***Department of Computer Science***

***COS 101 Java Project***

***Adventure Activity Booking System***

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***Adventure Activity Booking system:***

Vision: To create a mobile app and website that enables users to book exciting adventure related activities with ease without needing to know the area around them. This website/app will be targeted towards tourists coming to Cape Town seeking adventure for their holiday aboard. This website/app will link reputable activity vendors to potential customers without the need for advertisement on the vendors' side.

Stakeholders: Tourist and all people that seeks fun activities in their lives.

Scrum Team: Product Owner (Adventure activity vendors), Scrum Master (Experienced marketing analysts), Development Team (Mobile App Developers, web Designers).

Product Backlog: Contains user information in order to connect people with similar interests to the adventure related activity. The user data will be used to target similar future customers for the future.

Questions to be thought for this services/product:

1. How would I sell this service effectively and who will my target market be? I will target tourists as my target market as they are the perfect suitors for this type of service as they are not familiar with the country in which they are on holiday in. This gives me an opportunity to connect the two experiences that they would have never known about without being a local.