

**Revision History**

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| **Date** | **Version** | **Description** | **Author** |
| 9/17/19 | 1.0.0 |  | Frankie English |
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# 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 Tokyo 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 Tokyo 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
* KOT: King Of Tokyo

**1.4 References**

None at this time

**1.5 Overview**

# 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 |  |
| 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. |

# 

# Stakeholders and User Descriptions

**3.1 Market Demographics**

The target market for King of Tokyo is all persons above the age of 10 with a device capable of accessing the internet. Because users will be able to chat and interact with other users, all children under the age of 15 will be required to get parental permission before being able to play.

**3.2 Stakeholder Summary**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Represents** |
| Software Engineer | Leads design and development of application. | 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 |

**3.3 User Summary**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Stakeholder** |
| 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 |

**3.4 User Environment**

King of Tokyo is a turn based game. Users can choose to either play with a computer player or they can get paired with other users. Users will be able to play anywhere as long as they are connected to the internet.

**3.5 Stakeholder Profiles**

**3.6 User Profiles**

**3.7 Key Stakeholder or User Needs**

**3.8 Alternatives and Needs**

# 

# Product Overview

**4.1 Product Perspective**



**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.

# Product Features

**5.1 Features**

Game will follow the complete set of rules and regulations of the original board game.

**5.2 Players**

A minimum of two players are required, but five 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.

# 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.
* Users will not be able to access the game without connectivity to the internet.

**6.2 Performance**

* The game executes quick, accurate responses to user commands.

# 

# Quality Ranges

**7.1 System Requirements**

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

# 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.

# 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

# 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

# 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