StyleBook

Vision Document

Version <1.0>

*[Note: The following template is provided for use with the Rational Unified Process. Text enclosed in square brackets and displayed in blue italics (style=InfoBlue) is included to provide guidance to the author and should be deleted before publishing the document. A paragraph entered following this style will automatically be set to normal (style=Body Text).]*

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Revision History

| **Date** | **Version** | **Description** | **Author** |
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| <25/Oct/21> | <1.0> | Initial Creation.  Specify the Vision for the first version of the application. | Lê Thanh Danh  Nguyễn Phú Văn  Huỳnh Tuấn Lực  Lê Châu Nhật Quang |
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Vision (Small Project)

# Introduction

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

# Positioning

## Problem Statement

| The problem of | Finding and connecting to new and different clothing shops during the pandemic. Also sharing pictures and stories of beautiful clothes to people around. |
| --- | --- |
| affects | Clothing shops, customers, the traditional way of fashion marketing |
| the impact of which is | making things like finding new shops, clothes (also virtually trying them on) and connecting with people that have the same style and taste of fashion easier. |
| a successful solution would be | a little social media and managing platform designed specifically for fashion and clothing. |

## Product Position Statement

| For | End users, clothing shops |
| --- | --- |
| Who | A: As a customer who wants to have the ability to:   * Explore new choices of clothes through our app recommendations. * Virtually try on different clothes from different shops WITHOUT going to the shop.   B: as a clothing shop, wants to have a wider range of customers and a better opportunity to advertise and sell their products. |
| The StyleBook | is a social media application for fashion enthusiasts. The application has a built-in AI model for capturing your clothes and saving them into our database for future use; or reversely, you can try some clothes from our database and share with your friends how well you look with that clothes on. |
| That | For customers in general: provides user-friendly UI, lots of connection and choices of clothing shops, scalable, accurate and realistic try on (which can be shared among friends on the same platform).  And for shop owners, we provide an interesting advertisement platform which has more chances to reach potential customers. |
| Unlike | other social media that allows clothes advertisements like Instagram, Facebook, etc. and platforms for clothing shops like Shoppee, Lazada, etc. |
| Our product | Offer a specific social media for clothings and fashion, which consist of features that help users to try-on the clothes virtually. |

# Stakeholder and User Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| 1. Clients (Shop owners) | One of the main users of the application. They provide data on clothes, sizes, images, prices and how their product should be marketed. | * Provide the data on clothes sizes, prices and images. * Make sure that the products and the content are captivating and look good. * Provide feedback to the developers for maintaining and improving the application. * Be a connection between developers and end users, letting the developers and designers know what the customers like and what they don’t. |
| 2. End users | The main users of the application. They could be both users and customers. | * They can be:   + Users using this platform as a fashion social media.   + Customers - potential buyers of clothes and fashion essentials. * Their usage comes with the growth of the platform: both in the number of users, and in the quality of the clothes/content. * They also have a right to be responsive about the application: their opinion is important for the developers and designers. |
| 3. Developers | The people who maintain the backbone of the application. | * Build the foundations and design the structure of the application. * Directly building the application and making it public to the community. * Finish their given tasks on time and in sync with each other. * Testing for errors. * Listen to feedback from customers and clients and implement changes to satisfy those needs. |
| 4. Project Manager | The bridge between the development team and the upper management. | * Defines the scope, allocates resources, manages budget, and sets deadlines for the team and ensures the project stays on schedule. * Supervises the project in each stage and tracks milestones. * Delivers the application to the customers and regularly checks the application’s performance. |
| 5. Project owner | The man who provides and coordinates the project’s vision. | * Acts as the bridge between the customer and the development team. * Guides the development team to a goal which balances between the customers’ requirements and the development’s team capability. * Act as a company’s customer who evaluates the outcome of each iteration and gives early, valuable feedback to the development team. |

## User Summary

| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| --- | --- | --- | --- |
| End users | Normally open the application just to browse some random pictures or try on some random clothes for fun or for references. | Provide reports on bugs, main sources to improve application’s UI and database. | *[If the user is not directly represented, identify which stakeholder is responsible for representing the user’s interest.]* |
| Power users / Clients (Shop owners) | Usage mainly focuses on checking the application’s stability, UI smoothness and database’s error. | Provide useful feedback, reports for the administrators; Request database or features update. |  |
| Admin users | Usage mainly focuses on running debug sessions or fixes bugs, updating databases on the current application’s version. | Maintain the backbone of the application. |  |

## User Environment

*[Detail the working environment of the target user. Here are some suggestions:*

*This is where extracts from the Business Model could be included to outline the task and roles involved, and so on.]*

Number of people involved: 4. Not changing in the future.

Task cycle: 2 weeks per task. (May change on demand)

Environmental constraint: Web/Mobile (mainly web)

System platforms that are in use: MERN stack technology. Future platforms are undefined.

Other applications that are in use: None.

## 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.]*

# 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.*

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

*]*

*[Can use a table to list product features, which each row provides feature, description, priority as follows*

| *No.* | *Feature* | *Description* | *Priority* |
| --- | --- | --- | --- |
| 1 | Authentication | Create accounts for new users. Users can log in successfully to the application and see the main page. | Low |
| 2 | Blog | A platform for everyone to write personal blogs, share their clothes and interact with other users. | High |
| 3 | Clothes recommender | Recommend some trending clothes for users. | Medium |
| 4 | Virtual try-on | An AI feature which allows users to virtually try on clothes from our database. | Low |

*]*

# Non-Functional Requirements

*[Provide non-functional requirements that globally affect the product features described in the previous section.*

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

*Define the quality ranges for performance, robustness, fault tolerance, usability, etc.*

*]*

* Performance: Maximum number of users is up to 10.000.
* Environment: smartphones/browsers that can connect to the Internet and allow camera/storage permission.
* Compatibility: users can export or import images to our database (Permission required).
* Storage: use cache to pre-download images - makes sure that the processes with images go smoothly.
* OS requirements:
  + For browsers:
    - Chrome 60+
    - Safari 10+ / iOS Safari 10+
    - Edge 12+
    - Firefox ESR+
    - Internet Explorer 11.
    - Opera.
  + For smartphones: iOS 11.0 and Android 5.0 (API 21) or newer.