CORY

Project Vision Document

Version 1.0

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1. Introduction

The CORY project vision document outlines the primary business goals, stakeholder needs, and technical system features of the CORY platform. This document is intended to provide all stakeholders with a clear understanding of the project's purpose, scope, and objectives.

1.1. Purpose

The purpose of this Project Vision Document is to formalize the vision and objectives of CORY, a platform that simplifies staffing and event organization for electronic music events while providing opportunities for youth through volunteering. This document aligns all stakeholders on the project's scope, features, and strategic goals.

1.2. Scope

CORY will deliver a web-based platform for event organizers to hire specialized staff and offer volunteering opportunities for youth. The platform will include features for job posting, staff vetting, real-time feedback, and educational content on harm reduction and event success strategies.

1.2.1. In Scope

- Job posting and staff hiring for event organizers.

- Volunteer coordination for entry-level event roles.

- Educational materials on event management.

- Real-time event feedback and staff ratings.

1.2.2. Out of Scope

- Event ticketing system.

- Full-scale event management.

- Venue booking systems.

1.3. Definitions, Acronyms, and Abbreviations

Term	Explanation
CORY	Connection & Organization for Raves & Youth
MVP	Minimum Viable Product – the most basic version of the product that meets user needs
AV	Audiovisual – relating to both sound and visual components of an event
Harm Reduction	Strategies designed to reduce the negative consequences associated with large events
Event Organizer	An individual or company responsible for planning and executing music or rave events
Volunteer	A person who offers their services without compensation, often to gain experience
Freemium	A business model in which basic services are provided free, while premium features require payment
Takeover 6ix Events	A Toronto-based collective organizing hard techno and rave events, sponsor for CORY
Stakeholder	Any individual or group with an interest in the project or product

2. Positioning

2.1. Business Opportunity

There is a growing demand for organized, high-quality music events in cities like Toronto, particularly in the electronic music scene. Event organizers struggle to find reliable staff, while young people seek volunteer opportunities to gain experience in event planning and management.Problem Statement

The Problem of	Event organizers struggle with reliable staffing and lack accessible tools to optimize event safety and experience.
affects	Music event organizers, aficionados and the young population that enjoys live music events.
the impact of which is	Poor event execution, limited opportunities for youth, and a lack of scalable staffing solutions.
a successful solution would be	A platform that streamlines hiring, integrates volunteer programs, and provides educational resources to enhance event success.

Table 1 Problem Statement

2.2. Product Position Statement

For	Music event organizers and young volunteers.
Who	Need a reliable staffing solution and practical experience opportunities.
CORY	Is a web-based staffing and event management platform.
That	Provides job posting, volunteer coordination, and educational resources to improve event outcomes.

Unlike	Traditional event staffing tools or fragmented volunteer systems.
Our product	Combines staffing, education, and youth empowerment into a single solution that enhances the quality and safety of music events.

Table 2 Product Position Statement

2.3. SWOT Analysis

Strengths	Weaknesses
Strong Industry Knowledge	Early-Stage Development
Real-World Sponsor	Infrastructure Resources
Unique Volunteer Feature	Small Team Size
Technical Skills	
Opportunities	**Threats**
Expanding Market	Competitors
Meaningful Connections and Partnerships	Data Privacy and Regulations
Growth in/with the Event Industry	Economic Pressures
Technological Innovation	

3.   Stakeholder and User Descriptions

The CORY platform aims to serve the needs of various stakeholders and users within the music event industry. Each stakeholder and user group plays a critical role in ensuring the platform's success. Below is a detailed profile of these groups and the key problems they perceive to be addressed by the proposed solution.

3.1.   Stakeholder Summary

< There are a number of stakeholders with an interest in the development and not all of them are end users. Describe and list the project stakeholders>

Stakeholder Name	Represents	Role
Event Organizers	Individuals or companies responsible for planning, coordinating, and executing music events, particularly in the electronic music scene.	Event organizers are the primary users of the platform, relying on CORY to streamline the process of hiring specialized staff and managing volunteers. They are responsible for ensuring events run smoothly, from staffing to audiovisual setups, and need reliable, efficient tools to make this happen.
Takeover 6ix Events (Sponsor and Beta Tester)	A growing event collective in Toronto, known for organizing successful hard techno and rave events. They act as both sponsors and beta testers for the CORY platform.	As a sponsor, Takeover 6ix provides invaluable industry insight, feedback on the platform's usability, and technical support from their team of software engineers. They will also serve as a primary beta tester, allowing the CORY platform to be tested in real-world event settings.
Paid Staff (Specialized Event Professionals)	Freelance or contracted professionals who provide specialized services at music events, such as sound engineers, lighting technicians, and security personnel.	These individuals are hired through CORY to perform critical, specialized roles during events. They rely on the platform to showcase their skills and experience to potential employers, and they expect to be connected with

Stakeholder Name	Represents	Role
		relevant, well-paying opportunities.
Volunteers	Young people interested in gaining experience in the event industry, particularly in electronic music events, who are looking for volunteer opportunities.	Volunteers sign up for entry-level event roles, such as event setup, ticketing, or hospitality, to gain practical experience and build their skills. They seek structured opportunities to learn and earn recognition for their work, with the hope of transitioning into paid roles in the future.

Table 3 Stakeholder Summary

1.2. User Summary

User Name	Description	Responsibilities	Stakeholder
Event Organizers (Takeover 6ix)	Individuals or teams responsible for managing all aspects of event planning, including hiring staff, organizing volunteers, managing logistics, and ensuring the safety and success of the event.	• Posting job listings for both paid staff and volunteers. • Vetting and selecting qualified staff for specialized roles. • Providing feedback on staff performance and volunteer contributions. • Utilizing educational tools to improve event safety, harm reduction, and attendee experience.	Event Organizers

User Name	Description	Responsibilities	Stakeholder
Paid Staff (Specialized Event Professionals)	Freelancers or contracted professionals offering specialized services such as sound engineering, lighting, and security.	• Responding to job postings for specialized event roles. • Ensuring high-quality execution of their assigned tasks. • Receiving feedback from event organizers to build their reputation on the platform.	Paid Staff
Volunteers	Young people or individuals seeking practical experience in the event management industry, particularly within the electronic music scene.	• Signing up for available volunteer roles at events. • Carrying out assigned tasks such as event setup, ticketing, and crowd assistance. • Participating in training or educational sessions offered through the platform. • Collecting feedback and earning recognition for their contributions, with the potential for future paid opportunities.	Volunteers

Table 4 User Summary

4. System Features

ID	Feature	Stakeholder Requirement ID
1	Job posting and staff vetting system	Event Organizers
2	Volunteer coordination and role management	Volunteers
3	Educational content on event safety, AV tips	Event Organizers, Volunteers
4	Real-time feedback and rating system	Event Organizers, Paid Staff

Table 6 System Features

5. Assumptions

• *The platform will initially target electronic music events in Toronto.*

• *Takeover 6ix Events will provide feedback and testing support.*

6. Constraints

• *Limited resources due to a small development team.*

• *Expansion to other genres and regions is dependent on success in Toronto.*