

---

**Nicolae-Florian Onica**  
**30432**

---

**Online Medieval Weapon and Armour Store**  
**Vision**

**Version <1.0>**

### **Revision History**

<b>Date</b>	<b>Version</b>	<b>Description</b>	<b>Author</b>
21/03/2017	1.0	Initial version of vision	Nicolae-Florian Onica

## **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

## **Vision**

### **1. Introduction**

This project is an online medieval weapon and armor store that has listings of various weapons along with their features. The project allows users to buy weapons, armor or parts of them online. They can check stats, read reviews and build their own custom weapon.

### **2. Purpose**

The purpose of this document is to collect, analyse, and define high-level needs and features of the Online Medieval Weapon and Armour Store. It focuses on the capabilities needed by the stakeholders, and the target users, and why these needs exist. The details of how the system fulfils these needs are detailed in the use-case and supplementary specifications.

### **3. Scope**

This document will address the functionalities Online Medieval Weapon and Armour Store system will provide. It will detail the project stakeholders and describe the ways in which they will be affected by the implementation of the Online Medieval Weapon and Armour Store system. It will also document high-level requirements for the Online Medieval Weapon and Armour Store system and the basic architecture that will be utilized.

### **4. Definitions, Acronyms, and Abbreviations**

HEMA - historical european martial arts

### **5. References**

### **6. Overview**

This document addresses the positioning, stakeholders, business modeling objectives, constraints, quality ranges, precedence and priority, and other requirements.

### **7. Positioning**

### **8. Problem Statement**

The problem of	problem of not having many places where one could buy medieval armor and weapons
affects	HEMA practitioners and collectors
the impact of which is	frustration and lack of equipment for HEMA
a successful solution would be	an easy to access web store where one could find what he needs

### **9. Product Position Statement**

For	HEMA practitioners and collectors
Who	need weapons and armor
The Online Medieval Weapon and Armour Store	is a web application

That	provides the customers with the opportunity to buy their favorite historical or fantasy weapons and armor and create their own items
Unlike	other existing web sites and applications
Our product	provides more functionality, item customization and its easier to use

## 10. Stakeholder and User Descriptions

### 11. Stakeholder Summary

Name	Description	Responsibilities
Blacksmithing bussineses	Companies which deal with creating and delivering products such as weapons and armour.	Provides armor and weapons for the web store while promoting their own work. Also provides craftsmanship for users custom items.

### 12. User Summary

Name	Description	Responsibilities	Stakeholder
<i>HEMA practitioner</i>	<i>HEMA practitioner</i>	Uses application to acquire equipment	self
Collector	Item collectors	Uses application to enlarge his collection.	self

### 13. User Environment

The application can be used by any user which desires to acquire medieval armor and weapons.

### 14. Product Requirements

Applicable standards

This application must be an online application that is accessible by users who run a web browser.

System Requirements

This application should be developed using Java and Spring in a Windows environment using Eclipse and MySQL.

Environmental Requirements

Users will be required to use a web browser.