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**Technical University of Cluj-Napoca**  
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**Watch2Gether**  
**Vision**

**Version 1.0**

Watch2Gether	Version: 1.0
Vision	Date: 17/03/2018
Initial documentation	

## Revision History

Date	Version	Description	Author
17/03/2018	1.0	Initial documentation	Rogoz Bogdan

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## 1. Introduction

### 1.1 Purpose

The purpose of this **Vision** document is to provide information about the Watch2Gether project.

### 1.2 Scope

This **Vision** document is related to the Watch2Gether project.

### 1.3 Definitions, Acronyms, and Abbreviations

See **Glossary**.

### 1.4 References

No external documents are referenced in this paper.

### 1.5 Overview

The **Vision** document contains information about the Watch2Gether project: what problem it tries to solve, to whom it is addressed, the stakeholders, developmental constraints and end user requirements.

## 2. Positioning

### 2.1 Problem Statement

The problem of	Synchronized media playback between peers
affects	Regular people
the impact of which is	A serious limitation of the entertainment factor
a successful solution would be	Popular among teens.

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## 2.2 Product Position Statement

For	Anyone, no restriction
Who	Enjoys sharing music
The (product name)	Is a sophisticated media player
That	Can enjoy it with other people
Unlike	Great for parties
Our product	Needs cooperation between peers

## 3. Stakeholder and User Descriptions

### 3.1 Stakeholder Summary

Developer	The person who developed the application, but also maintains it.	Ensures that the system will be maintainable  Ensures there is interest in the product  Checks project's evolution

### 3.2 User Summary

Administrator	The person who manages the users database, as well as the media database	Manages the list of users  Manages the available content	
Regular User	The person who uses the available content	Manage its own account  Create rooms  Invite other people	

### 3.3 User Environment

Number of developers : 1, not changing

Target device : Web browsers, not changing

## 4. Product Requirements

It is recommended that the end user has at least a web browser with HTML5 compatibility.