



BUSINESS REQUIREMENTS DOCUMENT

PROJECT: DISCOVER TSHWANE

TEAM: TSHWANE TECH TRANSFORMERS

Prepared By:

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1. Introduction

The Discover Tshwane project was developed during a 3-day hackathon by Tshwane Tech Transformers. The project aims to address the challenges associated with accessing and managing cultural, heritage, recreational, and museum facilities in Tshwane by creating a centralized system.

2. OBJECTIVES

Improve Accessibility:
Facilitate easier access to information about cultural, heritage, and recreational facilities.

Enhance User Engagement: Provide features that allow users to book events, engage with the community, and take virtual tours.

3. SCOPE OF WORK

Centralized Information System:
Develop a platform that consolidates information about various facilities.

Booking System:
Implement a feature that allows users to book events and facilities.

Community Engagement: Create tools for users to interact with the community and participate in events.

Virtual Tours: Offer virtual tours of cultural and heritage sites.

4. FUNCTIONAL REQUIREMENTS



User Interface:

Intuitive and user-friendly design.
Accessible on multiple devices (desktop, mobile, tablet).



Facility Information:

Detailed descriptions of cultural, heritage, and recreational facilities.
Up-to-date information on events and activities.



Booking System:

Real-time booking capabilities.
Confirmation and notification system.



Community Features:

Forums and discussion boards.
Event participation and feedback mechanisms.



Virtual Tours:

High-quality virtual tour experiences.
Interactive elements to enhance user engagement.

5. NON-FUNCTIONAL REQUIREMENTS



Performance: The system should be able to handle moderate traffic volumes efficiently.



Security: Ensure basic data privacy and protection for all users.



Scalability: The system should be scalable to accommodate future growth and additional features.



Reliability: Ensure the system is stable and has minimal downtime.

6. COMMERCIALIZATION STRATEGY



Subscriptions: Offer subscription plans for premium features and services.



Hosting Commission: Charge a commission for hosting events and activities on the platform.



USSD Rates: Implement USSD-based services with associated charges.

7. STAKEHOLDERS

- **Primary Users:** Residents and tourists in Tshwane.
- **Facility Managers:** Administrators of cultural, heritage, and recreational facilities.
- **Community Leaders:** Individuals and organizations involved in community events and activities.



8. PROJECT TIMELINE



Day 1: Requirements Gathering and Initial Design



Day 2: Development and Prototyping



Day 3: Testing, Refinement, and Presentation



9. CONCLUSION

The Discover Tshwane project, developed by Tshwane Tech Transformers during a 3-day hackathon, aims to create a centralized, user-friendly platform that enhances access to cultural, heritage, and recreational facilities in Tshwane. By addressing the identified problems and leveraging the proposed solution, the project seeks to improve user engagement and provide a valuable resource for the community.