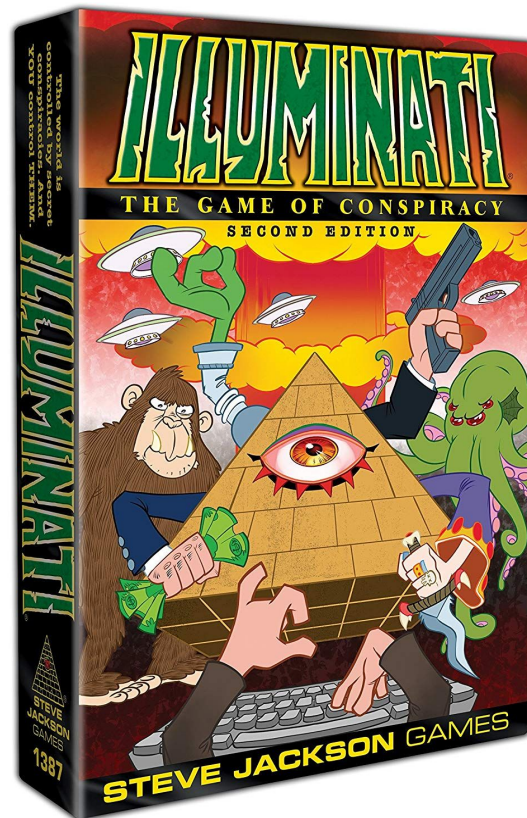


Illuminati: The Game of Conspiracy

Vision Document



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Revision History

| Date | Version | Description | Author |
|----------|---------|----------------|--|
| 2/8/2020 | 1.0 | Initial draft. | Albert Truong, Stephen Long, Richard Pho |
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1. Introduction

1.1 Purpose

The purpose of our Vision Document is to outline how we will create a digital version of the game Illuminati.

1.2 Scope

For this project our team will be using the Godot game engine, which uses a language similar to python to develop the game Illuminati. In order for groups to play the game, we will implement a pass and play type system.

1.3 Definitions, acronyms and abbreviations

AFK: “Away from keyboard”, this means the person playing is not physically at his/her computer at the moment of their turn.

PC: Stands for personal computer, this includes the desktop computer you have at your home, or your laptop.

1.4 References

[Game Rules](#)

[physical Copy](#)

1.5 Overview

This vision document outlines the development of the computer version of the board game illuminati and it's business capabilities. The vision document is formatted based on IBM's rational software outline of a vision document.

2. Positioning

2.1 Business Opportunity

A benefit of making Illuminati a computer game is that there will be no cost to making the board as well as the cards needed to play the game.

2.2 Problem Statement

The problem of board games becoming unplayable when cards are lost or misplaced affects those who want to play the game. The impact of the problem is that without a full set of cards, then the players won't be able to fully experience the game as it was meant to be played. A successful solution would include the board game players downloading our game onto their computer, which is a much harder physical object to lose or misplace.

2.3 Product Position Statement

For the future players of our game. Illuminati is a board game that allows board game lovers to play with each other without the worry of not having all the cards. Unlike other board games, ours is guaranteed to have all the cards that the game is meant to have.

3. Stakeholder and user descriptions

3.1 Market Demographics

Illuminati will be for players 12 and up that have access to a computer and Internet. Our software needs to be downloaded and requires a stable Internet connection to play with others **if** an online feature is implemented.

3.2 Stakeholder Summary

| Name | Description |
|-------------------|---|
| Software Engineer | This stakeholder designs and develops software for Illuminati. |
| Test Engineer | This stakeholder tests and debugs to ensure that the product meets specifications. |
| Project Manager | This stakeholder is accountable for resource allocation, scheduling, client communication, and organizing the project team. |

3.3 User Summary

| Name | Description | Stakeholder |
|--------|--|-------------|
| Player | Primary end user of the software. Uses software and gives feedback for improvements or bugs. | Self |

3.4 User Environment

In the development of Illuminati, there will be 3 software engineers that will ensure the completion of the software. We have no plans to change the size of the team because it's perfect for providing an excellent product. Our product is only available for personal computers, and will not feature mobile support.

3.5 Stakeholder Profile

Player

| | |
|-------------------------|--|
| Description | Person that uses our software to play the game Illuminati. |
| Type | This is a casual user who may or may not have played Illuminati |
| Responsibilities | Uses the Illuminati software to interact with others and ensure the developers have provided the necessary features. |
| Success Criteria | Success is defined as the user being able to enjoy the game with others. |
| Involvement | We will have sample tests for players to evaluate the software and give feedback. |
| Deliverables | None |
| Comments/Issues | None |

3.6 User Profiles

See previous section.

3.7 Key Stakeholder or User Needs

| Need | Priority | Concerns | Current Solution | Proposed solutions |
|-------------|----------|--|------------------|---|
| Easy to Use | High | Allow for ease of access for the user of the software. | See proposed | Provide a tutorial for the types of interactions the user may have in the client. |

3.8 Alternatives and Competition

3.8.1 Illuminati the Game of Conspiracy board game

3.8.2 Other competing Illuminati teams

3.8.3 Tabletop Simulator

4. Product Overview

4.1 Product Perspective

Illuminati The Game of Conspiracy is a card game that can be played by 2-8 players. Each player represents a secret conspiracy where players would be able to play against each other through Godot's game engine networking capabilities.

4.2 Summary of Capabilities

- Available to play 24/7.
- Players can't stall too long when it is their move.
- There is background music so that the game isn't played in silence.

| Customer Benefit | Supporting Features |
|--------------------------------------|---|
| No need to wait for stalling players | We made an AFK detector to prevent players from taking too long during their turn |

4.3 Assumptions and Dependencies

An assumption is that the player has a mouse and monitor connected to their computer. This game depends on an active user base since if no users play this game, due to it being a multiplayer game, then a game can't get started.

4.4 Cost and Pricing

After we are done making the game and shipping it out, there is no cost in maintaining the game since the game that was shipped out will be our final product. Our game is free to play so those who want to play don't need to worry about buying the game.

4.5 Licensing and Installation

It is preferred for those who install Illuminati to be using Windows 10 as that is the operating system that the developers have tested this game on.

5. Project Features

5.1 AFK detector

Every player in the game has a set amount of time to make their move. This feature will skip a person's turn if their time taken to make a move has exceeded the time limit.

6. Constraints

6.1 Not made for mobile devices

As of now the game will not be compatible with mobile devices, in other words users will have to use a desktop or laptop to have access to the game.

7. Quality Ranges

The quality of the game in terms of how smoothly it runs is based on the hardware of the computer that is used to run the game.

8. Precedence and Priority

We will prioritize making this game as similar as possible to its physical version. Making sure that the game is playable will take precedence over making the game visually appealing.

9: Other product requirements

9.1 Applicable standards

- Application runs on Windows 10

9.2 System requirements

9.2.1 Desktop or Laptop

The application must run on a Windows 10 based PC.

9.3 Performance requirements

N/A (because it is too costly and time consuming to figure out what is the minimum system requirement needed to run our game)

9.4 Environmental requirements

This game must be played on a PC. So players can play in any environment that is suitable for a PC.

10. Documentation Requirements

10.1 Release notes, read me file

Release notes will include updates or fixes that our developers made to the game.

10.2 Online help

[Game Rules](#) pdf

10.3 Installation guides

Players will be required to have enough space on their hard drive or solid state drive before installing.

10.4 Labeling and packaging

- Tutorial system would teach the player how to use the graphical user interface
- We will be using pictures of the cards and logo from the original physical copy of the board game to make the cards in our computer version of the game.
- Help system would help the user find the game rules

11. Appendix 1 - Feature attributes

11.1 Status

| Status | Description |
|----------|---|
| Approved | AFK detector - see section 5.1 for definition |
| Proposed | Online feature - be able to play the game online with other players |

11.2 Benefit

| Priority | Feature/Description |
|-----------|--|
| Important | AFK detector - if a player is not active in a game his/her turn will be skipped after a set amount of time |
| Useful | Online feature - be able to play the game online with other players |

11.3 Effort

Luckily all of the pictures of cards that are needed for the game are provided to us by the professor. Therefore we don't need to spend too much time looking for them throughout the Internet. We believe that the most effort will be put into implementing each card's function and maintaining the flow of the game.

11.4 Risk

| Risk Level | Description |
|------------|---|
| High | Not finishing the overall game before the release date. |
| Medium | Not being able to finish the AFK detector feature. |
| Low | Not being able to make the game playable online. |
| Low | Not being able to add background music. |

11.5 Stability

AFK detector feature is a stable feature and would not change nor would our understanding of the feature change.

Background music is a stable feature and would not change nor would our understanding of the feature change.

Online multiplayer is not a stable feature and could change as implementing a network could cost too much of the development team's resources.

11.6 Target release

Illuminati: The Game of Conspiracy Version 1.0 - release by: 4/30/2020

11.7 Assigned to

Group Manager: Albert Troung

AFK detector: Richard Pho, Stephen Long

11.8 Reason

Online Feature:

Making this game online would be a nice feature to add, since the players don't need all the players to physically be with them, but we are focusing on getting the game playable from a single computer first.

AFK detector:

Players who step away from the game will stall the games for the other players, so with this feature a person who takes too long to take their turn will be skipped after a set amount of time.