Members: Luis Arroyo, Chandler Hayes, Kelli Ruddy, Adam Paquette, and Connor Schwirian

Project: MyTab

Git Hub: https://github.com/acpaquette/CS386_project

CS 386 - 01
Spring 2017
Marco Gerosa

Wine App
Vision

1.   Introduction

The Wine App will be able to track user preferences for alcoholic beverages, and provide suggestions for beverages the user may want to try in the future. There will also be social media integration allowing users to easily communicate and share information on their favorite drinks. The app will primarily be used as a mobile app since it needs to be accessible to the user at anytime. The app will potentially be hosted as a web app that would allow users access from their browser, making it easier to manage their preferences. With these features, users will be able to create and curate their beverage preferences, as well as talk to others about said beverage with ease.

2.   Positioning

2.1   Problem Statement

The problem of remembering what kind of wine you like/dislike affects those who enjoy trying new wines in our target age of 25+ the impact of which is not expanding your selection or remembering what brands/types of wines you like. A successful solution would be creating an application that could track favorites as well as recommend new wines based on previous selections.

2.2   Product Position Statement

This application is for those over the age of 25 who wish to expand their wine palettes. It is in the lifestyle category and will keep track of wine preferences unlike an app like Wine Enthusiast's Tasting Guide which is geared more towards seasoned drinkers. Our product will add visual representation as well as an easy to use user interface for even a new user.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Everyone that is between the age of 25 or older.	This software product will be designed for man and woman that enjoy drinking wine. However, the only restriction is that the person has to be over the age of 21 in order to drink wine.	The responsibility that they have is to mainly be able to test our software application and allow them to test it. When testing it, they can give us feedback as to what they like/dislike about the software.
Users	This software product will be designed by our group. This is an application that we thought people could find useful based on the interviews made.	The responsibility that we have is to meet the requirements that the customers between the age of 25 or older want on the application. We will also write the program from scratch and apply the suggestions that the customers want to see from interviews made. The program will also be tested multiple times to check if it's maintainable, efficient, and well designed user interface.

3.2 User Environment

In order to meet the the target user's needs, the number of people involved in completing the task are five members working on this project. Each member will have a special task that they have to try to work on. However, we will still help each other if we are having trouble on that task. We are actually thinking about setting this application as a mobile app. However, as we progress in this project, it could also be a web page depending on the time we spend on each activity. When we have a task we have to do, we will use GitHub and Slack to communicate with each member. We will also meet three times per week to see how we are progressing in the application and if we are meeting the user's standards.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release

Drink log	10	User can keep track of the drinks they try as well as the how they feel about them with a rating and description	March 20, 2017
Social Media integration	7	Users can sign in with their Facebook account and share their experiences	April 10, 2017
Browser extension	3	Interfaces with the app to present deals on preferred drinks on websites like Amazon	May 1, 2017
Wishlist	5	Users can add drinks that they would want to try	April 25, 2017

5.   Other Product Requirements

Priority scale: 0 -> not important, 10 -> extremely important

Requirement	Priority	Planned Release
The user must have a phone or tablet that can access the Google Play store.	10	March 10, 2017
Performance Requirements ● Users should be able to successfully view and add entries 90% of the time. ● Have a maximum 50 entries.	8	March 10, 2017
Add a wine entry	10	March 10, 2017
Have optional categories for entries, such as flavor notes if the user wants to add that.	5	March 10, 2017
Remove a wine entry	5	March 10, 2017
Modify an entry	5	March 10, 2017
View all entries in a list orientation	10	March 10, 2017
Share/suggest drinks with friends feature	4	April 10, 2017
View what friends are drinking	2	April 10, 2017

Detailed requirements are not listed for the browser extension and the wishlist because they are low priorities and the requirements will likely change.

Group Participation:

Adam Paquette:

- Created the introductory paragraph and added header

Kelli Ruddy:

- Wrote the positioning section of the template.

Luis Arroyo

- Described the stakeholders for the software we want to develop.

Connor Schwirian

- Explained the overview of the project and features the application will have over time.

Chandler Hayes

- Listed detailed requirements of features and specifications.