</i> creates test plans and validates requirements on implemented features to ensure quality.</p> <p><i>PM:</i> plans, manages and allocates resources, decides priorities and keeps the project team focus.</p>	<p>Agreement between stakeholders on requirements and deliverables.</p> <p>Clear grading rubrics and timely feedback on the project progress from graders.</p> <p>Safe environment to work on the project.</p> <p>High grades on deliverables evaluations.</p>
Clue Game Players	<p><i>Stakeholder Type:</i> Customers</p> <p><i>Stake:</i> Game quality and value</p> <p><i>Ranking:</i> 1</p> <p>These are stakeholders that are primary end users of the game (see section 3.2 for more info on user profiles)</p>	Uses game to play with other players	(See 3.2 Section for detailed info on user profiles and their needs)
Board Game Investors or Backers	<p><i>Stakeholder Type:</i> Investors</p> <p><i>Stake:</i> Financial returns</p> <p><i>Ranking:</i> 3</p>	<p><i>Investors:</i> Provide clear expectations for the available resources and deadlines.</p> <p><i>Client (Graders):</i> define clear grading rubrics so the</p>	Implemented and documented TARGET version of the Clue-Less game.

Team Clue-Dunit

Clue-Less Vision Document

	These are our key decision makers, non-user stakeholders who owns branding, evaluates, grades and invests into Clue-Less project.	development team can measure success of the deliverables against it. Provide ongoing feedback on the project.	Returns on investment
--	---	---	-----------------------

3.2 Stakeholders-Users Profiles

Clue-Less game users can be categorized into three main groups - New, Casual and Advanced players. Below are descriptions, types, responsibilities, success criteria and needs for each group of the players.

New Board Game Players

Description	Board game players that are playing game for the first time (Ages 8+)
Type	Customer. This is a novice player who may or may not know rules and is setting up a digital game for the first time.
Responsibilities	Install game and find help to get started.
Success Criteria	There is no negative feedback from users about problems setting up game and getting started in the forums or via feedback tools.
Needs	Game that is affordable, high quality, easy to setup, intuitive to play and is aesthetically pleasing.

Casual Board Game Players

Description	Board game players that like to play occasionally (less than 2 hours per week)
Type	Customer. Board game players that like to play occasionally, on the weekends or holidays whenever they have a few hours of free time.
Responsibilities	Plays game in increments of 15-30 minutes at a time, taking the time to start and finish the game in one session.
Success Criteria	<p>No negative reviews about customers engaging with the game for 15-30 minutes at a time, little to no complaints about the interface on forums or via feedback tools.</p> <p>Players do come back and continue engaging into the game.</p>
Needs	Game that is affordable, high quality, easy to use, intuitive and stable.

Advanced Board Game Players

Description	Board game players that like to play often (more than 2 hours per week)
Type	Customer. Board game players that like to play often and cares about preserving scores, tracking progress and ranking.
Responsibilities	Play game that can be suspended and replayed within a minute and can connect and play with other users within a minute or a reasonable amount of time.
Success Criteria	<p>No negative feedback from customers who are engaging with the game for long time (and/or in short bursts of 1 minute to several minutes at a time). No complains on lost data and resuming functionality.</p> <p>Players do come back and continue playing the game more than 2 hours per week.</p>
Needs	Game is affordable and in high quality, has functionality that preserves scores/data, resilient to interruptions such as network connectivity and is high quality in performance.

4. Product Overview

Clue-Dunit's Clue-Less game will seek to imitate most of the functionality of the original Clue. This includes the gameboard with the 9 rooms (ballroom, billiard room, conservatory, dining room, hall, kitchen, library, lounge, and study); simplifying movement to one space of movement between each room; 6 characters (Col. Mustard, Miss Scarlet, Mr. Green, Mrs. Peacock, Mrs. White, and Professor Plum); 6 weapons (candlestick, dagger, lead pipe, revolver, rope, and wrench); 2 six-sided dice; 30 game cards (6 character cards, 6 weapon cards, 9 room cards, and 9 clue cards); 1 case file envelop (that holds the real scenario); the detective notebook sheets for each player; and a game guide.

In order to accomplish the physical elements of the game, they will be replicated with an on-screen GUI for gameboard with simple graphics for each room. The hallways will be simplified using one space between each room, the character pieces, weapons, play cards, dice, notebook sheets, game guide, and visual feedback to the players indicating current state of the game.

In the background, the game will feature a back-end server and a front-end client application that includes the GUI that will host the board game on a user's desktop Windows PC. The PC will be capable of connecting to the internet and access a sever on another PC that will serve to allow users to compete against one another.

The game will enforce Clue game rules (e.g. not allowing a player to guess twice in a room, forcing them to leave and return to make another guess) and prevent users from looking at other cards or other information that would be cheating in the physical game. For the scope of this project, we will not be creating a game engine with artificial intelligence or gaming intelligence, just enforcement of Clue game rules.

5. References

1. https://blackboard.jhu.edu/bbcswebdav/pid-7600417-dt-content-rid-86967286_2/courses/EN.605.601.86.SP20/CourseInfo/Clue-Less.pdf
2. https://blackboard.jhu.edu/courses/1/EN.605.601.86.SP20/db/_9372730_1/ProjectPlan.pdf
3. https://blackboard.jhu.edu/courses/1/EN.605.601.86.SP20/db/_9281827_1/Clue-dunit%20team%20charter.pdf
4. <https://boardgamegeek.com/boardgamecategory/1039/deduction>
5. https://en.wikipedia.org/wiki/Project_stakeholder#:~:text=
6. <https://www.informit.com/articles/article.aspx?p=30162&seqNum=4#:~:text=The%20purpose%20of%20the%20Vision,the%20product%20to%20be%20built>
7. https://www.ibm.com/support/knowledgecenter/SSWMEQ_4.0.6/com.ibm.rational.rrm.help.doc/topics/r_vision_doc.html
8. <https://corporatefinanceinstitute.com/resources/knowledge/finance/stakeholder/>