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**The Liquor library  
Vision**

**Version <0.9>**

<b>The Liquor library</b>	Version: 0.9
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## Revision History

Date	Version	Description	Author
30/01/2019	0.9	Primer vista del Proyecto.	Bryan, Mauricio.

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

## Table of Contents

1.	Introduction	5
1.1	Purpose	5
1.2	Scope	5
1.3	Definitions, Acronyms, and Abbreviations	5
1.4	References	¡Error! Marcador no definido.
1.5	Overview	5
2.	Positioning	5
2.1	Business Opportunity	5
2.2	Problem Statement	5
2.3	Product Position Statement	5
3.	Stakeholder and User Descriptions	6
3.1	Market Demographics	6
3.2	Stakeholder Summary	6
3.3	User Summary	6
3.4	User Environment	6
3.5	Stakeholder Profiles	6
3.5.1	<Stakeholder Name>	¡Error! Marcador no definido.
3.6	User Profiles	7
3.6.1	<User Name>	¡Error! Marcador no definido.
3.7	Key Stakeholder or User Needs	7
3.8	Alternatives and Competition	8
3.8.1	<aCompetitor>	8
3.8.2	<anotherCompetitor>	8
4.	Product Overview	8
4.1	Product Perspective	8
4.2	Summary of Capabilities	8
4.3	Assumptions and Dependencies	9
4.4	Cost and Pricing	9
4.5	Licensing and Installation	9
5.	Product Features	9
5.1	<aFeature>	10
5.2	<anotherFeature>	10
6.	Constraints	10
7.	Quality Ranges	10
8.	Precedence and Priority	10
9.	Other Product Requirements	10
9.1	Applicable Standards	10
9.2	System Requirements	10
9.3	Performance Requirements	10

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

9.4	Environmental Requirements	10
10.	Documentation Requirements	11
10.1	User Manual	11
10.2	Online Help	11
10.3	Installation Guides, Configuration, and Read Me File	11
10.4	Labeling and Packaging	11
A	Feature Attributes	11
A.1	Status	11
A.2	Benefit	11
A.3	Effort	12
A.4	Risk	12
A.5	Stability	12
A.6	Target Release	12
A.7	Assigned To	12
A.8	Reason	12

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

# Vision

## 1. Introduction

El propósito de este documento es dar a conocer una vista previa del sistema TLL, en el cual se enlistarán tanto como propósitos generales como funcionalidades del mismo.

### 1.1 Purpose

El Sistema será creado para la administración de un punto de venta de licores donde se podrá tener control de la venta de licores, los licores en almacén, la falta de licores entre otros.

### 1.2 Scope

Es la venta de licores a un nivel mucho más rápido y eficiente. Teniendo el control de todo el producto.

### 1.3 Definitions, Acronyms, and Abbreviations\

TLL= The Liquor Library

### 1.4 Overview

*[This subsection describes what the rest of the **Vision** document contains and explains how the document is organized.]*

## 2. Positioning

### 2.1 Business Opportunity

*La oportunidad de trabajo con este proyecto crece de manera exponencial ya que se puede llegar a abarcar gran parte del mercado que necesite la utilización de un programa gestor de inventario.*

### 2.2 Problem Statement

The problem of	<i>La falta de organización y control en los productos.</i>
affects	<i>Perdida de productos y poco control de ellos.</i>
the impact of which is	<i>Terminar en bancarrota el negocio.</i>
a successful solution would be	<i>Una mejor administración de los productos.</i>

### 2.3 Product Position Statement

For	<i>Licorerías.</i>
Who	<i>Encargados de licorerías.</i>
The (product name)	<i>TLL</i>
That	<i>Para una administración más eficiente.</i>
Unlike	<i>Otros gestores de productos.</i>
Our product	<i>El sistema brindara diferentes metodos de pago tales como visa, mastercard, american express y tambien contara con un modulo para pagos con paypal.</i>

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

### 3. Stakeholder and User Descriptions

#### 3.1 Market Demographics

- *Al ser una empresa nueva con un proyecto totalmente nuevo no se cuenta con una reputación muy marcada por parte de la empresa por lo que se plantea entregar un producto de calidad para poder ir ganando un renombre.*
- *Con la conclusion de este Proyecto se pretende dar a conocer tanto nuestro trabajo como desarrolladores de software como nuestro trabajo en la cuestion del modelado de documentos.*
- *Debido a que el producto final es un producto flexible, puede abarcar bastante del mercado actual que pretende utilizar un software para el control de producto. Con esto se dara a conocer de manera rapida y eficiente por lo tanto nuestra firma de desarrollo de software se hara de un renombre.*

#### 3.2 Stakeholder Summary

Name	Description	Responsibilities
Vinaterias Chapultepec	Empresa de vinaterias en guadalajara con mucha expansion.	<ul style="list-style-type: none"> <li>• El sistema sera mantenible.</li> <li>• El sistema contara con una buena infraestructura para agregar nuevas formas de pargo.</li> <li>• Monitorea el progreso del proyecto.</li> </ul>

#### 3.3 User Summary

*[Present a summary list of all identified users.]*

Name	Description	Responsibilities	Stakeholder
Administador	Sera la persona encargada de dar de alta tanto usuarios como productos.	<ul style="list-style-type: none"> <li>• Persona responsable de dar de alta producto en el sistema.</li> </ul>	
Usuario	Sera el encargado de utilizar la plataforma.	<ul style="list-style-type: none"> <li>• Persona responsable de registrar los productos en el sistema para efectuar las ventas finales.</li> </ul>	

#### 3.4 User Environment

- El numero de personas involucradas en completar una tarea es de 2.
- Un ciclo de tareas para este proyecto dura alrededor de una semana.
- Los ciclos de tareas pueden variar depende de la semana y la tarea que se este realizando en la misma.

#### 3.5 Stakeholder Profiles

*[Describe each stakeholder in the system here by filling in the following table for each stakeholder. Remember that stakeholder types can be as divergent as users, departments, and technical developers. A thorough profile would cover the following topics for each type of stakeholder.]*

##### 3.5.1 Vinaterias Chapultepec

<b>Representative</b>	Manlio Fabio Castro dueño de cerveceria y vinateria chapultepec.
<b>Description</b>	La persona interesada es dueno de las exitosas cervecerias y vinaterias chapultepec.

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

<b>Type</b>	La persona mencionada es experta en el ambito de los negocios de venta de vinos y licores.
<b>Responsibilities</b>	El deber como parte interesada es que el sistema sea viable, que se cuente con el suficiente presupuesto para todo el proceso de desarrollo del proyecto.
<b>Success Criteria</b>	<i>[How does the stakeholder define success?</i> <i>How is the stakeholder rewarded?]</i>
<b>Involvement</b>	La parte en la que se ve involucrado la persona anteriormente mencionada es aportando los suficientes recursos para el desarrollo y aportando puntos de vista de como es que va el desarrollo del proyecto.
<b>Deliverables</b>	Que el producto cuente con diferentes formas de pago y que se adapte muy bien a las necesidades de cada una de las tiendas.
<b>Comments / Issues</b>	Un problema que se puede llegar a dar durante el desarrollo del producto es que el cliente solicite demasiadas modificaciones a lo ya establecido.

### 3.6 User Profiles

#### 3.6.1 Administrador

<b>Representative</b>	Este usuario toma parte muy importante en el proyecto ya que es la parte encargada de la entrada de datos del sistema y por lo tanto la parte mas allegada al sistema.
<b>Description</b>	Persona encargada del sistema y a cargo del registro de producto en el sistema.
<b>Type</b>	La persona que debiera de cubrir este puesto debiera de contar con los conocimientos basicos del como utilizar tanto una computadora como un software.
<b>Responsibilities</b>	Captura producto para inventario Dar de alta a personal dentro de la plataforma Realizar corte de caja semanalmente Realizar inventario del producto existente.
<b>Success Criteria</b>	<i>[How does the user define success?</i> <i>How is the user rewarded?]</i>
<b>Involvement</b>	La parte involucrada del administrador es una parte fundamental para el sistema ya que con el, el sistema debiera de ser capaz de trabajar conforme a lo acordado.
<b>Deliverables</b>	El administrador debiera de producir un corte de caja semanalmente y debiera de ser encargado a la administracion.
<b>Comments / Issues</b>	<i>[Problems that interfere with success and any other relevant information go here. These would include trends that make the user's job easier or harder.]</i>

### 3.7 Key Stakeholder or User Needs

*[List the key problems with existing solutions as perceived by the stakeholder or user. Clarify the following issues for each problem:*

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

- *What are the reasons for this problem?*
- *How is it solved now?*
- *What solutions does the stakeholder or user want?]*

*[It is important to understand the **relative** importance the stakeholder or user places on solving each problem. Ranking and cumulative voting techniques indicate problems that **must** be solved versus issues they would like addressed.*

*Fill in the following table—if using Rational RequisitePro to capture the Needs, this could be an extract or report from that tool.]*

Need	Priority	Concerns	Current Solution	Proposed Solutions
Diferentes metodos de pago	Alta	El no desarrollar exitosamente el modulo necesario para el problema.	Implementar modulos eficientes para el pago de productos.	Desarrollar e implementar los modulos necesarios para la buena eficiencia de pagos para el sistema.

### 3.8 Alternatives and Competition

*[Identify alternatives the stakeholder perceives as available. These can include buying a competitor's product, building a homegrown solution or simply maintaining the status quo. List any known competitive choices that exist or may become available. Include the major strengths and weaknesses of each competitor as perceived by the stakeholder or end user.]*

3.8.1 <aCompetitor>

3.8.2 <anotherCompetitor>

## 4. Product Overview

*[This section provides a high level view of the product capabilities, interfaces to other applications, and system configurations. This section usually consists of three subsections, as follows:*

- *Product perspective*
- *Product functions*
- *Assumptions and dependencies]*

### 4.1 Product Perspective

*[This subsection of the **Vision** document puts the product in perspective to other related products and the user's environment. If the product is independent and totally self-contained, state it here. If the product is a component of a larger system, then this subsection needs to relate how these systems interact and needs to identify the relevant interfaces between the systems. One easy way to display the major components of the larger system, interconnections, and external interfaces is with a block diagram.]*

### 4.2 Summary of Capabilities

*[Summarize the major benefits and features the product will provide. For example, a **Vision** document for a customer support system may use this part to address problem documentation, routing, and status reporting without mentioning the amount of detail each of these functions requires.*

*Organize the functions so the list is understandable to the customer or to anyone else reading the document for the*



<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

first time. A simple table listing the key benefits and their supporting features might suffice. For example:]

**Table 4-1 Customer Support System**

Customer Benefit	Supporting Features
New support staff can quickly get up to speed.	Knowledge base assists support personnel in quickly identifying known fixes and workarounds.
Customer satisfaction is improved because nothing falls through the cracks.	Problems are uniquely itemized, classified and tracked throughout the resolution process. Automatic notification occurs for any aging issues.
Management can identify problem areas and gauge staff workload.	Trend and distribution reports allow high level review of problem status.
Distributed support teams can work together to solve problems.	Replication server allows current database information to be shared across the enterprise.
Customers can help themselves, lowering support costs and improving response time.	Knowledge base can be made available over the Internet. Includes hypertext search capabilities and graphical query engine.

#### 4.3 Assumptions and Dependencies

[List each of the factors that affect the features stated in the **Vision** document. List assumptions that, if changed, will alter the **Vision** document. For example, an assumption may state that a specific operating system will be available for the hardware designated for the software product. If the operating system is not available, the **Vision** document will need to change.]

#### 4.4 Cost and Pricing

[For products sold to external customers and for many in-house applications, cost and pricing issues can directly impact the application's definition and implementation. In this section, record any cost and pricing constraints that are relevant. For example, distribution costs, (# of diskettes, # of CD-ROMs, CD mastering) or other cost of goods sold constraints (manuals, packaging) may be material to the projects success, or irrelevant, depending on the nature of the application.]

#### 4.5 Licensing and Installation

[Licensing and installation issues can also directly impact the development effort. For example, the need to support serializing, password security or network licensing will create additional requirements of the system that must be considered in the development effort.

Installation requirements may also affect coding or create the need for separate installation software.]

### 5. Product Features

[List and briefly describe the product features. Features are the high-level capabilities of the system that are necessary to deliver benefits to the users. Each feature is an externally desired service that typically requires a series of inputs to achieve the desired result. For example, a feature of a problem tracking system might be the ability to provide trending reports. As the use-case model takes shape, update the description to refer to the use cases.

Because the **Vision** document is reviewed by a wide variety of involved personnel, the level of detail needs to be general enough for everyone to understand. However, enough detail must be available to provide the team with the information they need to create a use-case model.

To effectively manage application complexity, we recommend for any new system, or an increment to an existing system, capabilities are abstracted to a high enough level so 25-99 features result. These features provide the

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

*fundamental basis for product definition, scope management, and project management. Each feature will be expanded in greater detail in the use-case model.*

*Throughout this section, each feature will be externally perceivable by users, operators or other external systems. These features need to include a description of functionality and any relevant usability issues that must be addressed. The following guidelines apply:*

- *Avoid design. Keep feature descriptions at a general level. Focus on capabilities needed and why (not how) they should be implemented.*
- *If you are using the Rational RequisitePro toolkit, all need to be selected as requirements of type for easy reference and tracking.]*

## **5.1 <aFeature>**

## **5.2 <anotherFeature>**

## **6. Constraints**

*[Note any design constraints, external constraints or other dependencies.]*

## **7. Quality Ranges**

*[Define the quality ranges for performance, robustness, fault tolerance, usability, and similar characteristics that are not captured in the Feature Set.]*

## **8. Precedence and Priority**

*[Define the priority of the different system features.]*

## **9. Other Product Requirements**

*[At a high level, list applicable standards, hardware or platform requirements, performance requirements, and environmental requirements.]*

### **9.1 Applicable Standards**

*[List all standards with which the product must comply. These can include legal and regulatory (FDA, UCC) communications standards (TCP/IP, ISDN), platform compliance standards (Windows, UNIX, and so on), and quality and safety standards (UL, ISO, CMM).]*

### **9.2 System Requirements**

*[Define any system requirements necessary to support the application. These can include the supported host operating systems and network platforms, configurations, memory, peripherals, and companion software.]*

### **9.3 Performance Requirements**

*[Use this section to detail performance requirements. Performance issues can include such items as user load factors, bandwidth or communication capacity, throughput, accuracy, and reliability or response times under a variety of loading conditions.]*

### **9.4 Environmental Requirements**

*[Detail environmental requirements as needed. For hardware- based systems, environmental issues can include temperature, shock, humidity, radiation, and so forth. For software applications, environmental factors can include usage conditions, user environment, resource availability, maintenance issues, and error handling and recovery.]*

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

## 10. Documentation Requirements

*[This section describes the documentation that must be developed to support successful application deployment.]*

### 10.1 User Manual

*[Describe the purpose and contents of the User Manual. Discuss desired length, level of detail, need for index, glossary of terms, tutorial versus reference manual strategy, and so on. Formatting and printing constraints must also be identified.]*

### 10.2 Online Help

*[Many applications provide an online help system to assist the user. The nature of these systems is unique to application development as they combine aspects of programming (hyperlinks, and so forth) with aspects of technical writing, such as organization and presentation. Many have found the development of an online help system is a project within a project that benefits from up-front scope management and planning activity.]*

### 10.3 Installation Guides, Configuration, and Read Me File

*[A document that includes installation instructions and configuration guidelines is important to a full solution offering. Also, a Read Me file is typically included as a standard component. The Read Me file can include a "What's New With This Release" section, and a discussion of compatibility issues with earlier releases. Most users also appreciate documentation defining any known bugs and workarounds in the Read Me file.]*

### 10.4 Labeling and Packaging

*[Today's state-of-the-art applications provide a consistent look and feel that begins with product packaging and manifests through installation menus, splash screens, help systems, GUI dialogs, and so on. This section defines the needs and types of labeling to be incorporated into the code. Examples include copyright and patent notices, corporate logos, standardized icons and other graphic elements, and so forth.]*

## A Feature Attributes

*[Features are given attributes that can be used to evaluate, track, prioritize, and manage the product items proposed for implementation. All requirement types and attributes need to be outlined in the Requirements Management Plan, however, you may wish to list and briefly describe the attributes for features that have been chosen. The following subsections represent a set of suggested feature attributes.]*

### A.1 Status

*[Set after negotiation and review by the project management team. Tracks progress during definition of the project baseline.]*

Proposed	<i>[Used to describe features that are under discussion but have not yet been reviewed and accepted by the "official channel," such as a working group consisting of representatives from the project team, product management, and user or customer community.]</i>
Approved	<i>[Capabilities that are deemed useful and feasible, and have been approved for implementation by the official channel.]</i>
Incorporated	<i>[Features incorporated into the product baseline at a specific point in time.]</i>

### A.2 Benefit

*[Set by Marketing, the product manager or the business analyst. All requirements are not created equal. Ranking requirements by their relative benefit to the end user opens a dialog with customers, analysts, and members of the development team. Used in managing scope and determining development priority.]*

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

Critical	<i>[Essential features. Failure to implement means the system will not meet customer needs. All critical features must be implemented in the release or the schedule will slip.]</i>
Important	<i>[Features important to the effectiveness and efficiency of the system for most applications. The functionality cannot be easily provided in some other way. Lack of inclusion of an important feature may affect customer or user satisfaction, or even revenue, but release will not be delayed due to lack of any important feature.]</i>
Useful	<i>[Features that are useful in less typical applications will be used less frequently or for which reasonably efficient workarounds can be achieved. No significant revenue or customer satisfaction impact can be expected if such an item is not included in a release.]</i>

### A.3 Effort

*[Set by the development team. Because some features require more time and resources than others, estimating the number of team or person-weeks, lines of code required or function points, for example, is the best way to gauge complexity and set expectations of what can and cannot be accomplished in a given time frame. Used in managing scope and determining development priority.]*

### A.4 Risk

*[Set by development team based on the probability the project will experience undesirable events, such as cost overruns, schedule delays or even cancellation. Most project managers find categorizing risks, as high, medium, and low, is sufficient, although finer gradations are possible. Risk can often be indirectly assessed by measuring the uncertainty (range) of the projects team's schedule estimate.]*

### A.5 Stability

*[Set by the analyst and development team, this is based on the probability that features will change or the team's understanding of the feature will change. Used to help establish development priorities and determine those items for which additional elicitation is the appropriate next action.]*

### A.6 Target Release

*[Records the intended product version in which the feature will first appear. This field can be used to allocate features from a **Vision** document into a particular baseline release. When combined with the status field, your team can propose, record, and discuss various features of the release without committing them to development. Only features whose Status is set to Incorporated and whose Target Release is defined will be implemented. When scope management occurs, the Target Release Version Number can be increased so the item will remain in the **Vision** document but will be scheduled for a later release.]*

### A.7 Assigned To

*[In many projects, features will be assigned to "feature teams" responsible for further elicitation, writing the software requirements, and implementation. This simple pull-down list will help everyone on the project team to understand responsibilities better.]*

### A.8 Reason

*[This text field is used to track the source of the requested feature. Requirements exist for specific reasons. This field records an explanation or a reference to an explanation. For example, the reference might be to a page and line*

<b>The Liquor library</b>	Version: 0.9
Vision	Date: 30/01/2019
TLL	

*number of a product requirement specification or to a minute marker on a video of an important customer review.]*