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| Soccer Connect |
| Project Vision Document | |
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**Revision History**

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

Table of Contents

[1 Introduction 4](#_Toc19888672)

[1.1 Purpose 4](#_Toc19888673)

[1.2 Scope 4](#_Toc19888674)

[1.2.1 In Scope 4](#_Toc19888675)

[1.2.2 Out of Scope 4](#_Toc19888676)

[1.3 Definitions, Acronyms, and Abbreviations 4](#_Toc19888677)

[1.4 References 5](#_Toc19888678)

[2 Positioning 6](#_Toc19888679)

[2.1 Business Opportunity 6](#_Toc19888680)

[2.2 Problem Statement 6](#_Toc19888681)

[2.3 Product Position Statement 6](#_Toc19888682)

[2.4 SWOT Analysis 6](#_Toc19888683)

[3 Stakeholder and User Descriptions 7](#_Toc19888685)

[3.1 Stakeholder Summary 7](#_Toc19888686)

[3.2 User Summary 7](#_Toc19888687)

[4 Stakeholder Requirements 8](#_Toc19888688)

[5 System Features 8](#_Toc19888689)

[6 Assumptions 8](#_Toc19888690)

[7 Constraints 8](#_Toc19888691)

# 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

* Allow users to message each other individually or in a group setting
* Allow users to view and book play spaces for a specific period.
* Users can follow the accounts of others to keep up to date.
* Give the users the choice of purchasing a premium account which allows them to access advanced features, the application will be able to process payments.
* Soccer organizations can post job/staffing opportunities to a more knowledgeable applicant pool.
* Soccer organizations can let users know of tryouts and opportunities to join active teams, as well as scout potential players based on user posted stats.
* User profiles can include player stats including games played, goals scored, etc.

### Out of Scope

* Video streaming of soccer games may be difficult to acquire permissions for, and the system may not be able to handle this feature initially.
* Video chatting is an unnecessary feature in the context of the intended userbase.

## 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 |
| RUP Vision Document for the  Home Appliance Control System | <https://personal.utdallas.edu/~chung/SYSM6309/vision-doc-UTDCS-17-04.pdf> |
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# Positioning

## Business Opportunity

One of the most popular sports on the planet, soccer is played by young and old, it is a team sport that encourages camaraderie and participation at all levels from fans to players. A highly lucrative audience that our application will enable us to engage with like never before. From grassroots neighborhood play to professional national teams’ users will be able to interact with one another and organize better than ever before. Users can form teams; organizations can access a dedicated audience and allow casual viewers to keep track of an ever-evolving universe of play.

## Problem Statement

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

|  |  |
| --- | --- |
| The Problem of | A lack of a dedicated platform for soccer enthusiasts |
| affects | Most people who play and enjoy soccer |
| the impact of which is | Confusion/difficulty in engaging with the community |
| a successful solution would be | * An easy-to-use application/system * An application that allows direct communication between groups or individual users. * Users that represent organizations can find employees and staff amongst users. * Allow users to book spaces to play in smoothing out the casual/community play experience. * A space that allows users to post news and announcements |

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 | Most people who play and enjoy soccer |
| Who | Feel the need for a centralized system that allows them to engage with soccer in a variety of ways no matter the level of commitment. |
| The <product name> | is a software product |
| That | Centralizes the soccer experience for a specific geographic area, allowing users to better communicate, coordinate, and enjoy a specific sport. |
| Unlike | Other generalized social media/communication platforms which are wide ranging in communities that are difficult to parse through. |
| Our product | We offer features tailored to a specific audience that will have a greater understanding of the sport. A dedicated platform that offers users a platform to communicate with one another, form teams for casual or professional levels of play and offers industry leaders access to a dedicated curated community. |

Table 2 Product Position Statement

## SWOT Analysis

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

|  |  |
| --- | --- |
| Strengths | Weaknesses |
| The ability to network with users will allow us to improve the application. | The application needs a certain number of users to be considered a success. |
| The addition of premium accounts/subscriptions as a revenue stream. | The initial userbase will be based on a single geographic area. |
| Our application is highly specific and caters to a subset of the population that no other application or system currently targets | Our application is highly specific and caters to a subset of the population making it difficult to expand userbase beyond it. |
| **Opportunities** | **Threats** |
| After an initial period of success, we can expand the application to include other sports including basketball and hockey. | Weather conditions will affect the number of users actively using the application. |
| We can partner with other organizations to promote events such as the Canada Premier League. | Other similar platforms can take away from our userbase, reducing our ability to develop a network. |
| In relation to major sporting events worldwide, we can partner with the organizations to offer exclusive content such as streaming matches. | In the case of a major social upheaval, users will be more concerned with other matters greatly reducing active users. |

# 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. | Will assist other interested users in engaging with the community in a more serious manner through employment and high-level play. |
| 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 |
| --- | --- | --- | --- |
| Soccer Player | End user of the system | * Post on/view message board * Make/be part of a team * Message other users * Update user profile stats * Book field/play space | Self |
| Soccer Club | End user of the system | * Post staff job offerings * Post on message board * Make/manage a team * Book field/play space | Self |
| Sponsor | End user of the system | * Post on/view message board * Post advertisements | Self |
| Soccer Fan | End user of the system | * Post on/view message board | Self |

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 |
| --- | --- | --- |
| 1.1 | User accounts of players can enter game specific statistics including games played, goals scored, etc. | 1 |
| 2.1 | Users can invite others to private group chats that can be used for team communications. | 2 |
| 2.2 | Users can directly message others for one-on-one communication. | 2 |
| 2.3 | All users can post a public message to a general space. | 7 |
| 3.1 | User accounts associated with soccer organizations can list job openings | 3 |
| 3.2 | Companies that partner with or sponsor our company can post advertisements for events that will be seen by all users throughout the application. | 5 |
| 4.1 | Users can view fields/play spaces on a map and reserve time for private use. | 4 |
| 4.2 | Users can create a team page that lists all active players and tournament accolades. | 6 |

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 >*

* That most of the user base can navigate electronic devices such as computers and mobile devices without much assistance.
* Since the application is community driven, there will be sufficient interest in it to support continued development/engagement as well as attracting corporate stakeholders to partner with it.
* Features offered are desirable to users and are engaged frequently.
* Data storage and security will comply with industry standards and best practices.
* The application will develop as planned and there will be no deviation in core features and no out of scope features will be implemented initially.
* Organizations will be willing to open job/staff opportunities to users of the application, as well as available play spaces being open to bookings and events.

# 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 remains 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.
* Due to requiring a database there is significant cost to maintaining services.

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.
* If additional features are requested, development could run past the due date and exceed predicted cost.

Responsiveness

* System responds to high quantity of communications during peak times.
* Messages sent are received within a couple of seconds.
* Transitions between features are smooth and seamless.