
Rednic Ana
30432

**Art Museum Application (AMA)
Vision**

Version 1.0

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Vision	Date: 21/03/2018
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Revision History

Date	Version	Description	Author
21/03/2018	1.0	Initial version of Vision document	Rednic Ana

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1. Introduction

1.1 Purpose

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

1.2 Scope

This Vision Document applies to the Art Museum Application (AMA), which will be developed by me, Ana Rednic, student at Computer Science department, group 30432. I will develop the AMA to work on the Android platform. The AMA will provide a way for the visitors of the Art Museum of Baia Mare to easily find information about the works of art in the museum. The AMA could also be a support for the ones that cannot visit the museum in person: they can do a virtual tour using the application.

1.3 Definitions, Acronyms, and Abbreviations

- AMA – Art Museum Application;
- QR code – (Quick Response code) is an image that consists of black squares arranged in a square grid on a white background, which can be read by a device's camera through an application;
- User account – an established connection between a user (visitor) and the application, secured by a user name and a password;
- Software designer – the person that created the application;
- Android OS – the Google operating system running on the smart-phone.

1.4 References

- “Glossary Document”
- “QR code”, https://en.wikipedia.org/wiki/QR_code
- “Team Obiwan Vision Document”, <https://www.utdallas.edu/~chung/RE/Presentations10F/Team-hope/1%20-%20VisionDoc.pdf>

1.5 Overview

In what follows, the positioning of the application in the market place is described, the users involved in creating or using the application are presented, and the requirements of the product are stated.

2. Positioning

2.1 Problem Statement

The problem of	the Museum not showing enough information about the works of art
affects	the visitors that cannot afford a guided tour
the impact of which is	lack of expected knowledge after a visit. The visitors leave only with the empathy of what they saw and will not know much about the Art School of Baia Mare
a successful solution would be	a simple mobile application that can be easily used by anyone. The product would provide information about each work of art, depending on the visitors' expertise level with art collections.

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2.2 Product Position Statement

For	any visitor of the Art Museum of Baia Mare, or anyone interested in virtually visiting the museum
Who	wants to know more about what they see in the museum.
The Art Museum Application (AMA)	is a software application
That	provides the ability to inform the visitors about the works of art
Unlike	the current non-guided tour.
Our product	provides users with means of finding the information related to the art collection exposed in the museum. This is accomplished by search and scan QR code functionalities. The product also supports creating a new user account and composing a collection of the most appreciated works of art.

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Museum staff	This stakeholder works with visitors and translates needs into requirements.	Interacts with the visitors that use the application and gets a feedback. Monitors the project's progress and approves funding.
Software Designer	This stakeholder designs, creates and tests the application.	Come up with ideas for developing the application, determine the requirements and specifications, design the application, support and maintain the releases.

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
Uninformed visitor	Primary End user of the system	Uses application to find general information about the art collection in the museum	Self
Specialized visitor	Primary End user of the system	Uses application to find specialized information about the art collection in the museum	Self

3.3 User Environment

1. The number of people involved in using the application is just one. In some cases, if a visitor has difficulties using it, a staff member can be there to help him.
2. The time spent in a tour using the application depends on the visitors' level of interest.
3. Environmental constraints: the visitor should have internet connection, or should connect to the museum's Wi-Fi; he/she should have an Android smart-phone on which the application can be installed.
4. The AMA is a stand-alone application; no other applications are involved in its usage.

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4. Product Requirements

System Requirements

The system must run on an Android OS based smart-phone.

Performance Requirements

The system must keep a minimum response time (less than one second). It should not change or degrade over time.

Environmental Requirements

Before installing the application, the user needs a good internet connection to download it. After installing the application, it will not depend on internet connection anymore.