TuviTicket

Tuvi
Vision

Version 1.0

TuviTicket

Revision History

Date	Version	Description	Author
18/08/2018	1.0	First version	Ignacio Vidaurreta Nicolás Barrera Nicolás Becker Sofía Picasso Ezequiel Keimel Juan Bensadon

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Vision

1. Introduction

1.1. Purpose

The purpose of this document is to provide information on the different aspects that make up the team's vision of the TuviTicket web page.

1.2. Scope

TuviTicket will allow publishers to post different entertainment events. It will display these events to the customer who will have the option to purchase one or more tickets to said events. The customer will be able to use a search function to find specific events.

1.3. Definitions, Acronyms, and Abbreviations

Customer	Someone who buys tickets for an event
Event Organizer	Someone who sells tickets for an event
User	Both Customer and Event Organizer
Ticket	When bought lets you enter to certain event
Cart	List of tickets ready to buy
UI	User Interface

1.4. Overview

The vision document will portray in more detail the different aspects of the system to be implemented.

2. Positioning

2.1. Business Opportunity

This system will implement a comprehensive and intuitive UI to simplify the process of ticket purchase, bridging the customer with the publisher in an effective way, thus increasing sales.

2.2. Problem Statement

Current ticket purchase systems are clunky and generally not user friendly. This web page will solve the problem by providing the customers with a simpler way to purchase tickets.

The problem of	Publisher-customer communication
affects	Customers who want to purchase tickets and are burdened by

	outdated systems, as well as the publishers.
the impact of which is	An unpleasant experience for buyers, which results in a decline in sales numbers for the publishers.
a successful solution would be	Offer an easy to use platform for customers, making purchasing tickets a lot easier and at the same time, makes publishing a new event a lot easier.

2.3 Product Position Statement

For	Entertainment event publishers and consumers.
Who	Seek to reach a customer base or purchase tickets for entertainment events.
TuviTicket	is an e-commerce system
That	Provides a simple and responsive UI
Unlike	Ticketek
Our product	Allows for faster and simpler purchasing and publishing of tickets/events.

3.   Stakeholder and User Descriptions

3.1.   Market Demographics

The system is mainly targeted towards adults who are comfortable with the use of a virtual environment to purchase goods, since trust in the system is key to the use of the platform. The less tech-savvy will appreciate a comprehensive UI, and every part will appreciate the speed of the process.

The company will represent to the users an entity of respectful but friendly understanding of not only their basic needs, but also their wishes (a faster, more comfortable system is not absolutely necessary, but strongly requested and appreciated).

3.2.   Stakeholder Summary

Name	Description	Responsibilities
Development team	Programmers/designers who are in charge of implementing the system	Develop the platform with all of its components within various specified time frames.

3.3. User Summary

Name	Description	Responsibilities
Customer	Users who use the system for purchases	Making purchases through the system to the different publishers
Publisher	Entities who organize the entertainment events.	Posting the various events through the system and accepting purchases from the users.

3.4. User Environment

One customer has access to several event publications, and for every event several users can make a purchase. One publisher can have multiple events posted simultaneously, and receive multiple purchases from different customers for each of these events.

3.5. Stakeholder Profiles

3.5.1. Development Team

Representative	Ignacio Vidaurreta, Nicolas Becker, Nicolas Barrera, Sofia Picasso, Ezequiel Keimel, Juan Bensadon
Description	Programmers/designers
Type	Software programmers
Responsibilities	Programming the system
Success Criteria	The system works as intended
Involvement	They give the project a tangible existencial form
Deliverables	Coffee and hot chocolate
Comments / Issues	Lack of motivation can severely affect their performance

3.6.   User Profiles

3.8.0.   Customer

Representative	Test users, then real world users
Description	Users of the system.
Type	Users who will purchase goods
Responsibilities	Purchasing goods
Success Criteria	They purchase goods.
Involvement	They purchase goods with their money.
Deliverables	A working system.
Comments / Issues	N/A

3.5.2.   Publisher

Representative	Test publishers, real world publishers
Description	Publishers of events
Type	Publishers
Responsibilities	Publishing events and receiving sales
Success Criteria	They receive purchases
Involvement	Publishing events
Deliverables	A platform to publish their events on.
Comments / Issues	The price can be an issue if there is no control

3.7   Key Stakeholder or User Needs

The users need a platform that can be easy to use so that they can purchase and sell the event tickets without too much of a hassle. The stakeholders need to be provided with the tools to develop the system within the given time frame.

3.8   Alternatives and Competition

3.8.1.   Ticketek

3.8.2.   Ticketopolis

3.8.3.   TuEntrada.com

4.   Product Overview

TuviTicket allows different entertainment enterprises to post information on upcoming events, while also allowing customers to to purchase tickets for said events.

There is also a search function available for customers to find specific events.

4.1.   Product Perspective

The product is self-contained and individual.

4.2.   Summary of Capabilities

Table 4-1   Customer Support System

Customer Benefit	Supporting Features
Customers will find the specific product they seek with a simple search	The search engine and its filters makes purchases quick and easy
Customer can save up money through various available discounts	The filters available in the search engine allow customers to view different types of discounts they might find helpful
Customers can make purchases without leaving their houses	Due to the product being a web page, there is no need for the customer's physical presence in order for a transaction to take place
Customers will be able to find what shows are the most popular and trendy	The main page showcases all the best selling events

4.3.   Assumptions and Dependencies

The product assumes that the user owns a phone or computer with access to the internet and the technological know-how to operate a simple application and make online purchases.

4.4.   Cost and Pricing

There are no costs for the consumer to use the product. A commission will be taken from the cost of the ticket.

4.5.   Licensing and Installation

The product has a public license and does not require installation

5.   Product Features

The web page will be simple to interact with and user-friendly, so that a vast swath of users is able to make use of

it.

The app will count with the following features:
Sign in
Log in/ Log out
Search Event button with text bar
Search filters: by type of ticket (theater. movie, etc), by promotion and by date
View Shopping Cart
Choose Seat or Location
Add To Cart
Choose Quantity
Check out and Verify Payment (cash, card, etc)
Make New Event (for providers)

6.   Constraints

The biggest constraint will be the internet connection, since the user will not be able to access any of the features in the web page or the information in the database if they do not have a working connection.

7.   Quality Ranges

TuviTicket is built to be reliable and available at all times. Publications will need to be confirmed, and thus they may take longer to be uploaded, although this is necessary to maintain the security of all users.

8.   Precedence and Priority

The biggest priorities are a simple design that users are able to understand and navigate, as well as a secure system to ensure that the information given by providers is correct and that the user's information is safe (especially when it come to the payment information).

The division of categories for the shows available is also important, but less so.

9.   Other Product Requirements

9.1.   Applicable Standards

Tuvi will provide a GNU General Public License Version 3 (GPL-3.0) for its Ticket Manager software

9.2.   System Requirements

Internet connection and a modern web browser (Google Chrome, Mozilla Firefox, etc). Legacy web browsers may work but may not be fully compatible.

9.3.   Performance Requirements

Response time must be able to have reasonable response times for operations like logging in, buying tickets, creating an event, etc. Should the application fail to have reasonable response time people would not come back to our site.

10.   Documentation Requirements

10.1.   User Manual

There will be no user manual, since the app is made to be intuitive and easy to use. There is also a help button in the rare case that the user needed help.

10.2.   Online Help

The website will include a help section to describe the usage of each feature it implements.

10.3. Installation Guides, Configuration, and Read Me File

Since it will be a web page, no installation guide is necessary.

A   Feature Attributes

A.1   Status

The management team will be in contact with customers and consider different negotiations after meetings with them. The status of saif negotiations will be defined as one of the following:

Proposed	The feature is under discussion but has not yet been reviewed and accepted by upper management.
Approved	The feature has been deemed useful and feasible, and have been approved for implementation by upper management.
Incorporated	The feature has been incorporated into the product.

A.2   Benefit

Critical	Creation, Deletion and Modification of Events; Listing of Events; Selection and Adding to Shopping Cart; Payment Process
Important	Search Function; Provider-Registration and Account Modification
Useful	User-Registration, Login and Account Modification

A.3   Effort

Each feature is assigned a priority and depending on this priority the team will define an approximate time to implement said feature.

A.4   Risk

Risks that could affect the success of the project were categorized as follows:

- High: Cancellation of the project
- Medium: Cuts in budget; Reduction of delivery periods; Shifts in requirements
- Low: Slowdown of the service due to heavy load

A.5   Stability

The web page will be created using agile methodologies. This is done so that if the client changes some features or removes them it won't have a great impact on the development.

A.6 Target Release

The first release will be version 1.0 and will contain all the features specified in this document.

A.7 Assigned To

Database featured will be assigned to the DBA, visual modifications to the designer, all others will be assigned to the team leader for further delegation according to their criteria.

A.8 Reason

The reason will be derived from the contents of the meetings between the management team and the customers.