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| Soccer Connect |
| Project Vision Document | |
| **Version 0.1** | |
| Date | |

**Revision History**

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| --- | --- | --- | --- | --- |
| Revision | Date | Author | Reviewed By | Summary of Changes |
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# Introduction

## Purpose

The purpose of this document is to collect, analyze, and define the high-level needs and features of the Soccer Connect system. It focuses on the capabilities needed by the stakeholders, and the target users, and why these needs exist. The details of how the Soccer Connect System fulfils these needs are detailed in the use cases and supplementary specifications.

## Scope

This Vision Document applies to the Soccer Connect system which will be developed by the development team. The development team will develop this client-server system to interface with user devices, primarily computers.

### In Scope

The Soccer Connect application allows users to connect with the wider soccer playing/enjoying community of their region in a variety of ways. Including booking fields and play spaces, organizations can post job listings and inform potential players of openings on teams and offers a community hub where users can interact with one another.

### Out of Scope

< Define the processes and system are not affected or influenced by this document >

## Definitions, Acronyms, and Abbreviations

<This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the Project Visiondocument. This information may be provided by reference to the project’s Glossary>

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 |
|  |  |
|  |  |
|  |  |
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|  |  |
|  |  |
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|  |  |

## References

*<This subsection provides a complete list of all documents referenced elsewhere in the Project Vision****.*** *Identify each document by title, report number if applicable, date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document>*

| Reference File Name | Version | Description |
| --- | --- | --- |
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This section also contains links to all other places that were referred to in this document. These may include:

* Web sites
* URLs or network locations
* Research done for similar products

|  |  |
| --- | --- |
| Name | Link |
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|  |  |

# Positioning

## Business Opportunity

< Briefly describe the business opportunity being met by this project >

## Problem Statement

< Provide a statement summarizing the problem being solved by this project. The following format may be used>

|  |  |
| --- | --- |
| The Problem of | <Describe the problem> |
| affects | <Who are the stakeholders affected by the problem> |
| the impact of which is | <what is the impact of the problem> |
| a successful solution would be | <list some key benefits of a successful solution> |

Table 1 Problem Statement

## Product Position Statement

< A product position statement communicates the intent of the application and the importance of the project to all concerned personnel >

|  |  |
| --- | --- |
| For | <target user> |
| Who | <statement of the need or opportunity> |
| The <product name> | is a <product category> |
| That | <statement of key benefit; that is, what is the compelling reason to buy> |
| Unlike | <primary competitive alternative> |
| Our product | <statement of primary differentiation> |

Table 2 Product Position Statement

## SWOT Analysis

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

|  |  |
| --- | --- |
| Strengths | Weaknesses |
|  |  |
|  |  |
|  |  |
| **Opportunities** | **Threats** |
|  |  |
|  |  |
|  |  |

# Stakeholder and User Descriptions

< This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed>

## 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 |
| --- | --- | --- |
| Team Members | The individuals who will put most of the time and work into the creation of the app/system. | The team members will research user needs, and using a variety of technologies will develop the system to be used by end users. |
| Soccer Clubs | An end user who represents a professional organization that benefits from wide usage of the system. |  |
| Players | The average/most common user who will use the system. | User feedback will be used for upgrading and altering systems. The expectation that there will be many users will be used for stress testing. |
| Sponsors | A significant source of publicity and financial support. | Partnering with another company can be a source of funding for the project/a means to legitimize the final product to the wider public. |

Table 3 Stakeholder Summary

## User Summary

< Present a summary list of all identified users of the system >

| User Name | Description | Responsibilities | Stakeholder |
| --- | --- | --- | --- |
| [Name the user ] | [Briefly describe what they represent with respect to the system.] | [List the user’s key responsibilities with regard to the system being developed; for example:  captures details  produces reports  coordinates work  and so on] | [If the user is not directly represented, identify which stakeholder is responsible for representing the user’s interest.] |
|  |  |  |  |
|  |  |  |  |

Table 4 User Summary

# Stakeholder Requirements

< Categorize and list the requirements from the perspective of the business stakeholder and potential system users >

| ID | Requirement | Stakeholder |
| --- | --- | --- |
| 1 | User profiles with stats | Players |
| 2 | Private chat rooms and direct messaging. | Players |
| 3 | Job/staff listings. | Soccer Clubs |
| 4 | Field/play space booking. | Players |
| 5 | Posting Advertisements | Sponsors |
| 6 | Team management | Soccer Clubs/Players |
| 7 | General message board | Players/Soccer Clubs/Sponsors |
|  |  |  |

Table 5 Stakeholder Requirements

# System Features

< List and briefly describe the system features. Features are the high-level capabilities of the system that are necessary to deliver benefits to the users. Avoid design. Keep feature descriptions at a general level. Focus on capabilities needed and why (not how) they should be implemented >

| ID | Feature | Stakeholder Requirement ID |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

Table 6 System Features

# Assumptions

*<List all assumptions made about any of the content provided in this document. Assumptions should be applicable to the scope, desired solution, requirements, business process, and stakeholders >*

# Constraints

*<List any process constraints, external constraints or other dependencies >*

Security

* User info which includes username and passwords which need to be stored in a database server
* Two factor authentication
* Users sign in with a username and password
* Encrypting/securing communications not just between users but from the system to databases

Usability

* Font size, color choices
* Layout in conjunction with advertisement is legible
* Easy to use

Capacity

* Based on technology used there is maximum limit to the number of active logged in users.

Cost

* Since we are a small team there is probably a cost associated with technology required to enable features.

Scope

* As development occurs there could be a growth in the number of features initially desired by the team that does not align with features required by stakeholders.

Time