

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 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 | * Less time consuming * Easier to use * Include all necessary parts of a Real Estate Document draft * Be all inclusive into itself as a program |

## **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 the are interested in and to use the product and take about the product when it comes out. |

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## **3.2** **User Environment**

The task cycle varies from document to document some tasks take only several minutes other much longer are produc ames 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 |

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# **5.** **Other Product Requirements**

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| --- | --- | --- |
| **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.