College of Business App:
Vision & Scope

Table of Contents

[How to use this template:
Fill out each section from 1-6 (other than Scope) according to the guidance provided in that section. Remove guidance text in brackets (just like this). Scope to be filled out by the development project team.]

1 Background

[The background describes the current conditions, existing systems, problems and pertinent history of where the business is today. It should provide enough context such that the vision statement can be clear, concise and well understood.]

This project is to create an umbrella application that will benefit business students, parents, and faculty and staff to interact with the school.

2 Vision Statement

[The vision statement consists of prioritized goals for the project. These are business outcomes, not technical solutions which are described later in the scope section. (More on priority?)]

[Examples. e.g. “Expenses will be reduced due to the elimination of double entry” not “A web page will be created to allow users to enter the data directly”).]

After the completion of this project, It will provide essential features such as video in the application of virtual tour, visit the registration, event registration, and notification, LinkedIn, Handshake integration, booking Advising appointment, etc. These requirements can help many students and faculty address their needs, and through an all in one app, it can help them reduce a lot of confusion and save time.

3 Success Measures

[Success measures should be clear steps that can be taken at various stages of the project to determine if the vision goals are being met. Each measure needs to specify what you are measuring, how you are measuring it, and an expected outcome. This should not be focused on measuring the features of the solution (i.e. this isn’t test results that verify the features have been implemented correctly). Rather, this is a measure of the impact the solution has had on the business. Do not write “all tests are passing.”]

1.The first stage is to make an operation flow chart and draw an App interface. The success condition of this project is that the project owner agrees with our design.

2.The second stage is to complete the code. Our team members can divide the code into modules that perform the code's functions in turn. This is the success of the second stage

3. The final stage is the testing phase. We can put the App in different environments for use and use the App according to the operation flow chart's requirements.If the app passes our test in the third stage, the app will be finally successful.

4 Prioritized Project Constraints

[All projects are constrained by the three components: time, resources and scope. It is impossible to have all three be completely flexible, so this section focuses on the prioritization of these three elements and how decisions should be made as it pertains to these constraints (e.g. In order to achieve the goals laid out in the vision the solution must be in place by the beginning of the fall term. In order to release by that date, scope may be reduced or more resources brought to bear on the project).

This section may not be very clear cut and it is important to convey the interactions of these three constraints. Often one constraint will take priority over another up to a point at which the prioritization might change (e.g. a minimal scope might be required for success, after which the budget becomes the most important priority).]

5 Stakeholders

[A description of the various groups/individuals which have a stake in the project (which isn't necessarily only those who will be using the final product). This should include at a minimum the groups of "users" of the final solution, the sponsor of the project (the client) and the development team(s) of the project. Each stakeholder is listed with a brief description of their stake in the project, not what they do per se (e.g.

- **Omar Trindad**
  The project partner.
- **OSU Students**
  Uses the data from the schedule of classes to determine what courses to enroll in.
- **CASS SDG**
  Develops, hosts and maintains the features of the catalog and schedule of classes for the Registrar.

)]

6 Risk

[Identify risks that may be encountered both as a part of the project itself as well as for the end product. This should include the likelihood and impact (high/medium/low) the risk would have as well as a plan to manage/mitigate the risk (e.g.

Risk	Likelihood	Impact	Mitigation Strategy	Early Detection	Consequence
The deadline may not be possible with the size of the minimal required scope of the project.	Unlikely	High	To mitigate this, a review of current progress and an update to the plan will be done on a weekly basis so more resources can be brought in if required to accomplish the minimal required scope on time. Each update will provide an opportunity to assess current progress and decide if the project should move forward or if it should be scrapped or postponed	Weekly plan updates result in an iteration plan that goes beyond the deadline.	Should the mitigation strategy fail to prevent/avoid the risk, the project may be scrapped without any solution being deployed.

). Often these risks will have ties to the items discussed in both the vision and the project constraints sections.]

7 Scope

[This section will describe the "as-is" process flows and "to be" process flows for the entire project. In addition, the solution will be described along with an initial iteration plan with estimates.]

1.1 Process Flows

[The process flows include a short narrative describing the nuances of the process along with a cross-functional workflow or UML activity diagram. There may be multiple processes defined here, and these process flows are then used to determine what use cases will make up the scope of the system. Using Visio.
For more information about Business diagrams see:
http://en.wikipedia.org/wiki/Business_process_modeling
http://en.wikipedia.org/wiki/Use_case_diagram
http://en.wikipedia.org/wiki/Activity_diagram
http://en.wikipedia.org/wiki/Unified_Modeling_Language]

1.2 User Stories (Epics and Features)

[List of Epics and Features that make up the overall scope of the solution needed to meet the vision. This can be broken into a Minimum Viable Product and optional stories to identify what scope is needed in order to achieve the vision in some valuable manner.]

1.2.1 Epic (e.g. Manage People)

[Summary description of the epic story, usually written in the "As a… I want… such that…" or similar format. Epics are made up of a suite of features that can be logically grouped under a common need. This section is repeated, one for each epic.]

1.2.1.1 Feature (e.g. Edit Person Details)

[Summary description of the feature story, usually written in the "As a… I want… such that…" or similar format. Features are made up of a suite of individual user stores that can be logically grouped under a common feature (e.g. a screen or important part of a screen). This section is repeated, one for each feature. During development, these features are broken out into more detailed stories that will make up the lowest level items in the backlog.]

1.3 Iteration Plan and Estimate

[An estimate of the iterations is described here. Based on the velocity of the development team, an overall cost of the project is described. This is usually done as a range due to the level of uncertainty at this stage of the project. Looking at previous project data is useful in creating these estimates.]

1.4 Solution Architecture

[Provide an explanation of the architectures that were considered and the reasoning for the one that was selected, as well as a narrative of the chosen architecture with a context diagram depicting the high level logical view.]