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Pet Adoption
Vision

Version <1.0>

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Revision History

Date	Version	Description	Author
08/MARCH/2019	1.0	Initial Project Statement	Egri Julia

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1. Introduction

A lot of people who want to buy a new pet prefer adopting one from a shelter. In Cluj-Napoca there are a lot of families owning at least one pet. Each of these families has at least once in their life considered adopting an animal instead of buying them from an owner. Since it is probably more time consuming to adopt a pet a lot of people prefer buying, because in order to get the “perfect” animal one has to be searching it for month because in a shelter there are different breeds all the time, with different ages. While on the other hand buying from an owner is easier, since you only have to find the owner, go to his/hers place and take the pet.

The current document will describe a solution to increase the number of adoptions, hence to increase the number of rescued animals.

1.1 Purpose

The purpose of the Pet Adoption application is to increase the number of rescued animals in Cluj-Napoca. The aim is to help people pick their preferred pet in less time consuming way and also help animals to find their home. The first step is for the one who wants to adopt give the specifications regarding the pet he/she wants to adopt, and he/she will be notified by the application as soon as a pet is in the shelter satisfying the conditions. So, the one who adopts will not have to spend hours each day to go to the shelter and see if they have a new pet he/she only has to open the application and see if he/she has any notifications.

1.2 Scope

The following features will be covered by the Pet Adoption application:

- User Authentication (Create Account + Login)
- Make requests for animals
- View animals which satisfy the user’s preferences
- View all the animals in the shelter
- View details of one animal (age, breed, picture, etc.)
- Check notifications
- When an animal has been brought to the shelter then add the new animal to the list
- When an animal has been adopted remove the animal from the list

1.3 References

For further clarifications see the following resources:

- Project_UseCaseModel_SubmitRequest
- Project_UseCaseModel
- Project_SupplementarySpecification

1.4 Overview

The upcoming sections of the document will describe the product positioning in the market, relative to other pet adoption applications.

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2. Positioning

2.1 Problem Statement

The problem of	adopting a pet
affects	the animals and the ones who adopt
the impact of which is	the time needed to find the “perfect” pet
a successful solution would be	to create an online pet adoption applications where the registered members will get notifications if an animal satisfying their preferences is available.

2.2 Product Position Statement

For	All animal lovers
Who	want to adopt a new pet
The Pet Adoption	is an application designed for adoption
That	holds each user’s preferences regarding the animal they would like to adopt
Unlike	the existing applications
Our product	-takes into account the user’s preferences -sends notifications on the arrival of a new animal in the shelter

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Front desk administrator	The stakeholder(s) currently in charge with making the adoptions and receiving new animals in the shelter.	Will try to find homes for each animal in the shelter.
System Administrator	The person in charge with maintaining the system after implementation.	Ensures system is maintainable. Provides valid data to the system database.
Implementation Team	The team developing the project. (That is you)	Provide a clean implementation with minimum effort.

3.2 User Summary

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Name	Description	Responsibilities	Stakeholder
Animal Lover	The user that wants to adopt a pet.	Submits all his/hers preferences so he/she can get a notification. Deletes his/hers preferences. Updates his/hers preferences. View his/hers preferences. View animals which satisfy his/hers preferences. View all the animals.	Direct user
Adminis- trator	The person in charge of managing the pet adoption	Sees all the animals in the shelter. Manages the adoptions. Adds and removes animals from the system.	Direct user

3.3 User Environment

Animal Lover – The citizen is considered to submit his/her preferences regarding the animal he/she wants to adopt from his/hers personal computer, in a non-stressful and calm environment.

Administrator – The administrator is considered to work from an office in the shelter. He/she might be interrupted by many other people, so he/she is probably stressed. For this reason, the system must provide him a workflow that supports interruptions and shows him at any moment the current state of the system.

4. Product Requirements

For either user, the product requires first of all a stable internet connection, a computer with at least 8 GB RAM, Dual Core processor, one monitor, mouse and keyboard. For the administrator, the product must show the system state at any given moment.