# Vision

## Revision History

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| --- | --- | --- | --- |
| Inception Draft | Jan 28th, 2015 | First draft. To be refined primarily during elaboration. | Calvin McLain  Cory Bridewell  Joshua Burton |
| Iteration 1 | Mar 3rd, 2015 | First iteration includes two completed use cases and diagrams. | Calvin McLain  Cory Bridewell  Joshua Burton |
| Iteration 2 | Mar 31st, 2015 | Second iteration includes 80% of use cases completed and diagrams. | Calvin McLain  Cory Bridewell  Joshua Burton |
| Iteration 3 | Apr 15th, 2015 | This is the final iteration of the project and includes 100% of use cases completed and diagrams. | Calvin McLain  Cory Bridewell  Joshua Burton |

## Introduction

We envision a system that bookmarks links containing media of type text, video, images, audio, etc. This system also creates a database of average time to consume media and displays that time prior to the user electing to consume it.

## Positioning

### Business Opportunity

Existing view-it-later software does not provide the feature set that we are including. Most notably the time needed to consume the media is displayed to the user so that they have an estimation of how long it will take them to finish consuming that media.

### Problem Statement

Bookmarking in a browser is meant to contain URLs that the user references frequently, but many users bookmark URLs that they will only use once as a *to-look-at-later* sort of list. The business opportunity is in providing a system to serve as that *to-look-at-later* list with additional features.

### Product Position Statement

The system is for general Chrome users who consume media content on the web and want to fill time efficiently. The most outstanding feature is the *average time to consume*.

### Alternatives and Competition

Pocket, Medium, Reddit

## Stakeholder Descriptions

**Primary stakeholder**

User - An individual who would want to consume some form of media but does not have the time to consume it upon initially discovering that media. Also the user may have a certain amount of time to consume media but are unaware of how long it would take them to finish consuming a newly discovered piece of media. By displaying average amount of time to consume a set of media a user can more accurately estimate if they have the time to consume a certain piece of media.

**Other Stakeholders**

Other Users - Other users benefit from what each individual user contributes to their list because it helps with the averaging of time to consume media. Also with the possibility of future features including the following of a user, other users benefit from individual users building their ConsumIt list.

### Market Demographics

All Chrome browser users

### Stakeholder (Non-User) Summary

Domain Owners - The domain owners always are trying to drive traffic to their site so by having a link included in our database it give them more traffic to their site.

Authors of Media- The author of any media is always looking for a larger audience exposure and by having their media link included in our database it gives there media more exposure.

### User Summary

User - An individual who would want to consume some form of media but does not have the time to consume it upon initially discovering that media. Also the user may have a certain amount of time to consume media but are unaware of how long it would take them to finish consuming a newly discovered piece of media. By displaying average amount of time to consume a set of media a user can more accurately estimate if they have the time to consume a certain piece of media.

### Key High-Level Goals and Problems of the Stakeholders

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| **High-Level Goal** | **Priority** | **Problems and Concerns** | **Current Solutions** |
| Quick, simple, cloud-based *to-look-at-later* list | high |  |  |
| Calculate average time it takes to consume a consumable | high | Calculations will reduce speed as load increases | Keep the calculated value in the DB instead of recalculating every time. |

### User-Level Goals

The users (and external systems) need a system to fulfill these goals:

**Use Case UC1: Create consumable**

Primary Actor: User

Stakeholders and Interests:

* User: Wants simple GUI to add information for viewing later.
* Domain Owner: Want more traffic to site.
* Content Creator: Want exposure to a larger audience.

Preconditions: User is identified.

Postconditions: Consumable is recorded to users list.

Summary: User chooses content, creates consumable by clicking button, then link is saved for viewing later to their list.

Basic Flow:

1. User find content online that they wish to consume later.
2. User saves URL in the Consumit app.
3. The URL is recorded in the Users list.

Alternate Flows:

3a. System detects the URL is in the Users list and it is not saved again.

**Use Case UC2: Consume consumables**

Primary Actor: User

Stakeholders and Interests:

* User: Wants simple GUI to add information for viewing later.
* Consumit Community: Want to know amount of time to consume content.
* Domain Owner: Want more traffic to site.
* Content Creator: Want exposure to a larger audience.

Preconditions: User is identified.

Postconditions: Consumable link is removed from Users list.

Summary: User clicks link of content they wish to consume, User consumes content, upon exiting time is recorded, and then the content link is moved to the Users consumed list.

Basic Flow:

1. User identifies content that they wish to consume in their consumable list.
2. User consumes content.
3. Upon completion of consuming content the time the user spent on that content is recorded.
4. Content link is moved from the consumables list to the Users consumed list.

**Use Case UC3: List consumable**

Primary Actor: User

Stakeholders and Interests:

* User: Wants simple GUI to view information.

Preconditions: User is identified and authenticated.

Postconditions: Consumables presented to user.

Summary: User clicks consumIt button then clicks view list to display consumable list.

Basic Flow:

1. User clicks on consumIt button.
2. User clicks view list.
3. List of consumables is displayed to the user.

Alternate Flows:

3a. If no consumables have been saved to the list then nothing will be displayed to the user when view list is clicked.

**Use Case UC4: Login/logout**

Primary Actor: User

Stakeholders and Interests:

* User: Wants simple GUI to add information for viewing later.
* Consumit Community: Integrity of credentials must be guaranteed.

Preconditions: User account exists.

Postconditions: User session is authenticated.

Summary: User logs in to account with username/password. Server sends back success or failure and the success is stored in the user session so they don’t have to re-authenticate for every request.

Basic Flow:

1. User opens app.
2. User clicks login.
3. User sends login data to server over TLS secure connection.
4. User attains authenticated session
   1. User is rejected authentication. Must try again

**Use Case UC5: Share consumable**

Primary Actor: User

Stakeholders and Interests:

* User: Wants simple GUI to view information.
* Domain Owner: Want more traffic to site.
* Content Creator: Want exposure to a larger audience.
* Other Users: Has quick access to consumable information from acquaintance.

Preconditions: Consumable was just consumed.

Postconditions: Consumable is shared with other user.

Summary: Consumable was consumed and then user is prompted if they want to share the consumable.

Basic Flow:

1. Consumable was consumed by user.

2. User clicks that the consumable was consumed.

3. User is prompted if they want to share the consumable that they just consumed.

4. User clicks the share button and is then prompted to enter the email address of the person that they are sharing consumable with.

Alternate Flows:

2a. If the user closes the tab that they are viewing a consumable then they are prompted if they want to share.

**Use Case UC6: View Most Consumed Consumable**

Primary Actor: User

Stakeholders and Interests:

* User: Wants simple GUI to view information.
* Domain Owner: Want more traffic to site.
* Content Creator: Want exposure to a larger audience.
* Other Users: Has quick access to consumable information from acquaintance.

Preconditions: User is logged into the system.

Postconditions: Most consumed consumable is viewed.

Summary: Consumable was consumed and then user is prompted if they want to share the consumable.

Basic Flow:

1. User clicks on the consumIt button
2. ConsumIt GUI displays consumables and view most consumed consumable.
3. User clicks view most consumed consumable.
4. Most consumed consumable is displayed.

Alternate Flows:

2a. If there are two consumables that have the same amount of views then the one displayed is the first one alphabetically.

### User Environment

Google Chrome (this will be a Chrome Extension first)

## Product Overview

### Product Perspective

The ConsumIt system will reside in the cloud and will be accessible from many devices including Chrome, a web app, and a mobile app.

### Summary of Benefits

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| **Supporting Feature** | **Stakeholder Benefit** |
| Provide users with a way to add any URL on the web to their Consume List |  |
| Cloud based data | User doesn’t worry about losing the data, and the same data is accessible from many devices |

### Assumptions and Dependencies

We will depend on the Chrome Extension framework at first, and will assume that Chrome keeps being widely used.

### Cost and Pricing

At this point there is no cost or pricing for ConsumIt

### Licensing and Installation

At this point there is no licensing or installation

## Summary of System Features

* Add any URL to a list
* Consume any item on said list
* Observe the average time it took other users to consume said item on said list

## Other Requirements and Constraints

No other requirements at this point.