Vision Document
Project Phase 1
Team Lazy Gaming

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Revision History

Date	Version	Description	Author
5/30/19	1.0	Initial approach to project	Brandon, Brandon, Manuel, John

1 Introduction

1.1 Purpose

The purpose of this document is to layout our vision to make Illuminati The Game of Conspiracy (ITGC) card game into a computer application. With the application, the users can play on their computers without an internet connection. This will attract stakeholders and target users. As long as users are able to obtain a copy of the application, they can be a part of the ITGC community.

1.2 Scope

The vision document applies to our game, ITGC which will be developed the Lazy Gaming. Lazy Gaming will make this game accessible on Window and Mac operating systems. This game will bring new and veteran players of ages 12+ together through rivalry and teamwork.

1.3 Definitions, Acronyms, and Abbreviations

- ITGC - Illuminati The Game of Conspiracy
- ITGCA - Illuminati The Game of Conspiracy Application
- PC - Personal Computer

1.4 References

1. Vision Document for a Requirement Project
2. Illuminati The Game of Conspiracy Rule Book
3. http://www.sjgames.com/illuminati/

2 Positioning

2.1 Business Opportunity

ITGC is a not so well known board game. As of right now, ITGC is a game that is mainly played by Steve Jackson Games fans. By creating this application, the popularity of this game will grow exponentially through ITGCA's dedication to stick to its roots. With the growth of ITGCA's community, the revenue has the potential to grow exponentially as well. With ITGCA, players that enjoy the game will be interested in other games by Steve Jackson. This will possibly open a new market of users to target and create more computer applications based on Steve Jackson Games. Once ITGCA is able to achieve success, they are able to utilize their platform to create revenue in regards to advertisements.

2.2 Problem Statement

The problem of	needing a new venue of entertainment to be played on your PC
affects	people with much free time, boredom, a desire to play on a digital platform, and a lack of new interesting fun activities.
the impact of which is	A new computer application that players will use.
a successful solution would be	A simple, PC application provides additional help in learning the game. The game on the PC will provide a help button that will help the players decide on their strategic choices on winning the game.

2.3 Product Position Statement

For	Those who are looking to entertain themselves with friends and family, even strangers, and get a feel of what it is like to have ultimate power
Who	Desire to feel dominance or complete loss

ITGCA	A software application built by Lazy Gaming
That	runs a digital version of ITGC on PC.
Unlike	Traditional physical means.
Our product	Provides users with a game they can wherever and whenever they have access to a PC.

3 Stakeholder and User Descriptions

3.1 Market Demographics

This game is targeted towards those who are looking for a PC version of the ITGC. We predict that the market of this is limited but there are those who are waiting in desperately to play their favorite board game of all time. The specific statics at this time is not available, but we strongly believe that the new generation will enjoy this PC version of ITGC if they are willing to be patient with the learning of curve of this game.

3.2 Stakeholder Summary

Name	Description	Responsibilities

Anthony Giacalone	This stakeholder will oversee the overall implementation of the game.	Responsible for overseeing the project and giving an assessment of this implementation.
Lazy Gaming Engineers	This stakeholders are the software engineers who would implement ITGC as a PC version.	Responsible for implementation of the PC version of ITGC.

3.3 User Summary

Name	Description	Responsibilities	Stakeholder
People Ages 12+	Players of ITGCA	Uses application to play ITGC with other people	Self

3.4 User Environment

1. The IGCA will be used by at 2-8 people (henceforth called the players), ages of 12 and up, with competency in communication, reading, and game rules:
   a. Competency in communication: able to communicate with other players
   b. Competency in reading: able to read text and the visual output of IGTCA
   c. Competency in game rules: Understand all the rules for playing IGTC
2. The IGCA will take at approximately 1-6 hours to complete for each activity session.
3. Users are required to use PC to be able to access and play the game.
4. No other applications are in use and no integration are needed.

3.5 Stakeholder Profiles

Anthony Giacalone

Description	Professor of CECS 343 at Cal State Long Beach

Type	This is a overseer who may have a direct handling in the creation and development of IGTCA.
Responsibilities	Overviews the overarching design and implementation of IGTCA
Success Criteria	The success is defined as the progress and accurate implementation of ITGC
Involvement	Communicates the necessary requirements for IGTCA to be implemented by
Deliverables	None
Comments / Issues	None

Lazy Gaming Engineers

Description	A group of students in CECS 343 at Cal State Long Beach
Type	Students in the field of computer science
Responsibilities	Ensure the design and implementation of IGTCA
Success Criteria	The success is defined as the finished designing and implementation of IGTCA
Involvement	We will design, review, implement, and test IGTCA
Deliverables	Vision document, project plan, use cases/UML, test plan, flow chart/diagram, user manual, basic playability, user interface, rule enforcement/turns, IGTCA
Comments / Issues	Time until completion will be limited so the amount of features our application will offer will be limited.

3.6 User Profiles

Players

Description	Anyone who uses ITGCA
Type	This is a casual user who is using ITGCA
Responsibilities	Understanding the rules of ITGC to maximize user experience
Success Criteria	The success is defined as the satisfaction gained through using ITGCA
Involvement	Involve in an activity session of ITGCA
Deliverables	None
Comments / Issues	None

3.7 Key Stakeholder or User Needs

Need	Priority	Concerns	Current Solution	Proposed Solutions
Complete ITGC rules and gameplay onto ITGCA	High	The replication of the ITGC onto ITGCA	See proposed	Implement IGTCA to reflect ITGC correctly

Executable for Windows and MAC	High	Able to run on most PCs	See proposed	Use correct software application that works for both MAC and Windows

3.8 Alternatives and Competition

3.8.1 ITGC by Steve Jackson Games

Pro: Access of a physical product.
Con: Costs user money

3.8.2 Other competing ITGCA teams

4 Product Overview

4.1 Product Perspective

Product is independent and completely self-contained

4.2 Summary of Capabilities

Customer Benefit	Supporting Features
Ease of access	Playable for both MAC and Windows users
Easy Interaction	Interactive GUI for players

4.3 Assumptions and Dependencies

1. It is assumed that the user is literate and can type.
2. It is assumed that users playing have enough knowledge to play ITGC
3. The default language for the ITGCA is English.It is assumed that the Standby Contact has constant access to a means of receiving SMS
4. It is assumed users are using recent MAC or Windows 10 version.
5. It is assumed the user has Java plug-in installed on their PC.

4.4 Cost and Pricing

4.5 Licensing and installation:

5 Product Features

5.1 System Features

1. Start application
2. Exit Application
3. Accept Keyboard input
4. Interactive GUI

5.2 Gameplay Features

5. Player turn tracking
6. Income
7. Group assimilation
8. Actions (Attacks Categories, Money Transfer, Moving a Group)
9. Alliances (Negotiations)
10. Trading
11. Objectives accomplished
12. Dice roll
13. Strategy
14. Interference

6 Constraints

6.1 Usability

Not able to run on any other platforms
Doesn't support different rule sets
Doesn't support community made attributes(such as stealing)

6.2 Performance

Accuracy of simulating IGTC

6.3 Time

This project is limited to 6 weeks

7 Quality ranges

8 Precedence and Priority

Priority	Feature (By Number From 5)
High	1-4, 12
Medium	5-8, 11, 14
Low	9,10,13

9 Other Product Requirements

9.1 Applicable Standards

The IGTCA must comply with existing standards to the original board game. If the game does not comply with the rules of the original game, the consumers are able to contact the application developers to fix the problem.

9.2 System Requirements

The system must run on a Mac or Windows operating system.
Must have JAVA plug-in

9.2.1 Performance Requirements

Able to simulate basic features of ITGC. Runs smoothly.

9.2.2 Environmental Requirements

None specified.

10 Documentation Requirements

This section describes the documentation that you must develop to support successful application deployment.

10.1 Release notes, read me file:

See Revision History

10.2 Online help:

Visit illuminati.com for online resources

10.3 Installation guides:

10.4 Labeling and packaging:

11: Appendix 1 Feature attributes

11.1 Status:

Status	Description
Proposed	none
Approved	none
Incorporated	none

11.2 Benefit:

Priority	Description
Critical	none
Important	none

Useful	none

11.3 Effort

The project will require constant effort from all team members for the 6 week period. We predict that the level of effort will be medium to high.

11.4 Risk

Due to time constraints, our group has a high risk of not being able to fully implement the ITGC into an application.

11.5 Stability

11.6 Target release

End of 6 week summer semester.

11.7 Assigned to

The Lazy Gaming Engineers will assign task evenly.

11.8 Reason

As long as the engineers are able to enforce the rules/standards of ITGC, they are able to make this game in any form they see fit.