World Engine

Vision

Version <1.0>

Revision History

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# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of the World Engine. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the World Engine fulfills these needs are detailed in the use-case and supplementary specifications.]

The introduction of the **Vision** document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Vision** document.

World Engine is a browser based online game, event driven, where a series of players interact in a common world to increase the size of their empire. The scope of the game is to become the first player in the tops as it competes with other players.

In World Engine, a finite map ( a finite environment) will be shared between a number of users, at max n. Because the map will be finite the users will be drawn involuntary in a competitive behavior, the winner having the maximum number of resources, troops and infrastructure.

## Purpose

To understand the general principles behind the classification of concerns, how large scale data is organized and what techniques are used to maintain large scale systems that have a great amount of interacting components.

## Scope

This Vision document describes the World Engine game, it’s components, and the high level description of the game.

## Definitions, Acronyms, and Abbreviations

## References

## Overview

[This subsection describes what the rest of the **Vision** document contains and explains how the document is organized.]

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Browser based, event-driven games |
| affects | General users which play browser-based games |
| the impact of which is | How the users are interacting with the application, how they interpret the available options and how engaging the content is. |
| a successful solution would be | A game that is sufficiently engaging for the users so they will play it repeatedly and interact to such an extent they will be willing to accept certain benefits in the game by paying real money. |

## Product Position Statement

To offer a new dimension to browser based games and to catch some functionalities other browser based games haven’t already caught. For example, the vast majority of browser based games are mouse controlled which on the long run is not an engaging experience for the user.

|  |  |
| --- | --- |
| For | General audience |
| Who | To fill a gap in the market regarding the use of more engaging actions between the game and the users |
| The (product name) | Game genre |
| That | The game should strive on convincing the users to pay for in game benefits by introducing small advantages that, if not taken cumulatively, should be negligible. |
| Unlike | Other browser based games were a certain direction towards wars is always favorized. |
| Our product | Has small 2D mission that engage the user on a more personal level and creates a boundary between the user-user interaction and the user-system interaction. |

# Stakeholder and User Descriptions

Here, the primary sources of income are given by the collection of users that will use the game and pay small in game fees to have certain benefits that give a bonus in contrast to the non paying users.

In contrast, the company developing the game is interested in a very reusable architecture that could facilitate updates to the game without affecting the in game experience of the users. Also, the company should be interested in minimizing the cost of maintenance, so a general structured architecture is a must for long term development and cost minimization.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Game developer  Graphic designer | Either an indie developer, or one that is part of a greater group that has an active role in developing the game.  A person that is responsible for the development of the graphic elements and character/world design. | - To develop the functionalities of the game and the inner mechanisms that drive the actions of the users and the general environment in which they play. They will also maintain the general data structures used throughout the game and the algorithms that work on it.  - To develop graphic elements, vector assets and general world design |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Customer  Admin | The user who actively plays the game  A super user that has a number of additional tools with which it can interrogate on other user to check if they don’t force the game possibilities by creating multiple accounts that drivea single account. | No responsibilities because the actions he will be able to take are the ones given by the totality of the in game actions he can take.  To track and analyze user behavior and to penalize the users which break the general usage rules. | The customer is represented by itself.  The company that develops the game because they don’t want a misuse of the game mechanics that would facilitate the same effects as if buying the benefits. |

## User Environment

The frontend elements will be developed separately from the back end ones. At a minimum, one front-end developer would be needed, but in that case, the company should take into account the amount of time for the graphical elements( the presentation layer ) to be put into place.

The backend part is a very large one, so at least two back end developers would be preferred for a long term development process. They would be responsible for how the data is stored and how the database interacts with the other layers of the game.

Each new development, both on the front-end/back-end side should undergo a series of modifications in a test environment so that the online game is not affected. After a cycle of reviews, where each new functionality is weighed for the added benefit it may bring, the change is retested and checked for any interferences with other game components. If all the tests are passed the new functionality is added to the main branch and the new features are presented to the end users.

The main platforms of the game will be Desktop and Mobile, both requiring an active Internet connection.

# Product Requirements

[At a high level, list applicable standards, hardware or platform requirements, performance requirements, and environmental requirements.]

The only requirements for the end users is to have an active Internet connection and a modern browser, as new techniques will be used to implement the functionalities that require modern web standards.

For the company that holds the game it is mandatory to have a robust hosting plan that will support a high level of parallelism as the system should be designed to handle even hundreds of basic requests/second, almost all being in relation with the database.