<Electronic Shop for Festival Tickets>
Vision

Version <1.0>

Revision History

Date	Version	Description	Author
<dd/mmm/yy>	<x.x>	<details>	<name>

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Vision

1.   Introduction

1.1   Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the Electronic Shop for Festival Tickets. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the Electronic Shop for Festival Tickets fulfills these needs are detailed in the use-case and supplementary specifications.

1.2   Scope

The application will be developed as a web application and it will provide people a way to get a ticket for their favorite festivals and also find out about some festivals they didn't know about.

1.3   Definitions, Acronyms, and Abbreviations

Web application – a client-server application in which, the client runs in an internet browser

Electronic shop – a shop that you find on-line (e-commerce)

1.4   References

1. Vision Document Template

2. https://www.festicket.com

3. https://www.viagogo.com/ro/Concert-Tickets

4. https://www.utdallas.edu/~chung/RE/Presentations10F/Team-hope/1%20-%20VisionDoc.pdf

2.   Positioning

2.1   Problem Statement

The problem of	people not being able to find a place where to have available tickets for festivals of all genres and types
affects	lively people which would like to find a festival to go to with their friends
the impact of which is	difficulty in finding a festival to go to in a certain period like a vacation or holiday
a successful solution would be	a simple web application which provides all the benefits to solve this problems, benefits like a big variety of festivals from genre point of view, a good, efficient and intuitive searching mechanism as well as having a page which displays all the currently most popular festivals

2.2 Product Position Statement

For	energetic people
Who	have some spare time and want to have fun
The ESFT	is a web application
That	provides the ability to find and buy a ticket for your desired festival and eventually helps you have lots of fun
Unlike	currently available systems, which are restricted by genre and don't have a good searching mechanism
Our product	provides the user the possibility to buy a ticket for a festival of any genre and a very complex and intuitive searching mechanism

3. Stakeholder and User Descriptions

The target market are all the people, regardless of their age, which, because of some reason, want to spend their energy and spare time at a festival. The users are anticipated to be people that have internet access through some device.

3.1 Stakeholder Summary

Name	Description	Responsibilities
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 system.	Responsible for overall architecture of the system, and guides overall design and implementation of system
Project Manager	This stakeholder leads development of the system.	Plans, manages and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused.
Developer	This stakeholder is the one which develop the application	

3.5 User Summary

Name	Description	Responsibilities	Stakeholder
Lively and ready for fun people.	Primary End user of the system	Uses the application to find a festival on their preferences.	Self

3.6   User Environment

The Electronic Shop for Festival Tickets will be used by all kinds of people, regardless of their age which are looking for fun and a way to spend their spare time.

The application should provide a user friendly and intuitive user interface in order to be easy to use.

4.   Product Requirements

The Electronic Shop for Festival Tickets must comply with the existing standards in the ticket selling websites.

The system must run on any web browser.