Mélange Computing Services

Independent Software Developers
440 CS Avenue
Chicago, IL 60607-1035

Memo from: Upper Management
To: Product Development Team
Subject: Domain-Specific "Tabletop" Game
Date: 10 September 2013

The Marketing and Planning Division of Mélange Computing Services has recently completed an extensive study that indicates great opportunities for our company to develop games of a traditional "tabletop" format such as board games or card games which require strategic thinking to play and win, and that if the game is related to a particular domain, such as skydiving or scuba diving, the chances of success are even greater. The market for computer-science / IT oriented games and first-person shooters are all saturated, so we will have to avoid those areas. Past experience has shown that a much better product is produced when we work together with experts in the particular domain of the product being developed, so it would be best if we can identify such an expert as early as possible. Marketing has also determined that the games will be much more marketable if they include the option to play against computer opponent(s) with at least some degree of artificial intelligence. Needless to say our product needs to be original, though it could be modeled after existing games.

Please complete Section I (subsections 1 to 8) of the company standard Software Engineering Project Report template by Thursday September 19th, addressing specifically the following issues:

- A brief description of the game to be produced, including any special features that will differentiate it from currently existing games.
- The domain in which the game will operate. Include as much information as possible regarding the unique features and characteristics of the domain.
- A description of the hardware and software platform on which the product will operate, taking into consideration the special environment of the game domain. Include any special equipment that may need to be purchased or developed for this project.
- The client that is expected to eventually buy the game. Initially the project will be funded in-house, but it is important to understand the eventual client, and to work with them during development if possible.
- The end-users who will use the game on a day-to-day basis. Consider in particular their educational level, probable familiarity with computers, and any physical or other considerations that might constrain the eventual solution.
- Typical use-cases and/or scenarios of using the product.
- Contact information regarding domain expert(s) willing to advise and evaluate the product, if available.

As always, the value of your report will be dependent on the quantity and quality of information contained therein, as well as the overall readability of the report. Appropriate UML diagrams and good overall organization will enhance the readability of your report, whereas spelling, grammatical, and formatting errors will detract from its value, as will unnecessary padding with superfluous material.

Please print and submit only those pages of the report that you complete at this time, e.g. Section I and any pages at the end of the document (e.g. glossary, references, index, etc.) that you complete. You should also hide or remove any parts of the report that do not apply to this particular project. (You may also add subsections if necessary.)

Please provide also a single sheet Executive Summary as a separate document, and upload both the report and the Executive Summary (as separate documents) to the git repository that has been established for this project

Because of our tight time schedule, you should not delay action pending approval. Unless you hear otherwise, you should assume that your proposal has been approved and proceed with requirements development and analysis.