

# Functional Specification Document

## Move, Bauska!

### Document changes and approvals

24.10.2019.	AV	approved
6.11.2019.	AV	approved

## 1. Introduction

This document will provide detailed information about what to expect from the function and design perspective in the digital side of the project "Move, Bauska!".

The idea of the project – create QR codes that are accessible in the sightseeing locations in Bauska. QR codes will be made to make the customer's exploration process around Bauska more exciting, interesting and modernly digitalised.

This is the link for the project's GitHub storage, where the updated information is kept - <https://github.com/DoeOfArtemis/Move-Bauska->

### 1.2. Risks

The customer risk of this project is the unpredictable amount of people who will use the QR codes. On the design and function side the risks are – inconvenient way for customers to read the QR codes (for some phones a need to download a special app who does that), no access to information that lies under the QR codes if no internet connection available, complications may occur while trying to attach the developed web page to Bauskas already existing webpage. Also, the failure of submitting task answers from the QR codes.

## 2. Solution overview

This project creates a solution for an existing problem which is the lack of tourism in Bauska. The solution is created for the customers who will want to explore Bauska in an active and interesting way. The solution contains multiple QR codes placed in different sightseeing places and objects in Bauska which will lead to a webpage that would be connected to Bauska's tourism webpage. The webpage, to which the QR codes lead the tourist, will

consist of a multiple-choice task about the object, on which the scanned QR code was placed, where the tourist has to click the right answer and submit it. The webpage will also display a map with the customer's location and other sightseeing objects that are in Bauska including their locations marked on the map. The information about the object, its' history and a picture of the objects will be included in the webpage as well. To participate in the orienteering, the tourists have to sign their team up in the "Move, Bauska" webpage - part "register your team". When registering, the team will be given a generated number which will be their teams representing number. This number will have to be inputted in the end of every task next to the submission button. This is for the purpose to track if the team has gone through all the points and did all the tasks. To scan the QR codes the customer will need to have a QR code scanning built-in function in one's phone or download an app that supports QR code scanning. To access the QR code – a customer needs to point their camera to the placed QR code, scan it and wait for the scanned QR code to lead the customer to the designed webpage to do the tasks, read the information and to check where is the next closest sightseeing object. The main goal is to scan all the QR codes that are placed on the map and to get all the task answers right. If both are achieved, customers would get a prize in form of a souvenir or a discount in a local business.

## 2.1. User roles

User/Role	Example	Frequency of Use	Security/Access, Features Used
<i>User</i>	<i>Bauskas visitor</i>	<i>Will use only when visiting.</i>  <i>Rare usage for one person.</i> <i>Combining all visitors – frequent usage.</i>	<i>Will be able to scan the QR codes, access the information linked to QR codes, will be able to read the information and do the entertaining tasks.</i>
<i>Content Administrator</i>	<i>"Move, Bauska!" webpage supervisor for the information centre</i>	<i>Access to the webpage only when a need for change or information update.</i>  <i>Rare usage.</i>	<i>Will have access to all information on the webpage, will have the approval to edit and reorganize all information. Will be the one, who can check if the team has gone through all the orienteering points. Because of the fact that the web page will</i>

			<i>almost always stay the same if no drastic changes in tourism objects or other factors that affect the website, the web page won't often have a need for changes or updates.</i>
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## 2.2. System dependencies

"Move, Bauska" webpage will be linked to <https://www.tourism.bauska.lv/>. In Bauskas tourism webpage there will be a button called "Orientēšanās" or "Orienteering" that will take the tourists the webpage who hosts the orientation (see the first picture in the mock-up). The webpage will be called "Move, Bauska" (see the second picture in the mock-up). QR codes will only lead to the content that will exist in "Move, Bauska" webpage, that is why the QR codes have no dependency on Bauskas tourism webpage except the next point mentioned. The working conditions of the "Move, Bauska" webpage are dependant on the Bauskas tourism page (if the server breaks down or there is a connection error, the projects page will also not work). New sightseeing objects will not be invented, so the project will be dependant on already existing and accessible sightseeing objects. QR code design will be dependant on the programme that will produce them automatically.

## 2.3. Change impacts

Bauskas tourism webpage will be a bridge to a newly developed webpage "Bauska, Move" (the content of the developed website). The newly developed webpage will ask to add a new section/button in Bauskas tourism webpage called "Orientēšanās", and under that button will be a separate webpage called "Bauska, Move" that will contain the information seen in picture 2. Sightseeing objects will be impacted in a way that QR codes will be placed on or beside the objects in a visible spot in order to allow customers to comfortably scan them.

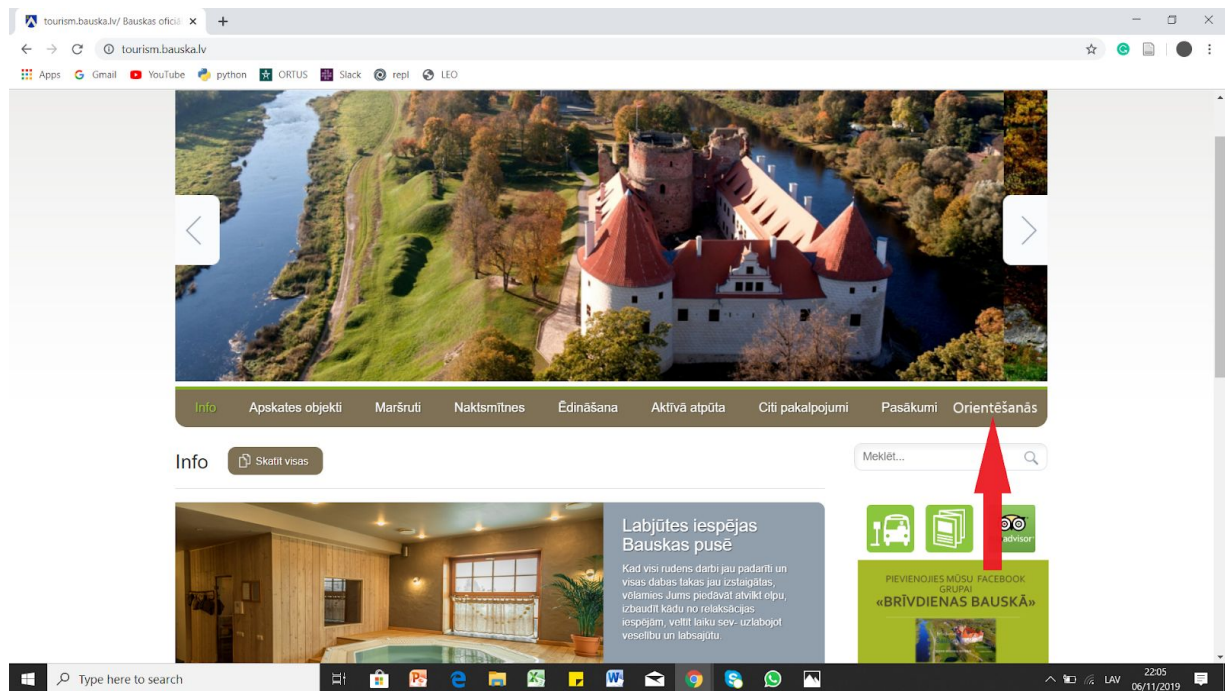
## 3. Functional Specifications

### 3.1. Use case

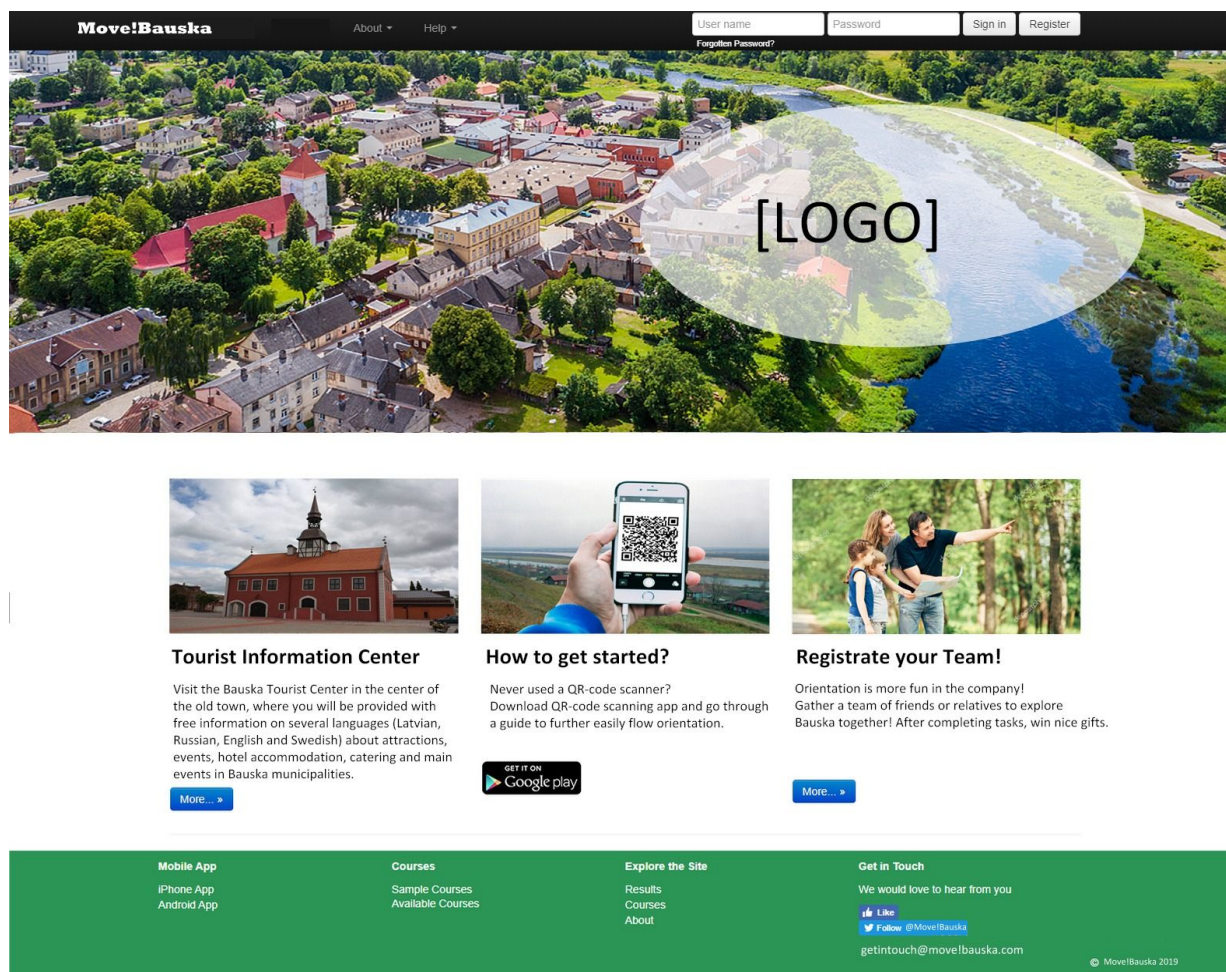
UC-1	
Primary Actor(s)	<i>Bauskas visitors</i>

<b>Stakeholders and Interest</b>	<i>Bauskas municipality, sightseeing objects, local businesses like cafes, Bauskas tourism webpage administrator</i>
<b>Trigger</b>	<i>A visitors coming to Bauska and wanting to explore the city in an interesting and active way</i>
<b>Pre-conditions</b>	<i>The webpage is actively working and is accessible, QR codes working. QR codes are placed.</i>
<b>Post-conditions</b>	<i>The webpage worked and was accessible, QR codes led to the webpage, tourists have finished the route and visited all objects</i>
<b>Main Success Scenario</b>	<ol style="list-style-type: none"> <li>1. <i>A visitor goes to Bauska</i></li> <li>2. <i>Decides to explore the city with the help of the QR codes</i></li> <li>3. <i>Takes his phone with a built-in QR code reader option or downloads an app that supports the reading</i></li> <li>4. <i>The visitor goes from point to point scanning the QR codes and completing the tasks that are available on the webpage and keeps following the map with attraction points marked</i></li> <li>5. <i>The visitor completes the route, has read all information accessible on the website, has completed every task, has explored the city in an interesting and digital way</i></li> </ol>
<b>Extensions</b>	<i>If a visitor decides to not complete the route fully, then he can just jump out of the route and keep on with his day, nothing happens nor to the webpage, nor to the not scanned QR codes.</i>
<b>Priority</b>	<i>Medium</i>
<b>Special Requirements</b>	<i>One needs to have a QR code reading app or built-in function in a phone</i>
<b>Open Questions</b>	

### 3.2. Design preview/Mock-up

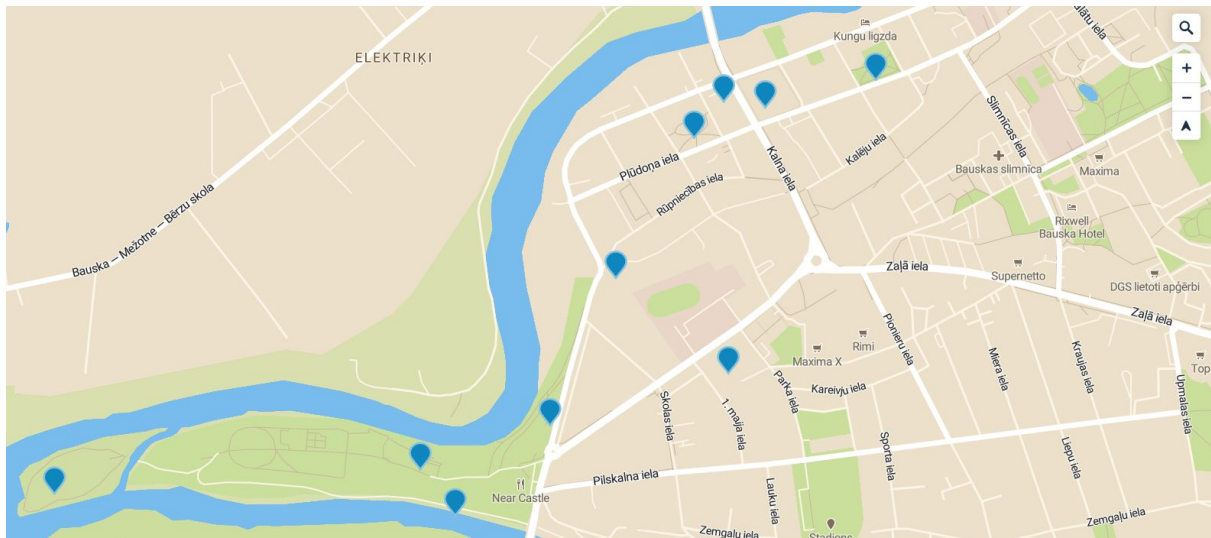


Bauskas tourism webpage with the implemented “Orientēšanās” button.



Example of webpage’s design.





Example of a digital card that will be implemented on the webpage with one point marked in the map.

### 3.3. Functional requirements

The requirements for the “Bauska, Move” webpage are listed below:

- Navigation menu.
- Link to the user guide.
- Link to the app store to download the QR code scanner.
- Link to the general information about orienteering.
- Link to the map.
- Link to social media.
- Link to the Bauska information centre.

The requirements for the QR code linked webpage are listed below:

- A picture with the sightseeing object.
- A description of the object.
- Multiple choice task with 3 possible answers.
- Submission button.
- A place where to input the team code (generated number).
- A map with the current location and other orienteering points.

## 4. Non-functional requirements

Performance and speed - dependant on the Bauskas tourism webpage's speed and operating environment. Also dependent on the internet connection.

Audit and login for a casual user/Bauskas visitor needed. Accessible for everyone who has the availability to the QR codes or can visit the project's webpage through the Bauskas tourism website.

Integrations with other systems - for answer check 2.2.

The design of the QR codes in nature - 10x10 cm square, paper printed and laminated, black and white. Would be attached in a noticeable position/place on or near the sightseeing object (in a way that does not damage or affect the object, if needed a new, for example, a small wood platform would be created). The placement will be confirmed by the municipality and "Būvvalde".