

## Real Estate Document Template Software

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<https://github.com/rlr294/CS386-Spring17-Group16>

Deliverable 2.1 - Vision

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## 1. Introduction

The purpose of this document is to show a summary of what the product is and who would find it useful. Included in this document are stakeholder summaries and expected features and product releases. These sections will help someone that is interested in the product to know what it is about and to keep the product direction focused and to decrease instances of scope creep.

## 2. Positioning

### 2.1 Problem Statement

The problem of	Drafting Real Estate Documents is time consuming. Current Software may not be as fast as possible.
affects	Any Real Estate related careers/jobs that deal with a constant flow of official documents, drafts, and writeups.
the impact of which is	Real Estate Contract and Documents take a larger amount of time than necessary to be drafted.
a successful solution would be	<ul style="list-style-type: none"><li>• Less time consuming</li><li>• Easier to use</li><li>• Include all necessary parts of a Real Estate Document draft</li><li>• Be all inclusive into itself as a program</li></ul>

## 2.2 Product Position Statement

For	Real Estate Agents, Transaction Coordinators, and Property Managers
Who	Need software to help them fill out fields in a form that lets them find the portions that they need to fill out manually easily and is integrated with signing software that is easy to use.
The Real Estate Document Template Software	is a document drafting software
That	Is all inclusive unto itself involving drafts.
Unlike	Winforms
Our product	Having all required segments of a Real Estate document draft should be able to draft quicker than its competitors since it would not involve outside programs to aid in its performance.

## 3. Stakeholder Descriptions

### 3.1 Stakeholder Summary

Name	Description	Responsibilities
Developers	Construct and deploy the system from specifications.	A developer's key responsibility is to oversee the production of the system, explain the system to other stakeholders via its documentation, deploy the system, design, and manage the software environments in which the system will be built, test, and run
Users	Define the system's functionality and ultimately makes use of it.	It is the user's responsibility to tell the developers what functionality they want implemented in a software they are interested in and to use the product and take about the product when it comes out.

## 3.2 User Environment

The task cycle varies from document to document some tasks take only several minutes other much longer are produced to shorten the time of completion in any of the cases. There are many different pieces of software that do a similar process as the what are software that we are developing. We plan on improving on these softwares by implementing several features that are future users showed interest in. We plan on integrating are application with DocuSign.

# 4. Product Overview

## 4.1 Needs and Features

Need	Priority	Features	Planned Release
Drafting document body	High	Drafting implementation	First iteration
Document templates	High	Can set areas to be skipped; Can set areas to be prefilled	First iteration
Edit already made documents	Medium	Change any field; Rename	Second iteration
Save documents to files	High	Various File Types	First iteration
Integrate with DocuSign	Low	Pre-placed signature lines	Third iteration

## 5. Other Product Requirements

Requirement	Priority	Planned Release
Starting Use Document (User Manual)	Medium	Final iteration
Labeling for the uses of the program	Low	Final iteration
Performance	High	Final iteration
Robustness	Medium	Second iteration
Secure	High	Second iteration
Usability	High	Final iteration

### Group Participation

**Rex Rogers** - Initial setup for the deliverable. GitHub commits. Part 4.

**Anthony De La Torre** - Part 3

**Emilio Sifuentes** - 5., 2.1, Some of 2.2, one piece of 4.1

**Robert McIntosh** - Some of part 2.2. Introduction

**Nick Reader** - Still has not been heard from.