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# Vision Document - Zapato

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## CECS 491A Software Engineering Project I

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# 1. Introduction

## 1.1 Overview

This document covers technical aspects of Zapato buying and selling platform (ebay-like system).

## 1.2 Purpose

The purpose of this document is to illustrate our product features, functionality, and how it aims to solve existing problems for potential customers. This document also focuses on the capabilities needed by the stakeholders, clients, test users and the target users.

## 1.3 Scope

This Vision document applies to the mobile application **Zapato**, which will be developed by Team D. **Zapato** is an online market platform that allows users to buy and sell footwear to each other.

## 1.4 Definitions, Acronyms, and Abbreviations

- Zapato: name of the product (Spanish for shoe).
- Team D: development team who's responsible for Zapato.

## 1.5 References

IBM Vision Document Template:

[https://www.ibm.com/support/knowledgecenter/en/SSYMRC\\_6.0.5/com.ibm.rational.rrm.help.doc/topics/r\\_vision\\_doc.html](https://www.ibm.com/support/knowledgecenter/en/SSYMRC_6.0.5/com.ibm.rational.rrm.help.doc/topics/r_vision_doc.html)

## 2. Positioning

### 2.1 Business Opportunity

This project will allow people to buy/sell footwear at a price specified by the seller. Zapato itself will make sure the shoes for sale are in good condition in order to maintain overall user satisfaction and company reputation. We will also manage payment transactions and seek some profit from shoe sales.

### 2.2 Problem Statement

The problem of not being able to find the right shoe at the right price affects many people. The impact of the problem is that people end up spending way more money on a pair of sneakers than they would have liked. A successful solution would include offering an open-market platform that will let users buy and sell shoes at a consumer-reasonable price.

### 2.3 Product Position Statement

For the people wanting higher quality shoes at a lower price, who are now able to engage in open bids for the shoes they want. Zapato is a platform that allows people to buy or sell a variety of footwear . Unlike most ecommerce platforms on the market like eBay or Amazon, our product aims to focus solely on the business of quality footwear.

## 3. Stakeholder and user descriptions

### 3.1 Market Demographics

Zapato targets the individuals whose needs to stay fashionable are not fulfilled with the current market options. Users can be of any age, but we predict that people aged of 18 - 25 will buy shoes on the Zapato app the most. This is because most young adults do not have stable incomes to where they can purchase high-quality shoes at MSRP, yet they tend to focus on fashion more than other age groups. Without Zapato, people resort to shopping in person for pricey shoes or buying secondhand shoes without quality standards being upheld. With Zapato, people can engage in open footwear e-commerce with confidence, knowing that quality and customer security are Zapato's priorities.

### 3.2 Stakeholder Summary

Name	Represents	Role
End User	Customer	This stakeholder is the consumer of our service.
Google Play Store	Distributor	This stakeholder is a distributor for providing client side software to user.
Person who provides shoes using Zapato	Vendor	This stakeholder will willingly provide their shoes for sale through Zapato
The Zapato team	Service Provider	This stakeholder will provide the platform for providers to be able to sell their shoes.

### 3.3 User Environment

The user will require an mobile phone capable of downloading applications through the Google Play Store. An internet connection will be required for downloading the app and once the application is installed, a connection will be required for browsing the products in the app. If the phone has Version Lollipop or higher, the application will be able to download without problems.

## 4. Product Overview

### 4.1 Product Perspective

Our goal for the product Zapato is aim to be a minimum viable product (MVP). The development team will attempt to use currently available libraries, APIs and other tools to push Zapato to the market as soon as possible to gain user feedbacks. Zapato consist of a native mobile application in Android platform and a real-time database.

### 4.2 Summary of Capabilities

Table 4-1 Zapato - Shoe Buying System

Customer Benefit	Supporting Features
Sharing economy.	A safe and trusted peer-to-peer sale platform.
Buy/Sell experience quality and satisfaction control.	Our platform follows through each transaction from the beginning to the end. Making sure clients at both ends are satisfied and without worries on issues such as payment delay, stocks damage or scam.
Quick and easy to improve lifestyle.	Zapato's mission is to improve consumers' lifestyle quality from bottom up. In the fashion world, style starts from shoe upward. This share economy can enhance lifestyle in terms of style, as well as finance.

### 4.3 Assumptions and Dependencies

- Internet access
- Android platform
- Firebase real-time database
- Android studio environment
- Java and Kotlin programming languages

### 4.4 Cost and Pricing

For the minimum viable product, the cost of developing Zapato is zero dollar. All development tools and services are legally free to use. However, once the application is scaling, the cost will be adjust according to the market needs. The pricing for Zapato is free to download. Its revenue model is in-app native advertisements.

Customers must see that there is no hidden price tag attached. Service fees that the customers pay must be explicit and clear and affordable and reasonable. Balance of such price will be carefully modeled mathematically and calculated with data analytics as service grows. Customer fandom and loyalty must be built and maintained from beginning of the service or Zapato service cannot continue to exist.

## 4.5 Licensing and Installation

User are only allowed to download the application for free in the Google play store to use as is. No further modification of the application from the user will be allowed, nor redistributing the modified application. Zapato will apply an EULA (end-user license agreement) that will indicate the terms under which the end-user may use the software. There will also be a Perpetual License, that permits use of the software indefinitely without requiring a recurring fee for continued use.

## 5. Product features

### 5.1 System Features

1. Start/Exit Application
2. Accept touchscreen input
3. Accept button input

### 5.2 Application Features

1. Peer-to-peer messaging
2. Location-based service to find shoes available nearby
3. Allow users to rate other users
4. Allow users to input details and descriptions about shoe
5. Filtered search options
6. Payment options and money transferring
7. Feedback/Contact Zapato



## 6. Constraints

### 6.1 Provide Categories

It can be defined by different shoes size, or different shoe categories, especially for women shoes.

### 6.2 Payment Processing

Hold the money until the customer get the item, then confirm the money transfer.

## 7. Quality Ranges

### 7.1 Provide Categories

The quality range for this application cannot be too wide. We will look to provide users with high-quality performance and usability. Zapato will operate under a strict environment, providing only what is needed, but excelling at what it does. Our Minimum Viable Product will give us insight as to which aspects of Zapato should be increased in quality.

### 7.2 Precedence and Priority

The priority is based on how important the feature is to the application in general.

1. Database - We would need a secured database to save all information from buyers and sellers.
2. Log in screen - A test to see if the sellers or buyers can be added to the database.
3. View items screen - A place to see the items available (More like to design the UI of this page).
4. Add the ability to include details and information to a product.
5. Add a search by certain category .
6. Add the ability to search for certain products Facebook - Incorporate
7. Facebook into login screen.

## 8. Other product requirements

### 8.1 System requirements

- OS: Android 5.0 Lollipop
- Firebase real-time database
- 30 MB of storage on user device

## 9. Documentation Requirements

### 9.1 Release notes, readme file

Release notes will be provided for each update to the mobile application detailing the version history of recent changes and/or additions in features, bug fixes, and current known bugs. The latest release notes will also be available in the app store.

### 9.2 Online Help

In-app help section will be provided for users requiring help using certain features within the mobile application. It will provide descriptions on application features and the corresponding example use cases.

### 9.3 Labeling and packaging

A Universal icon will be used to identify the mobile application on smartphone and app store. The application will use the (chosen free font) font. Each brand of shoe will be identified from the brand's logo. It will also be using standardized shoe size labeling. Terms of service and privacy policy will be documented on the application. The rating system will use a 5 star rating system or like/dislike system with user comments.

## 10. Appendix 1 - Feature attributes

### 10.1 Status

This table shows the current status of each feature, as discussed by the Zapato team.

Status	Description
<b>Proposed</b>	<ul style="list-style-type: none"><li>- Messaging</li><li>- Rating feature</li><li>- Link to Facebook</li><li>- Google Login</li></ul>
<b>Approved</b>	<ul style="list-style-type: none"><li>- Log-in screen</li><li>- Search by name/category</li><li>- Payment options</li></ul>
<b>Incorporated</b>	<ul style="list-style-type: none"><li>- View items screen</li><li>- Include details about item</li><li>- Include location to find nearest shoes for sale in the area</li></ul>

### 10.2 Benefit

This table shows the benefit we think each feature can give us.

Priority	Description
<b>Critical</b>	<ul style="list-style-type: none"><li>- Payment system</li><li>- Log-in system</li><li>- Technical support</li><li>- User information security</li></ul>
<b>Important</b>	<ul style="list-style-type: none"><li>- User rating system</li><li>- Specific product information</li><li>- Search option</li><li>- Feedback to the service</li></ul>
<b>Useful</b>	<ul style="list-style-type: none"><li>- Messaging</li></ul>

### 10.3 Effort

This table shows the effort we think each feature will take.

Status	Description
High	<ul style="list-style-type: none"><li>- Payment system</li><li>- Search option</li><li>- Overall security</li></ul>
Medium	<ul style="list-style-type: none"><li>- Log-in system</li><li>- Messaging</li></ul>
Low	<ul style="list-style-type: none"><li>- User rating system</li><li>- Specific product information</li><li>- RESTful API (future - if business scales)</li><li>- Shipping handling</li></ul>

### 10.4 Risk

This table shows the risk we think each feature will take.

Status	Description
High	<ul style="list-style-type: none"><li>- Payment system</li><li>- Log-in system</li></ul>
Medium	<ul style="list-style-type: none"><li>- Search option</li><li>- User rating system</li><li>- Messaging</li></ul>
Low	<ul style="list-style-type: none"><li>- Specific product information</li></ul>

## 10.5 Stability

This table shows how we prioritize the stability of each feature.

Status	Description
<b>Stable</b>	<ul style="list-style-type: none"><li>- Payment system</li><li>- Log-in system</li><li>- Search option</li><li>- Messaging</li></ul>
<b>Unstable</b>	<ul style="list-style-type: none"><li>- User rating system</li><li>- Specific product information</li></ul>

## 10.6 Target Release

This table shows our planned features toward release.

Status	Description
<b>1.0</b>	<ul style="list-style-type: none"><li>- Log-in system</li><li>- Search option</li><li>- Payment system</li><li>- Product description</li></ul>
<b>2.0</b>	<ul style="list-style-type: none"><li>- User rating system</li><li>- MSRP</li><li>- 3-D product view</li></ul>