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| Project Vision |
| Cross Campus | |
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**Revision History**

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| Revision | Date | Author | Reviewed By | Summary of Changes |
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# Introduction

## Purpose

The purpose of this document is to collect, analyze, and define the high-level needs and features for the “Cross Campus” Collaborative Learning Environment. It places particular emphasis on the business needs of the model, as required by our stakeholders, along with the functional needs of our users, and briefly examines why these needs exist. Lastly, we will provide an overview of how we intend to fulfill these needs by supplying a use-case analysis and further through any supplementary documentation.

## Scope

The Cross Campus Collaborative Learning Environment (CCCLE), is set to be developed by XCampus Labs. The CCCLE is intended to be developed primarily for web platforms, but is later intended to roll out on mobile platforms such as Android and iOS. The CCCLE is being developed to address a perceived need among learning institution for students to be able to collaborate and share among their own skill sets contributing towards a student led, student generated portal to supplement learning.

### In Scope

This document sets forth key aspects of the

Positioning Stakeholder and User Descriptions, Stakeholder Requirements, System Features, Assumptions.

### Out of Scope

Design documentation, High level business requirements, project design schedule

## Definitions, Acronyms, and Abbreviations

CCCLE – Cross Campus Collaborative Learning Environment

Android – Google operating system running on smart phones. It is one of the target platforms Cross Campus will be designed and built for.

iPhone – Apple operating system running on iOS devices. It is one of the target platforms for which Cross Campus with be designed and built for.

## References

| Reference File Name | Version | Description |
| --- | --- | --- |
| HOPE Vision Document | 1.0 | Helping Old People Easily (HOPE) Project Vision Document.  <https://www.utdallas.edu/~chung/RE/Presentations10F/Team-hope/1%20-%20VisionDoc.pdf> |
|  |  |  |

# Positioning

## Business Opportunity

Transitioning from high school to university or college can often be a daunting and burdensome endeavor rife with adversity. For students who are used to smaller class sizes, greater levels of rapport with their professors, greater degrees of supervision from their professors, and more loosely controlled course materials (such as tests, quizzes, and class notes), post-secondary schooling can present unexpected challenges.

X Campus aims to alleviate this stress by providing the student body with a dedicated resource central to the problem of refining the way students approach learning. The primary mandate of this system will be to make ready a source through which students can access, contribute, and collaborate to an ongoing repository for class notes, be able to earn income through an organized and maintained service for offering tutoring services, to be able to access tutoring services themselves, and finally to be able to connect with students in both upper and lower years to buy, trade and sell textbooks.

X Campus believes that there is significant enough potential to generate revenue through commission based services from our Note Sharing, Tutoring, and Textbook Sales features. The primary initiative for X Campus is to address student needs however, and therefore should not be regarded foremost as a profit generating enterprise, but rather an enterprise that requires only a modest revenue to maintain its services. Upon completion of the project, X Campus should have a self-sustaining structure, with the addition of any features contingent on its monetary success. There are no current plans for expansion to institutions outside of George Brown.

## Problem Statement

|  |  |
| --- | --- |
| The Problem of | Students not being able to benefit from the learning of other students in past years, not being to put their learning to use for the purposes of earning income, and having to sell back textbooks at a fraction of their initial value. |
| affects | Students attending George Brown College. |
| the impact of which is | Decreased effectiveness in student’s ability to collaborate amongst a common institution towards a shared goal. |
| a successful solution would be | An easy to follow, integrated web and mobile application for students to communicate and contribute towards the shared initiative of learning and information sharing at George Brown College. |

Table 1 Problem Statement

## Product Position Statement

|  |  |
| --- | --- |
| For | Students attending George Brown College |
| Who | Feel learning is a closed, solitary endeavor |
| The Cross Campus Collaborative Learning Environment | is a software application |
| That | Provides students with the ability to share and access free notes, provide and access student led tutoring services, and finally buy and sell textbooks |
| Unlike | There are no systems to compare against that meet the same specifications. |
| Our product | Provides students with a web based, membership only, file sharing, and service integrating platform that is available only, and designed solely after students attending George Brown College. |

Table 2 Product Position Statement

# Stakeholder and User Descriptions

## Stakeholder Summary

| Stakeholder Name | Represents | Role |
| --- | --- | --- |
| Requirements Engineers | This stakeholder works with customers and stakeholders to translate needs into requirements. | Specifies domain, non-functional, and functional requirements. Refines requirements as needed. |
| Software Architect | This stakeholder is a primary lead in the development of the CCCLE. | Responsible for overall architecture of the system, and guides overall design and implementation of system. |
| Project Manager | This stakeholder leads development of the CCCLE. | Plans, manages and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused. |

Table 3 Stakeholder Summary

## User Summary

| User Name | Description | Responsibilities | Stakeholder |
| --- | --- | --- | --- |
| GBC Students | Primary End user of the system | Uses application to access notes, tutoring services, and textbook sales | Self |
| Cross Campus Moderators | End user of the system | Monitors interactions on the system, maintains order and fulfills basic moderation duties | Self |
| Cross Campus Administrators | End user of the system | Configure features of X Campus, makes certain that all features are operating smoothly and within defined functionality parameters | Self |

Table 4 User Summary

# Stakeholder Requirements

| ID | Requirement | Stakeholder |
| --- | --- | --- |
| 1 | User shall be able to create an account | Software Architect |
| 2 | User shall be able to delete an account | Software Architect |
| 3 | User shall be able to upload notes | Software Architect |
| 4 | User shall be able to download notes | Software Architect |
| 5 | User shall be able to access tutoring for a desired course | Software Architect |
| 6 | User shall be able to provide tutoring for a desired course | Software Architect |
| 7 | User shall be able to buy available textbooks | Software Architect |
| 8 | User shall be able to sell a textbook | Software Architect |

Table 5 Stakeholder Requirements

# System Features

| ID | Feature | Stakeholder Requirement ID |
| --- | --- | --- |
| 1 | Accept DNS requests |  |
| 2 | Accept HTTP requests |  |
| 3 | Start Application |  |
| 4 | Exit Application |  |
| 5 | Accept Keyboard Input |  |

Table 6 System Features

# Assumptions

1. In accessing X Campus services, it is assumed users have access to computer and internet access.
2. It is assumed that users are registered George Brown students who have central login credentials and access to George Brown e-mail.
3. It is assumed that users accessing services are registered in George Brown courses.

# Constraints

## Usability

Intuitive and easy to understand feature organization

Clear and understandable platform terminology

Clean and maintained repository structure

Efficient and effective form validation

Fluid design and visibility

## Performance

Rapid response times  
Minimal amount of clicking required  
Accurate, consistent and safe payment mechanisms