

# Vision

## Project

UARobotFight

## Team

UARobotFight

## Author(s)

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## Revision(s)

date	Who	What
06-03-2013	João Pires	The global vision

## 1. Introduction

The UARobotFight project, required by DETI – UA tries to develop an online game in javascript based in another, fightcode. The main objective of the project is adding new functionalities like new weapons, team games, etc. The fightcode game consists in programming a robot to fight against other one. In final step, we want to have a web application to organize a tournament between UA students.

## 2. Positioning

### 2.1 Problem Statement

The problem of	Learn programmatic language in interactive way
affects	Programmers, future programmers and UA students which have to learn programmatic language
the impact of which is	Organize a tournament between UA Students
a successful solution would be	Make some improvements to an existing project (FightCode), adding some new features to make a project more interesting and interactive

## 2.2 Product Position Statement

For	DETI - UA
Which	Teach programmatic language to new UA students and the main objective is to make a programming tournament between UA Students
The UARobotFight	It's an Web application, Web game based on javascript
That	Wants to encourage people to programming in fun way
Unlike	FightCode Game
Our product	It guarantees to attract the interest of some new programmer, to learn programmatic language in a fun way; Call the students to participate in the programming tournament in the end of the semester

## 3. Stakeholders Description

### 3.1 Stakeholders summary

Name	Description	Responsibilities
UA Students	Users of our project	Their main responsibility is to participate in the final programming contest
Cientes	Our Project Clients' (Professors João Paulo Barraca and Diogo Gomes)	Give some help, like explaining some proposal tasks; Test the product between their development to analyze if that corresponds to the main proposal; Promote the final contest between UA students in the end of the semester

### 3.2 User Environment

Our project is centralized in three main tasks:

- User authentication using CodeUA: It's needed to use a API to realize this task;
- Webpage Layout: The webpage must have a different layout with the colors of Universidade de Aveiro and attractive to their users;
- Game improvements: Add new functionalities, like obstacles, new weapons, robot fights between teams, etc;

## 4. Global Vision of the Product

### 4.1 Needs and Characteristics

Need	Priority	Characteristic	Release Planned to
Obstacles	High	Obstacles like walls and blocks	End of the Semester
	Medium	(Optional) Destroyable obstacles	End of the Semester
Communication between robots' clones	High	Make some facilities to the robots (original and clone) communicate between each other	End of the Semester
fuel and weight	High	Weight measures and fuel in robots; The robot weight depends on his fuel. Less weight means more velocity	End of the Semester
New weapons	High	New weapons in the game like missiles, mines, rapid weapons; Optional more weapons means more weight	End of the Semester
Team Creation	High	Team creation and fight between them	End of the Semester
Communication between team's members	Medium	Create a easy mode to the team's members communicate between them	End of the Semester
Defense ways	Medium	Passive Defense ways, like some kind of armor (optional defense increase weight)	End of the Semester
	Medium	Active Defense ways, like smoke	End of the Semester
Battle Recording	Medium	Record the battle without using the code of the robots	End of the Semester
Lands	Medium	Different type of land, that increases or decreases the speed of the robot	End of the Semester

## 5. Other Requirements

<b>Requirement</b>	<b>Priority</b>	<b>Release Planned to</b>
Authentication System using CodeUA	High	End of the Semester
Server (Virtual Machine)	High	End of the Semester