<u>Vision Document</u>
Illuminati Game

Team: D
Developer Team:
-Minh Truong (016942079)
-Riley Haldeman (016945914)
-Jimmy Tran (016878652)

Date	Version	Description	Author
2/11/20	1.0	Initial draft.	Minh, Riley, Jimmy
5/3/20	1.1	Updated draft	Minh, Riley, Jimmy

Table of Contents

1 Introduction

1.1 Purpose

The purpose of this document is to explain at a high-level of creating a digital game of a board game called "Illuminati" from its physical form into a digital representation. We will be using this document to outline our goals, procedures and standards in relation to our development of Illuminati: Remastered, our digital adaptation of "Illuminati".

1.2 Scope:

This vision document is going to serve as an outline for the overall goals, projection and implementation of a virtual adaptation for the classic board game "Illuminati". The document will include but is not limited to: staffing requirements, user summary, stakeholder information, product overview, product features

1.3 Definitions, Acronyms, and abbreviations:

C# - object oriented programming language pronounced "C Sharp" based on C.
MB - MB refers to Megabucks, the in game currency used by players.

1.4 References

Jackson, Steve. "Illuminati". Steve Jackson Games. Retrieved 2-1-2020.

1.5 Overview

This document is a draft of what our plans are in producing a downloadable board game online and can be modified at any time. This document is laid out by our three engineers writing down some key points for our future plans regarding the project.

2 Positioning

2.1 Business opportunity

Because we are bringing an old style game, to a modern OS, older generations looking to play an older game in a new way will be interested, as well as newer generations deciding to play an old game because it has been adapted to a newer modern style for a cheap price.

2.2 Problem statement

The problem that this project solves is the outdated and unwanted, playstyle of an old board game. This problem affects the younger generations of gamers and board game players. The

impact of the problem is that the board game is outdated and will ultimately become an antique and not played anymore. A successful solution would include updating the game to have a new interface that attracts new players.

2.3 Product position statement

For the players, who want to try a new game that has a promising return of enjoyment. The game is a renewed and renovated digital board game of the once popular game, "Illuminati". Unlike the old "Illuminati" and other digital board games, our product offers a fun and lively gameplay that is sure to excite any person playing.

3 Stakeholder and User descriptions

3.1 Market Demographics

This game is for any age and people who are into old style board games with modern twist and modern terminology. Our game is a low price game and is open to the public for purchase and download. We enjoy being able to produce a fun game for a low price

3.2 Stakeholder Summary:

Title	Description	Name
Project Manager	Person who organizes what to do.	Anthony Giacalone
Software Architect	Person who codes.	Minh
Researcher	Person who finds new information.	Jimmy
Graphics Design	Person who creates/looks for images.	Riley

3.3 User Summary

Name	Description	Responsibilities	Stakeholder
Elder	End user of the system	Use application	Self
People with disabilities	End user of the system	Use application	Self

3.4 User Environment

This game is a turn based game, users are put in battle to take over the whole board to win the game. Each game will last for about 1 hour. Players will need a constant power source (charging laptop or using desktop).

3.5 Stakeholder Profiles

Representatives	Graphic Designers
Description	Designers that design the interface of the game.

Type	Graphics expert
Responsibilities	Making sure that the interface of the game is usable
Success criteria	Positive feedback from users
Involvement	Big involvement in the overall game and user's experience
Deliverables	
Comments/Issues	Team Manager

3.6 User Profiles

Representatives	Player
Description	Person who owns the game and plays the game
Type	Casual user
Responsibilities	Playing the game and providing feedback for game
Success criteria	Defines success by how much enjoyment they get from the game
Involvement	The main subject/customer of the game
Deliverables	None at the moment
Comments/Issues	Representative may dislike the game

3.7 Key Stakeholder or User Needs

Stakeholder needs

Need	Priority	Concerns	Current solution	Proposed solution
Usability, easy to use	High	Adaptability for users of board game of the same name	See proposed	Interactive graphics including game board and game assets to simulate table top game play
Flexibility with player count	Low	Ability to change rule sets and gameplay dynamics depending on more or fewer players	See proposed	Vary the rules of the game to accommodate the difference in play by too few players.

3.8 Alternatives and competition

Other games online are the competition. We want users to be happy with our game. Other major strengths other competitors may have are different gameplay, or different interactive experiences that other users may find more enjoyable.

4 Product Overview

4.1 Product Perspective
-This game is designed for 4 players.
-Each player takes on the role of a secret society trying to grain world domination in turn based and strategy based game play.
-Players will use one PC to play this game, each player will take turns using the PC.

4.2 Summary of Capabilities
-The entire game can be downloaded online 24/7.
-There only needs to be one computer to be played.
-Once the game is installed, you will no longer need internet connection.
-The game is primarily based on an existing and well defined board game.
-It is an easy to learn game that anyone can play and be satisfied with the enjoyment it returns.

4.3 Assumptions and Dependencies
-Internet connection to download the game.
-Mouse, keyboard, or touch interface.
-Display monitor.
-Able to buy the game online.

4.4 Cost and Pricing
-The product will be sold as a one time purchase.
-Once downloaded, you can play it anytime and anywhere you want.

4.5 Licensing and Installation
-User won't need any license.
-User will need to download our source code and run through Unity platform.

5 Product Features

5.1 Features
-The game will be easy to use and contained on one PC to simulate a table top like environment to be shared between players.

-The game will follow a strict set of rules previously established in the original board game of the same name.
-The game will feature refreshing humour updated to accommodate modern lingo, pop culture and current events.

5.2 Game Assets
-Game assets will include a game board as well as player cards to represent each player and game cards as well as a stack of game cards.

5.3 Players
-The game will be played with 4-6 players. The restrictions are in place for most optimized gameplay.

6 Constraints
-The game requires 4-6 players for the best experience.
-Time will be a problem because we need to finish before the semester ends.
-Our team only consists of 3 people creating a full board game, which can lead to a lot of work.
not

7 Quality Ranges
-Game should be easy to run and easy to play.
-Game will have rules and supportive dialog to help the player.
-Game should not have broken code or any error while playing.

8 Precedence and Priority
Priority:
1. Having the basic rules and game concept.
2. Having a nice and useful interface.
3. Implement die, cards, board.
4. Having good graphics and animation.

9 Other Product Requirements
-Game should be easy to run, no need to worry about having low performance hardware.
-Any hardware should work with this game.

-Will need about 1hr to finish the game.

9.1 Applicable standards
-Modern and updated operating system
-Completeness in product upon purchase, with full usability immediately.

9.2 System requirements
-This game will have a very low system requirement.
- The system requires one of the following OS as a minimum for operation: Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.12+; Ubuntu 16.04, 18.04, and CentOS 7. Illuminati: Remastered is not supported on mobile OS.

9.3 Performance requirements
-User with any modern CPU can run the game.
-PC with at least 1GB of ram should be efficient enough.

9.4 Environmental requirements
-If the game crashes, try updating the game on our website.
-Don't run the game if the laptop or Desktop is overheating(~90C).

10 Documentation Requirements
10.1 Release notes, read me file
Readme: includes what changes have been made since the original game, and if there is any difference between the two games. May contain update files.

10.2 Online help
https://Illuminati.help/

10.3 Installation guides
-Go to our website,www……..com.
-Click the download tab at the top of the page.
-Click download for your operating system(windows-64).
-This should start the installation process.
-Once finished, open up the application.
-Lastly, hit the PLAY button and have fun.

10.4 Labeling and packaging:
-We will have a logo for our game.
-Help system that will direct players to the game rules.
-GUI dialog that will help the flow of the game.

11 Appendix 1 - Feature attributes

Give features attributes that can be used to evaluate, track, prioritize and manage the product items that are proposed for implementation. Outline all requirement types and attributes in a separate requirements management plan. However, you might want to list and briefly describe the attributes for features that have been chosen. The following subsections represent a set of suggested feature attributes.

11.1 Status

Status	Description
Proposed	None as of right now
Approved	None as of right now
Incorporated	User Interface Implementation

11.2 Benefit

Priority	Description
Critical	Make sure the game is user friendly and easy to navigate
Important	Keep game up to date
Useful	A lot of useful tips in the game

11.3 Effort
The effort required is tremendous. This effort will take us approximately 5 months.

11.4 Risk
We are on a tentative schedule, so as long as the effort is put in, everything should go according to plan so the risk level is low.

11.5 Stability:
User interface and user experience must be kept stable and those features will be handled appropriately.

11.6 Target release:
In about 3 month the first version of the game should be ready to be out for special individuals to test play. This version should have some basic graphics with all game rules implemented.

11.7 Assigned to

We will all collaborate together and think of good features to implement, then code it out together.

11.8 Reason:
Implementing the basic graphics of the game like playing cards, die, and the board.