Bee Lazi

Vision (Small Project)

Version 3.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 31/10/2016 | 1.0 | First draft vision document | Gia-An To |
| 14/11/2016 | 2.0 | Revỉew after TA’s feedback | Gia-An To |
| 4/1/2017 | 3.0 | Final check | Gia-An To |
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# Introduction

This document gives a background overview about the problem, our suggested product “Bee Lazi”, and mainly focuses on the roles and needs of stakeholders and the target-users. The use-case and supplementary specifications show how “Bee Lazi” fulfills these needs. By specifying those, it helps reader understand and follow the process of our team.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Difficulty of making decision on daily’s activities |
| affects | Lazy/ busy people/ travelers. |
| the impact of which is | The habit of hesitation when making decision. Provides wide selections of daily activities such as healthy food, places, and good entertainment centers. Improves users’ daily life. |
| a successful solution would be | A help for people to improve lifestyle. A program suggests healthy activities such as sports, workout, .etc and saves time when users search for their favorite food, entertainment locations, films. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Lazy/busy people (the youth, workers, officers, .etc), newcomers. |
| Who | Feel the need of oriented suggestions of activities which are suitable for their personality. |
| The (Bee Lazi) | Is a mobile application on Android operating system. |
| That | Creates an innovation of interaction between smart suggestion application and users’ personality. Provide wide field of choice based on users’ hobbies. |
| Unlike | Other products which suggest specific field optimistically based on their data. |
| Our product | Creates data from users’ personality. The suggestion can be improved after each interaction by learning through users’ behaviors. |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Tester  Project manager  Developer  Designer  User  Social Analyst | This stakeholder is primary for considering corner cases of product’s situation.  This is a stakeholder that is primary for managing the whole process.  This is a stakeholder that is primary for implementing the product.  This is a stakeholder is primary for product’s architecture.  This is a stakeholder that is primary for using and experiencing the performance of application  This is a stakeholder that is primary for using and summarizing social orientations. | Create tests.  Predict errors of software product.  Perform testing.  Creating data.  Determine priorities.  Scheduling.  Project monitoring.  Reporting, presentation and writing proposals.  Ensures that the product will be maintainable.  Responsible for the product’s structure and algorithms, problems solving and planning software solutions.  Follow the project’s plan.  Design the product, data’s model.  Create UI/UX, software artifacts.  Use application.  Give feedback about feature of application.  Suggest upgrading feature for application.  Make use of the diversity in suggestion to have a conclusion for a group of users about the way they decide.  Analyze the result to proceed future work/ experiments. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| The Youth  Workers, employees | Primary end users.  End users. | Answer a sequence of questions to teach the system about their personalities and behaviors.  Feedback, rate the products.  Be honest.  Answer a sequence of questions to teach the system about their personalities and behaviors.  Feedback, rate the products.  Be honest. | Themselves.  Themselves. |

## User Environment

The number of people involved in completing the task is one for their own self-phone. This could be changing due to the new features of the product we work on that provide a combination for a pair, or group of users. A task could be finished in less than 5 minutes/ cycle. It could be changing too, due to the amount of kinds that the user need to be suggested. There are some unique environmental constraints: mobile, connecting to the internet (not in-flight as well). We are using Android platform, maybe on web-site and iOS in the future. Our product may integrate with Facebook application to get information from users.

## Alternatives and Competition

A stakeholder which is called business analysis could be available, he/she responses for communicating with customer’s needs, focuses mainly on determine the trend of specific users, areas, and also predicts what can become new hot trend in near future.

There are some Facebook pages, websites that have already put on a hundred of eating places and their recommendations, it has some sorts of reputation now in the community and lots of positive feedbacks. Their weakness is they have to send their people to gather information about places, and not fully satisfied their specific users, only general information. One of the representative applications is Foody.

# Product Features

With few questions that we inherited from the personality tests, the product will create a lists of specific personalities such as “like dessert”, or “like coffee”, .etc. Each of which will have its own point/ percentage for one and only person who did the beginning test. The key thing is the more you interact with, the more precise the suggestions are given. Base on the choices of users each time they got suggested, the system also updates the point/ percentage of their personalities/ hobbies and improves for next interactions.

|  |  |  |  |
| --- | --- | --- | --- |
| No. | Feature | Description | Priority |
| 1 | Suggesting | Provide fully information about things that are proper to users. | High |
| 2 | Characteristic Identification | Ask some questions to determine whether the user like it or not. | Low |
| 3 | Self-Improvement | The system will self-update after receive information from the use of it. | Medium |
| 4 | Login | The user can login easily with Facebook account, or they can sign up new one. | Medium. |
| 5 | Guiding mode | Like “The Web Genie”- akinator.com, giving suggestion and narrowing down solutions after each choice the user have made. | Medium |
| 6 | Usability extend | The more they use, the more precise the suggestion is provided, and the less effort it takes to interact with those suggestions. | High |
| 7 | Sign up | The user can sign up for an account of the application | Medium |

# Non-Functional Requirements

* Fast responses time: Application gives appropriate suggestions within 1 second.
* Maintainable.
* Easy to use.
* Good architecture so it is expandable.
* Doesn’t consume much resources: Mobile device with RAM 2GB can use application smoothly.
* Automatic process anytime: the server updates information of users daily for better suggestion.