Functional Specification Document

Move, Bauska!

Document changes and approvals

24.10.2019.	Annija Vītoliņa	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 customer who will want to explore Bauska in a new, active and interesting way. The solution contains multiple QR codes placed in different sightseeing places and objects in Bauska and the nearest villages which will lead to a webpage that would be connected to Bauska's tourism webpage. The webpage will consist of a task about the sightseeing object where the QR code was scanned, a map with 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 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.

2.1. User roles

User/Role	Example	Frequency of Use	Security/Access, Features Used
User	*Bauskas visitor*	*Will use only when visiting.* *Rare usage for one person. Combining all visitors – frequent usage.*	*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.*
Developer	*''Move, Bauska!'' code writer*	*Frequent usage while projecting. When done – weekly checks.*	*Will be able to access the QR code developer, every position in the webpage will have login information, will be able to edit all information, keep track of data.*
Designer	*''Move, Bauska!'' webpage designer/developer*	*Frequent usage while projecting. When done – access only when a need for change or new design.*	*While making the webpage, will have access to all information on the webpage, will have the approval to edit and reorganize all information. Will have the login info. After the webpage is done or no need for editing – no access to the back view of the page, only as a visitor.*

2.2.   System dependencies

The webpage linked to QR will be dependant on the Bauskas tourism webpage. It is going to be put on the same server and linked as a button on Bauskas tourism webpage. This means that the working conditions are also dependant on the same webpage that the QR codes lead to (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 affected because of the fact that this project's QR codes will lead to a newly developed page that will consist of the previously mentioned information (the content of the developed website). The newly developed webpage will ask to add a new section/button in Bauskas tourism webpage, and under that button will be a separate webpage that will contain the information of our project. 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.
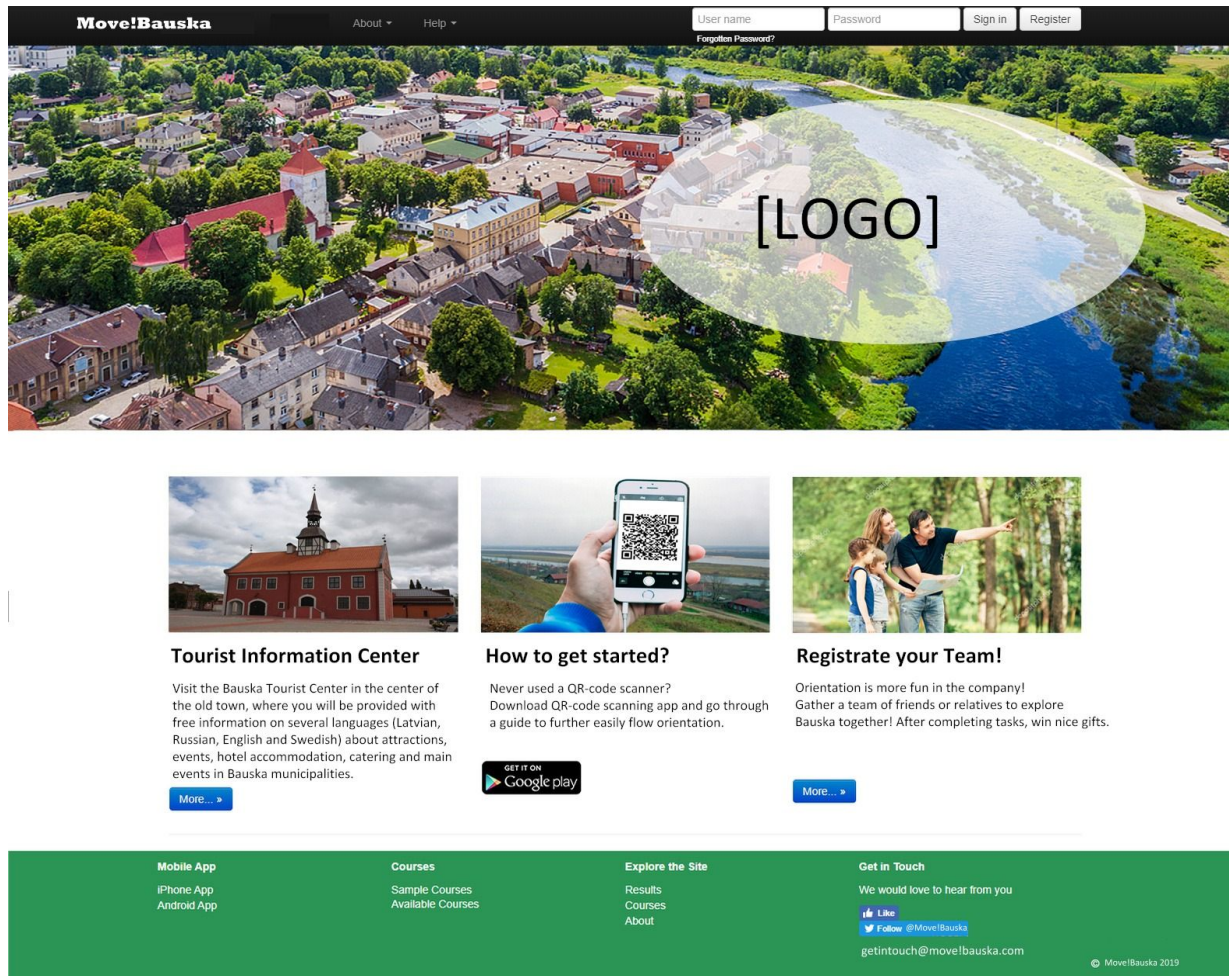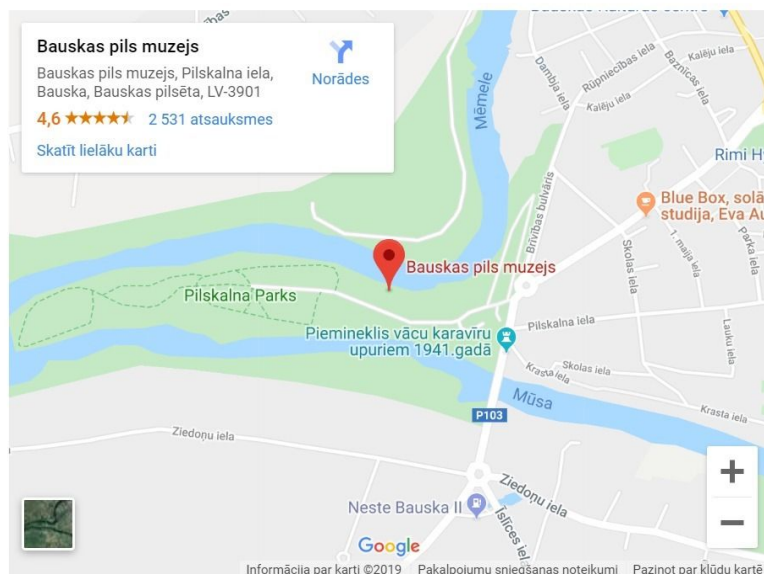
3.   Functional Specifications
3.1.   Use case

UC-1	
Primary Actor(s)	*Bauskas visitors*
Stakeholders and Interest	*Bauskas municipality, sightseeing objects, local businesses like cafes, Bauskas tourism webpage administrator*
Trigger	*A visitors coming to Bauska and wanting to explore the city in an interesting and active way*
Pre-conditions	*The webpage is actively working and is accessible, QR codes working. QR codes are placed.*
Post-conditions	*The webpage worked and was accessible, QR codes led to the webpage, tourists have finished the route and visited all objects*

Main Success Scenario	1. A visitor goes to Bauska 2. Decides to explore the city with the help of the QR codes 3. Takes his phone with a built-in QR code reader option or downloads an app that supports the reading 4. 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 5. The visitor completes the route, has red all information accessible on the website, has completed every task, has explored the city in an interesting and digital way
Extensions	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.
Priority	Medium
Special Requirements	One needs to have a QR code reading app or built-in function in a phone
Open Questions	

3.2.　Design preview/Mock-up

Example of webpage's design.

Example of card that we be implemented in the webpage.

3.3.   Functional requirements

These requirements 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 the social media.
- Link to the Bauska information centre.

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 no login or audit 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.