Vision Document

Revision History

Date	Version	Description	Author
9/17/19	1.0.0	Pre-implementation	Lauren Dyson, Brooke Engelking, Frankie English, Gisselle Mondragon
12/2/19	1.1.0	Post-implementation	Lauren Dyson

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1. Introduction

1.1 Purpose

The purpose of this document is to analyze and define the needs, features, and tools used to create the King of Monster game application. It will describe the features desired by our user base and how we plan to meet those needs.

1.2 Scope

This vision document applies to the group's King of Monster game application. The game will be developed using the Unity development platform. This application will provide an easy, cost efficient way for fans of this game to access and play the game.

1.3 Definitions, Acronyms, and Abbreviations
- Unity: the development platform we will be using to build out the game and where we will be doing the majority of our programming
- KOM: King Of Monster

1.4 References

None at this time

2. Positioning

2.1 Business Opportunity

Board games are typically, fun and relatively simple games that most people will be able to understand and play at a competitive level with their group of friends/family. However playing a physical board game is an idea that fades more and more as new technology is released and people drift towards that. So the solution is to bring the board game to those new platforms. This will create a simple, cost efficient method of distributing the game and bringing back peoples interest to traditional tabletop games.

2.2 Problem Statement

The problem of	People drifting towards technology and video games over the traditional tabletop game
affects	All ages and demographics who are playing games
The impact of which is	To provide a fun application for children and adults to play
A successful solution would be	An easy to use application, that both allows the

	user to play the game with multiple people on one device or multiple devices. As well as teach new users how to play in an easily comprehensible way as to not discourage new players.

2.3 Product Position Statement

For	Anyone with a phone or computer that enjoys board games
Who	No longer have the time or means to play a physical game
King of Tokyo	Is a game
That	Gives our user base a cheaper and more accessible way to play the game
Unlike	The current method of playing which is only the physical tabletop game
Our product	Provides our users with a method of enjoying the game either by themselves or with a group of friends without needing to have the full physical version. It will create a cost efficient way to get the game into the hands of the user and maintain interest in the game.

3. Stakeholders and User Descriptions

3.1 Market Demographics

The target market for King of Monster is all persons above the age of 8 with a device capable of accessing the internet. Because the theme of this game is energy drinks, all children under the age of 12 will be required to get parental permission before being able to play.

3.2 Stakeholder Summary

Name	Description	Represents
Monster Energy Corporation	Supports development of game to promote their product	This stakeholder represents the team

Software Developer	Primary job is to code the application with the desired features specified by software engineer.	This stakeholder represents the team
Software Engineer	Lead design and development of project to correlate with requirements	Represents

3.3 User Summary

Name	Description	Represents
Children	Plays game to pass time and connect with other users. Target user of game	self
Gamers	Plays game because they love to play online games.	self
Energy Drink Enthusiasts	Plays game because they love energy drinks	self

3.4 User Environment

King of Monster is a turn based game. At this time, users will only be able to play this game on a laptop or computer. Users will be able to play the game without having to download any additional applications or programs.

3.5 Stakeholder Profiles

The Monster Energy Corporation has an interest in this application because it markets their product to a wider range of consumers, and could possibly increase their sales of their product. Software engineers and software developers are involved in the process of developing the game so they are committed to producing the best application they can.

3.6 User Profiles

Since the target audience for this game is children, the game must be easy to use and understand while also providing an entertaining experience to keep users interested. The game should also be fully featured with minimal bugs to ensure users will want to use the application.

3.7 Key Stakeholder or User Needs

The stakeholders require an application with proper documentation that is easily updated and maintained for future use. The users require a game with unique features, entertaining graphics, and a simple user interface.

4. Product Overview

4.1 Product Perspective

Overview of how KOT will
be played
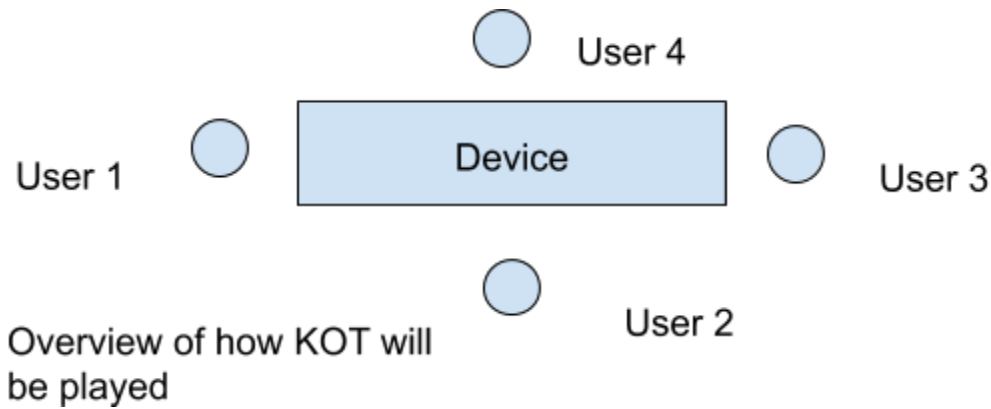
4.2 Summary of Capabilities

Customer Benefit	Supporting Features
Ease of access to the game	Low cost, Tutorial built in, available on computers with low performance requirements

4.3 Assumptions and Dependencies
1. Uses a physical keyboard, assumes user can type and read
2. Assume users are of a certain age and can comprehend the instructions
3. Default language will be english, assumed user can read and speak english
4. Assuming users have a valid internet connection

4.4 Cost and Pricing
1. Low production costs since distribution will be completely digital
2. Game will be free to play for all users

4.5 Licensing and Installation
User will be able to install and play without creating an account.

5. Product Features

5.1 Features
Game will follow the complete set of rules and regulations of the original board game but will have a Monster Energy Drink theme instead.

5.2 Players
A minimum of two players are required, but four to six players are required for the full experience.

5.3 Game Assets
The game will include a Tokyo Board, 6 Monster Boards, 6 Black Dice, 6 Cardboard Figures. 66 Power Cards, Energy Cubes, 28 Tokens, and 2 Green Dice.

6. Constraints

6.1 Usability
- The game is recommended for 4-6 players in order to have the best playing experience. While the game can still be played with less than 4 players, all the features and game boards will not be available.

6.2 Performance
- The game executes quick, accurate responses to user commands.

7. Quality Ranges

7.1 System Requirements
This program has moderate system requirements. Modern browsers, such as Chrome and Firefox, will support this program.

8. Precedence and Priority

8.1
Our priority is to replicate the board game rules and regulations as accurately as possible while customizing the game to make it our own.

9. Other Product Requirement

9.1 Applicable Standards

Legal and Regulatory	No legal and regulatory standards to comply with
Communication	No communication standards to comply with
Platform Compliance	Software must be able to run smoothly on Windows

	operating systems
Quality and Safety	Software must be able to run without risk of putting user in any danger

9.2 System Requirements
No system requirements needed
9.3 Performance Requirements
No performance requirements needed
9.4 Environmental Requirements
Must be in a setting that does not pose any threats to any laptop or desktop computer.

10. Documentation Requirements

10.1 Release Notes, Read Me File
All Release Notes contain all developer notes on versions and updates. Read-me File contains basic information and instructions of the software. Found in the read-me file on GitHub repository
10.2 Online Help
Help online can be found on the software Github read-me folder
10.3 Installation Guides
A guide for installing software will be included in the download package. Also available on software GitHub
10.4 Labeling and Packaging
Labeling will be included on the home screen

11. Appendix 1 - Feature attributes

11.1 Status

Status	Description
Proposed	To change small aspects of the original game such as the character design and game setting.
Approved	To keep the original game play and character functions
Incorporated	To develop all features on unity2D game engine

11.2 Benefit

Priority	Description
Critical	To include multiple players as well as different settings for certain numbers of players
Important	Having UI working seamless throughout gameplay without any lag
Useful	Allow user to have a custom nickname while playing

11.3 Effort

The amount of effort to include all features will be substantial with an estimated product release date in December 2019. Most source code should be done by the end of November 2019.

11.4 Risk

There is a possibility of a lack of initial popularity during release

11.5 Stability

There is a low chance of changing game play with a high chance of changes in UI and game environment.

11.6 Target Release

Target release is December 2019

11.7 Assigned to

Each part of the programming and software design is assigned to a team of four software engineers equally.

11.8 Reason

The reason for this game is to create a new variation of the popular board game *King of Tokyo*. This version of the game will be the only version that is made with Unity2D and downloadable on PC