Version <1.1>

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 17 Mar 18 | 1.0 | <details> | Urda Sebastian George |
| 26 Mar 18 | 1.1 |  | Urda SebastianGeorge |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Introduction 4

1.1 Purpose 4

1.2 Scope 4

1.3 Definitions, Acronyms, and Abbreviations 4

1.4 References 4

1.5 Overview 4

2. Positioning 4

2.1 Problem Statement 4

2.2 Product Position Statement 4

3. Stakeholder and User Descriptions 5

3.1 Stakeholder Summary 5

3.2 User Summary 5

3.3 User Environment 6

4. Product Requirements 6

# Introduction

## Purpose

The purpose of this application will be to serve as my final project at Software Design. The main goal of the Numismatic Application App will be to create a common platform for the collectors who want to share the information they know about the coins they own.

## Scope

The application will give the coin collectors the opportunity to keep track of their coins and communicate with others who share the same passion. A user could create an account, log in, add coins, se the coins that another user shared.

## Definitions, Acronyms, and Abbreviations

**Numismatics** is the study or collection of currency, including coins, tokens, paper money, and related objects. While numismatists are often characterized as students or collectors of coins, the discipline also includes the broader study of money and other payment media used to resolve debts and the exchange of goods.[1]

## References

[1] <https://en.wikipedia.org/wiki/Numismatics>

[2] <http://worldcoingallery.com/>

[3] <https://www.ebay.com/>

[4] Project\_UseCaseModel

[5] Supplementary Specification

[6] Project\_Glossary

## Overview

Section number 2: A brief introduction to the problem being addressed by the application.

Section number 3: Addresses to the stakeholders and users.

Section number 4: Specifies some requirements in order for the product to work.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | The community of coin collectors from all around the world need a way to communicate strictly among themselves, share knowledge and make exchange. |
| affects | The coin collectors and custodians of the museums who might be interested in this subject. |
| the impact of which is | Lack of a knowledge base about what coin everybody has and if it is legal to own it or not. |
| a successful solution would be | A simple app in which every used should put his or her coins and specify which is available for sale or exchange. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Coin collectors, historians, museum custodians |
| Who | Want to enlarge their collections |
| The Numismatic Application | is a software application |
| That | Solves the problem of finding a collector who has a specific coin |
| Unlike | The websites on which people try to sell coins among other things like Ebay [3].and the World coin gallery[2] |
| Our product | Is specially designed for coin collectors |

# Stakeholder and User Descriptions

For this particular project I will be the only stakeholder representing the team.

The target market segment includes the collectors, buyers, sellers, historians and museum custodians.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Student developing The application | This stakeholder will do the job of a requirements engineer, software architect and project manager. | Specifies domain,  non-functional, and functional requirements.  Refines requirements as needed.  Responsible for overall architecture  of the system, and guides overall  design and implementation of  system.  Plans, manages and allocates  resources, decides priorities,  coordinates interactions with  customers and users, and keeps the  project team focused. |
| The teacher | The person who will evaluate the work of the student at the end of the semester. | Evaluate the work of the student taking into consideration all the factors. |
| National Bank | The ones emitting the coins. | Check that all their regulations are respected. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Collector | Person who has a collection on coin and wants to keep track of every piece he owns | Uses application and inserts all the coins he has to the database, specifying if they are for sale or not. | Self |
| Museum custodian | Person who works for the museum and has to keep track of that collection and enlarge it | Uses application adds all the coins in the museum to the database and searches for deals. Could not sale coins since they are not his. | The Museum |
| Historian | Wants to know more about a coin. In the application will have admin powers every transaction will be validated by him. | Uses app to inform himself of a specific coin | Bank |

## User Environment

The environment of the user depends on him and his job and it could be a museum or his home. All he needs is a Computer with internet and maybe a camera to take pictures of the pieces he owns, but the picture will be optional. The time spent using the app depends on the user and the activities he wants to perform and coins, sell coins or find coins. The Environment will be a friendly one.

# Product Requirements

Personal Computer with Windows 8 or higher.

Processor Intel Atom x5

Intel HD Graphics.

Internet connection.