

The Stray No More Mobile App

Project Vision Document

Version 1.2

10/1/2020

Revision History

Revision	Date	Author	Reviewed By	Summary of Changes
1	09/25/2020	Faheem	Abdi, Emin, Edward	<ul style="list-style-type: none">- Name changes- Project Scope
2	09/27/2020	Abdi	Faheem, Emin, Edward	<ul style="list-style-type: none">- Project delivery
3	09/28/2020	Emin	Edward, Faheem, Abdi	<ul style="list-style-type: none">- Problem statement

Document Approval List

Version	Approved By	Signature	Date

Document Distribution List

Version	Name of the Receiver/Group	Date

Table of Contents

1	Introduction	4
1.1	Purpose	4
1.2	Scope	4
1.2.1	In Scope	4
1.2.2	Out of Scope	4
1.3	Definitions, Acronyms, and Abbreviations	4
1.4	References	5
2	Positioning	6
2.1	Business Opportunity	6
2.2	Problem Statement	6
2.3	Product Position Statement	6
2.4	SWOT Analysis	6
3	Stakeholder and User Descriptions	7
3.1	Stakeholder Summary	7
3.2	User Summary	7
4	Stakeholder Requirements	8
5	System Features	8
6	Assumptions	8
7	Constraints	8

1 Introduction

1.1 Purpose

The purpose of this document is to explore the development aspects of the The Stray No More application. This will provide an understanding of the business needs, structure, variations and growing features of the app. This document will detail the responsibilities of the non-user stakeholders, user stories/target demographics and peripheral specifications.

1.2 Scope

1.2.1 In Scope

This document applies to The Stray No More (SNM) mobile application developed by George Brown Coding Team. The GBCT will produce an application designed to assist the general public in ensuring the safety of wild or missing animals. This app will further assist animal shelters by providing real-time updates of animal sightings. It will also educate users on the proper measures needed in regard to interacting with wild and potentially dangerous animals.

1.2.2 Out of Scope

- Nutrition of animal/pet
- Adoption
- pet transportation

1.3 Definitions, Acronyms, and Abbreviations

This section explains all of the terms and abbreviations that are being used in this document, for those who are unfamiliar with them. Not everybody who reads this document will understand all of the terms, so this section is helpful.

Term	Explanation
SNM	Stray No More
GBCT	George Brown Coding Team

1.4 References

N/A

2 Positioning

2.1 Business Opportunity

The opportunity met by this project will be to create an online community to work with local animal shelters to contain the safety of the general public as well as the welfare of stray animals. The application will provide users notifications, pictures, location and timestamp of any stray animal sightings within a determined distance. These features will also allow users to distinguish lost pets from stray animals.

2.2 Problem Statement

The Problem of	No dedicated community in assisting the safety of stray animals
affects	Pet Owners
the impact of which is	Safety of wild animals, lost pets and the public
a successful solution would be	Having a public application that allows users to communicate and provide details on stray/missing animals. In addition, provides support to animal shelters trying to get animals to safety and keep the general population away from any danger.

Table 1 Problem Statement

2.3 Product Position Statement

For	Public Users
Who	want to keep their area safe from wild animals and find the rightful owners of any lost pets
The Stray No More	is a mobile application
That	Organizes the community of public users and animal shelters

Unlike	The individual websites of animal shelters
Our product	Integrates any sightings and listings of both animal shelters and public sightings.

Table 2 Product Position Statement

2.4 SWOT Analysis

<Reference: <https://www.businessballs.com/strategy-innovation/swot-analysis/>>

Strengths	Weaknesses
<ul style="list-style-type: none"> -Company culture is positive which enables a safe and efficient working environment -Team is comprised of members with various skills in back end and front end programming - User-friendly interface -offering an application that is unique and allows for usage from diverse group -helpful application for safety of community and animals that reside within 	<ul style="list-style-type: none"> -Certain programming skills pertaining to the mobile development of the application still need to be learned to create application for intended usage(location based skills,messenger) -pressures from time constraints -limited time for development -current location radius of application is limited to city of Toronto -requires a data plan or wireless internet - currently only plans of application being android based
Opportunities	Threats
<ul style="list-style-type: none"> -people looking for ways to ensure the safety of their community by making sure there are no potentially dangerous stray animals -also people looking for a ways to help animals in need and get them proper care 	<ul style="list-style-type: none"> -Animals are unpredictable so safety information within the application must show all possible ways to deal with situations -Different types of animals that may not be common to be in contact with

-a centralized app that can give people with missing pets a place to search	- new locations of animal facilities may require frequent application updates
-animal facilities such as animal control and humane societies can be helped in retrieving animals in need	- newer firmware updates on mobile could threaten app useability on certain devices

3 Stakeholder and User Descriptions

3.1 Stakeholder Summary

Non-User Stakeholders

Stakeholder Name	Represents	Role
Project Manager	The is the stakeholder that represents the leader for the system development team	-plans,allocate resources -coordinate with other team members to ensure deadlines are met -ensures tasks are being done to certain standard
Business Owner	This is the stakeholder that controls the business.	Business owner will be in contact with the project manager and employees.
Product Tester	This is the stakeholder that will ensure he works with the software team to ensure the	The product tester should try the application first, find the errors, report them where

	application is being tested properly.	necessary and provide corrections.
Database Coordinator	This stakeholder is the primary for leading the development of the databases used within the project	Database coordinators will record all the information processed on the site and send the data to the required place as a bridge when requested. -construct databases required for project
Software Development Team	These are the stakeholders that will lead the creation and development of the application	The software developer will make the application usable, keep it up-to-date and fix errors. -create and develop applicable functionality
Security Specialist	This is the stakeholder that ensures the applications data will be secure	- protect and prevent the application from outside attacks -ensure data is encrypted

Table 3 Stakeholder Summary

3.2 User Summary

User Name	Description	Responsibilities	Stakeholder
Pet Owners	Primary	When the pet owner's animal disappears, they must log in to this application and upload the information about the animal and the latest photo.	Database Coordinator
Animal Shelters	Primary	When the Animal shelters the animal, they must log in to this	Database Coordinator

		application and upload the information about the animal and the latest photo.	
Guest User	End User	Guest users will be informed about stray animals so they can take needed precautions.	Database Coordinator
Verified User	End User	Verified users will photograph and apply the animals that are idle in nature, and thus animal shelters and pet owners will be informed.	Database Coordinator

Table 4 User Summary

4 System Features

5.1 Start Application

The user must be able to successfully create an account.

5.2 User Login

The user must be able to login to their account or request a password reset if their password was forgotten.

5.3 Set up Profile

The user must set up a personal profile with basic information about themselves and any pets they may have.

The following features relate to a user setting up an official post about their missing pet

5.4 Post Picture of animal.

5.5 Describe physical attributes.

5.6 Explain any possible tendencies of the pet.

5.7 Include information on the last sighting of the pet.

5.8 Include any information on possible whereabouts.

5.9 Instructions on who to contact if found

The following features relate to a user who has spotted a domestic pet outside and wants to take action

5.10 Post picture to the “spotted pets” page of the application

5.11 Timestamp and geographical location at that moment will be included after the picture is uploaded

5.12 Search in the missing pets page of the app in hopes of possibly finding the owner's posting of this animal.

The following features relate to a user who has spotted a stray or non-domestic animal outside and wants to take action

5.13 Post picture to the “spotted strays” page of the application

5.14 Timestamp and geographical location at that moment will be included after the picture is uploaded

5.15 A screen that gives the user options and instructions as to whether they would like to call the nearest animal shelter , wildlife rehabilitation centers, or to take control of the animal for the time being.

The following features relate to a user who has seen their pet on the app as “spotted”

5.16 In app messenger feature that allows for real time messaging with the person who took the picture

5.17 Lock screen notifications of the messenger chat

5.18 Schedule an instant meetup with the person who just found your pet roaming the streets.

5 Assumptions

- Users will create a profile
- Users will post pictures with descriptions
- User will update the status of any animals posted
- Users will provide information on how animals should be handled

6 Constraints

- User profiles to have individual logins and password
- Timeline feed of lost pets in an area
- Database containing pet information
- Notifications and updates are set to a specified distance
- Group and private messaging
- Users must accept new messages
- Users must allow access to camera and location