

# Vision Document

## Project Phase 1

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Team ARK

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Team : ARK

# Revision History

Date	Version	Description	Author
05-30-19	<1.0>	1st Draft	ARK
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## **1. Introduction**

### **1.1 Purpose**

The purpose of this document is to collect, analyze and define high level needs for the application of the Illuminati Digital Card game on a Windows PC. It focus on meeting all the requirements given by the main stakeholder (Professor Giacalone) and the target users. It also focuses on how to use the product and the rules that the Illuminati board game has.

### **1.2 Scope**

This Vision Document applies to the Illuminati Game, which will be developed by the ARK team which consist of Alex Schein, Kathya Marquez and Richard Tortoledo. The Illuminati digital board game will be developed to work on Windows PC. Illuminati will allow users to play the original board game on a digital platform and enjoy the great experience of it. The game will be available for kids 13+ and adults due to its content.

### **1.3 Definitions**

1. Board game: any game played on a board, especially one that involves the movement of pieces on the board.
2. Digital game: an adaption of a traditional game system, with rules, player representation and environment managed through electronic means.
3. Video game: a game played by electronically manipulating images produced by a computer program on a television screen or other display screen.

### **1.4 Reference**

1. Official Illuminati Game Rules
2. Vision Document - IBM Rational
3. VisionDoc Example

### **1.5 Overview**

This Vision Document will explain the implementation of the Illuminati Digital Board Game and its positioning on the market, the description of stakeholders and users, the overview of the product, the features of it, constrains, quality ranges, precedence and priority, all other product requirements, documentation requirements and appendix.

## 2. Positioning

### 2.1 Business Opportunity

As technology advances people have forgotten how fun and important board games are. Board games give people the opportunity to interact with other people in a fun way, they also stimulate the brain areas that are responsible for complex thought and formation. Now we are accustomed to the use of technology for everything in our lives, board game companies should evolve from their basic board games and implement them digitally. This way they are able to capture multiple target markets as the board game players market and video game players market.

### 2.2 Problem Statement

The problem of	People not playing board games anymore
affects	Kids 13+ and adults
The impact of which is	The bankruptcy of many companies that design board games
A successful solution would be	Creating a board game that can be played digitally like the Illuminati game. Which would give the player the same feelings of a board game.

### 2.3 Product Position Statement

For	Kids 13+ and adults.
Who	Like to play board games, but want to be able to do it on a computer
The Illuminati	Is a digital board game
that	Allows them to be able to enjoy board games, but with the benefit of doing it on a PC and not having to worry about losing pieces.
unlike	Currently available games which only give them the opportunity of playing traditional

	board games.
Our product	Provides users the convenience of a game that can be played digitally, but also allowing them to use all the benefits of an actual board game.

### 3. Stakeholder and User Description

#### 3.1 Market Demographics

The use of board games has decreased over the years due to the use of video games, TVs and other technological ways of entertainment. Many board game companies have suffered due to this. A solution to this problem is them investing in digital board games which would target consumers that like video games but also board games, giving them the combination of both with the benefits of each.

#### 3.2 Stakeholder Summary

Name	Description	Responsibilities
Professor Giacalone	This is the main stakeholder that specifies the needs for the desired product.	Specifies all the requirements for the Illuminati project.
Yash Shah	This stakeholder revises that all the requirements assigned by the main stakeholders have been met.	Checks that all the requirements for the product have been accomplished.
Alex Schein	This stakeholder is a primary lead in the development of the Illuminati digital game.	Plans, decides priorities, responsible for architecture of the system and design and implementation of the system.
Kathya Marquez	This stakeholder is a primary lead in the development of the Illuminati digital game.	Plans, decides priorities, responsible for architecture of the system and design and implementation of the system.

Richard Tortoledo	This stakeholder is a primary lead in the development of the Illuminati digital game.	Plans, decides priorities, responsible for architecture of the system and design and implementation of the system.
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### 3.3 User Summary

Name	Description	Responsibilities	Stakeholder
Kids 13+	Primary end user of the video game	Uses the game to have fun, interact with other people and enjoy a great experience.	Self
Adults	Primary end user of the video game	Uses the game to have fun, interact with other people and enjoy a great experience.	Self

### 3.4 User Environment

1. The Illuminati digital board game will be used by kids 13+ and adults who enjoy playing games digitally.
2. The Illuminati digital board game will allow users to enjoy the experience of a board game, but better due to its facility of use.
3. Users will not have to worry about losing their pieces or having to go to a store to purchase the game.

### 3.5 Stakeholder Profiles

#### Professor Giacalone

<b>Description</b>	Main stakeholder that specifies all the requirements for the project.
<b>Type</b>	This is a user that may have a lot of experience implementing and playing video games.



<b>Responsibilities</b>	To check that the project created by stakeholder is implemented and documented correctly.
<b>Success Criteria</b>	The success is defined if other stakeholders have met the requirements assigned by this stakeholder.
<b>Involvement</b>	Give feedback to other stakeholders on the development, implementation and documentation.
<b>Deliverables</b>	None
<b>Comments/Issues</b>	If other stakeholders do not met the stakeholder's specification, issues can occur and they will affect the stakeholders grades.

**Yash Shah**

<b>Description</b>	This stakeholder makes sure all the requirements assigned by the main stakeholder are met.
<b>Type</b>	This user has experience implementing and playing video games.
<b>Responsibilities</b>	Interact with other stakeholders to make sure that they are implementing everything correctly.
<b>Success Criteria</b>	The success is defined if all the requirements assigned by the main stakeholder are met.
<b>Involvement</b>	Interact with other stakeholder to give them feedback on their project development.
<b>Deliverables</b>	None
<b>Comments/Issues</b>	If other stakeholders do not implement or document their steps correctly, they can cause issues on their project.

**Alex Schein**

<b>Description</b>	Primary stakeholder in the creation of the
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	Illuminati digital game.
<b>Type</b>	This user has experience playing video games and implementing in java.
<b>Responsibilities</b>	This user is in charge of designing, implementing and documenting the steps of the video game and testing it.
<b>Success Criteria</b>	The success is defined based if users like how the game is implemented.
<b>Involvement</b>	Interact with other stakeholders to make sure that all the project requirements are met.
<b>Deliverables</b>	None
<b>Comments/Issues</b>	If problems occur in the development, implementation or write up, they can cause problems that will put the team behind on the development of the project.

### Kathya Marquez

<b>Description</b>	Primary stakeholder in the creation of the Illuminati digital game.
<b>Type</b>	This user has experience playing video games and implementing in java.
<b>Responsibilities</b>	This user is in charge of designing, implementing and documenting the steps of the video game and testing it.
<b>Success Criteria</b>	The success is defined based if users like how the game is implemented.
<b>Involvement</b>	Interact with other stakeholders to make sure that all the project requirements are met.
<b>Deliverables</b>	None
<b>Comments/Issues</b>	If problems occur in the development, implementation or write up, they can cause problems that will put the team behind on the development of the project.

**Richard Tortoledo**

<b>Description</b>	Primary stakeholder in the creation of the Illuminati digital game.
<b>Type</b>	This user has experience playing video games and implementing in java.
<b>Responsibilities</b>	This user is in charge of designing, implementing and documenting the steps of the video game and testing it.
<b>Success Criteria</b>	The success is defined based if users like how the game is implemented.
<b>Involvement</b>	Interact with other stakeholders to make sure that all the project requirements are met.
<b>Deliverables</b>	None
<b>Comments/Issues</b>	If problems occur in the development, implementation or write up, they can cause problems that will put the team behind on the development of the project.

**3.6 User Profiles****Kids 13+**

<b>Description</b>	Kids who play digital board games
<b>Type</b>	This is a user that may have a lot of experience using video games.
<b>Responsibilities</b>	Uses the Illuminati game to interact with other kids and have fun.
<b>Success Criteria</b>	The success is defined as the users continue to play Illuminati.
<b>Involvement</b>	Have kids play the game to evaluate if they like it.

<b>Deliverables</b>	None
<b>Comments/Issues</b>	If parents do not like the game, they will not allow the kids to play it.

**Adults**

<b>Description</b>	Adults who like playing digital board games.
<b>Type</b>	This user may have a lot of experience playing video games.
<b>Responsibilities</b>	Uses the Illuminati game to interact with other people, destress from work and have fun.
<b>Success Criteria</b>	The success is defined as the users continue to play Illuminati
<b>Involvement</b>	Have adults play Illuminati to evaluate if they like the video game.
<b>Deliverables</b>	None
<b>Comments/Issues</b>	None

**3.7 Key Stakeholder or User Needs**

<b>Need</b>	<b>Priority</b>	<b>Concerns</b>	<b>Current Solution</b>	<b>Proposed Solution</b>
Game work correctly	High	Ability to get the video game to work correctly following all the rules of the game.	None	Provide a well implemented code following all the rules of the game.
Displaying images of cards	Low	Ability to display the image of all the cards in the	None	Providing well implemented code that will be able to display

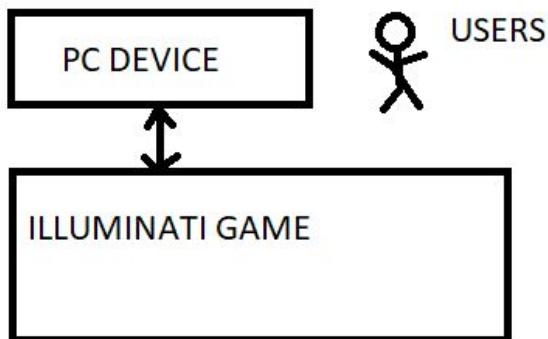
		stack		images.
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### 3.8 Alternatives and Competition

None

## 4. Product Overview

### 4.1 Product Perspective



Overview of the Illuminati Game on PC

### 4.2 Summary of Capabilities

Customer Benefit	Supporting Features
Enhanced ease of gameplay.	Rules will be easier to follow within this gameplay. No need to memorize all rules as playing this game as you'll be guided by this game.
Brings the family together	This game allows for multiple people to play together and enjoy a better experience.
Digital gameplay	This means the users will not worry about having lost cards, or having to organize cards.

### 4.3 Assumptions and Dependencies

1. In using this game, it is assumed that the user has a PC to play with.

2. It is assumed that users without a PC will not be able to play the game.
3. The language of this game is written in US English. It is assumed that users who cannot speak and write in English will not be able to play the game unless translated.
4. It is assumed that users have basic knowledge of the game.

## **5 Product Features**

### **5.1 System Features**

1. Start Application
2. Exit Application
3. Accept Mouse input
4. Accept Keyboard input
5. Monitor Output

### **5.2 Gameplay Features**

6. Attacks
  - a. Attack to Control
  - b. Attack to Neutralize
  - c. Attack to Destroy
7. Interfere
8. Calling Off an Attack
9. Transferring Money
10. Moving a Group
11. Free Actions
12. Gifts and Trades
  - d. Transferring Groups
  - e. Throwing The Game
  - f. Deals
13. Threats and Negotiations
14. Special Cards
15. Eliminating a Player
  - g. Leaving the Game
16. Winning the Game

## 6 Constraints

### 6.1 Usability

17. Clear actions for users to make.
18. Help System for what a user can do.
19. Rules overview of the game.
20. Clear description of what each card is and does.
21. Ability descriptions

### 6.2 Performance

22. Accuracy of moves one can make.
23. Ease of placing cards at right direction.
24. Easiest way to understand the game.

## 7. Quality

- 7.1 This program was tested using Windows 10 and has no problems running with this Operating System.
- 7.2 Since it is hard to learn a board game physically, this computer game will allow the user to learn the rules easily as the users play.
- 7.4 On the physical board game, it is difficult to keep track of the groups money.  
Each group will have a digital display of the money each group has.
- 7.5 The user can click on cards and displays the description of card clicked.
- 7.6 The user can also click an implemented set of rules of the entire game.
- 7.7 Easily click through the game with buttons implemented with actions a user can take.

## 8. Precedence and Priority

Priority	Feature (By number above)
High	1,2,6,7,8,9,10,11,12,13,14,15,16,17,19,20,21,22,23,24
Medium	3,4,18
Low	5

## **9. Other Product Requirements**

### **9.1 Applicable Standards**

- Compliant with Windows OS
- Complies with Age Restricted Legal Standards for 13+

### **9.2 System Requirements**

The System must run on a Windows OS based PC.

### **9.3 Performance Requirements**

None specified.

### **9.4 Environmental Requirements**

None specified.

## **10. Documentation Requirements**

### **10.1 User Manual**

A short user manual will be provided with the game application. Refer to the game manual document for more info.

### **10.2 Online Help**

A online reference to the official rules of the game will be provided.

### **10.3 Installation Guides**

A installation guide for beginning the game and configuring it properly to the PC will be uploaded.

### **10.4 Labeling and Packaging**

A menu with options for the user will be provided for user experience and action selection. The Illuminati Game company logo will be incorporated for copyright and patent purposes. Other labelling includes the start menu, exit the program window, and an external link for help in understanding the rules.



## 11: Appendix 1- Feature Attributes

### 11.1 Status

Status	Description
Proposed	Start screen menu, option to exit at any moment, link to the official rules of Illuminati, in game features for rules such as calling off attacks, free actions, etc.
Approved	N/A
Incorporated	N/A

### 11.2 Benefit

Priority	Description
Critical	Working start of the application. Mouse & keyboard input from the user. Monitor output to be able to see what's going on in the game.
Important	Exiting the application upon request. Speed of the program and efficiency.
Useful	Color schemes for different in game features, accurate images to the game, in game bonus features.

### 11.3 Effort

#### 11.3.1 Start Application

Implementing a properly working starting screen that allows the user to begin the game And properly sets the game up. The software needs to be properly implemented and tested- this is a majority of the game. The estimated effort time is approximately 4 days.

#### 11.3.2 Exit Application

Implementing a proper exit route for the user to exit the program at desired time besides

Force-quit. Important but not critical feature, an exit function estimated effort time is approximately 1 day.

### **11.3.3 Accept Mouse and Keyboard Input- User Interaction**

Critical for the user experience. Setting up properly working software that responds correctly to the user should be done parallel to the Start Application feature. Without a proper working system that can read the user's desired actions, the game will fail. The estimated time for this is 4 days to a week.

### **11.3.4 Monitor Output**

Having monitor output is crucial for user experience. Having output is necessary to the play the game. Getting a specific desired output (particular designs and/or colors, layouts) may take more time than expected. Estimated effort time is 1 week.

## **11.4 Risk**

### **11.4.1 Schedule Delays**

Correct implementation for desired results of the game are not expected to happen easily. Multiple hours to possibly days of delay in development are expected in properly creating the functioning software. In person collaboration time for the project may also be difficult to find. Cancellations in extra features or specific features such as color schemes may be cancelled if time does not allow.

### **11.5 Stability**

Specific in game requirements will remain constant (free actions, money exchanges, etc.). Format that is outputted to the monitor screen is highly dependent on time and ability to properly configure the software. There is a high risk in the monitor output- dependant on the software implementation.

## **11.6 Target Release**

### **11.6.1 Start Screen and User Selection**

June 12, 2019

### **11.6.2 In Game Features Implementation and User Input - Monitor Output**

June 25, 2019

### **11.6.3 Completed Product**

July 1, 2019

### **11.7 Assigned to**

Not Specified

### **11.8 Reason**

Current Features to be implemented are per the official Illuminati Card Game rules. Start Menu and Exit Application is for user experience.