Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 17.03.2016 | <1.0> | The first, brief description of the main idea | Czako Zoltan |
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# Introduction

## Purpose

Nowadays everybody has internet, everywhere you go you can find wireless connection so today’s business changed a lot. In this stressful and rushed world we don’t have enough time to spend lots of hours to find the best product, which fulfills every expectation. It is lot more easier to shop online, because you can find the ideal product just by some click, without any effort.

In this project I will create an e-commerce site which will sell electrical devices as smart phones, tablets, TVs, smart watches and so on which will help people to buy fast and safe. If a client will be not satisfied with the product, he can send it back in 30 days and the company will repay it’s price.

## Scope

The main objective of this project is to create a user friendly, responsive and well design site, which will help customers to choose and buy almost every kind of electrical devices. The site will have an administrator or administrators who will maintain the site and who will deal with the business needs and one or more providers who will handle to stock, the inventory of the company.

The main scope of this site is to fulfill the needs of the customers, to help people choose the best products, to pay for the products in a very safe way so it will be very business oriented.

## Definitions, Acronyms, and Abbreviations

Here are some terms that I will use in this documentation and I want to briefly define them:

* **API:** An “application programming interface” is a set of rules for how pieces of software interact.
* **ESP:** Your “email service provider” is the software used for sending emails
* **HTML:** You see these letters all the time, and they stand for “hyper text markup language.” It’s the coding language used to build all webpages.
* **SaaS:** This is an abbreviation for “software as a service”
* **UI:** The “user interface” is the display that a person uses to control a tool.
* **UX :**  User Experience Design
* **PBI** : Product Backlog Item

## References

## Overview

So in the introduction you’ve read about the main idea of this project, from now on we will focus on the business overview so we will show why and what will the site do, we will define the types of products, we will show the target customers. In the next section we will discuss the impact of our business and why will it be successful.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Creating an excellent design, a fast search engine and a fancy UI, with charming pictures, good advertisement to capture the customers attention |
| affects | Every people who needs electric devices |
| the impact of which is | A fast way to buy products or to find new products without leaving your room |
| a successful solution would be | Good advertisement, fast search engine, fast transport of the products, availability in each country, Multilanguage platform |

## Product Position Statement

|  |  |
| --- | --- |
| For | Everyday people and companies |
| Who | In this modern society everybody needs mobile phones, TVs or laptops |
| The (product name) | Electron is an e-commerce site, a fast platform for buying the best technologies in the world |
| That | Cheapest devices with best performance, free transport within 24 hours, 30 days pay-back period |
| Unlike | Possibility of bargain, you can offer a lower price, and if you are lucky you can get the products much more cheaper |
| Our product | Bargain and win |
|  |  |

# Stakeholder and User Descriptions

This site will have three types of users. The basic user is the Client who can view the products of the company. The client can view the details of a product, he can read technical descriptions, can rate the products. Every client has a shopping cart for buying stuffs and a new feature of this site is that client can bargain, so they can request a smaller price for some products.

The second user type is the Administrator who will be preoccupied whit the business needs, he will be the one who can accept the bargains of the clients, he can make discounts and add new products to the company’s site.

The third type of user will be the Provider who will be the administrator of the company’s stock, inventory.

For an organized company we also need some HR workers, their responsibility will be to keep the customers happy and find new customers. To find customers we will also need some UX workers. Their job will be to keep invent new ways to find customers, to make some advertisements and also to keep the customers satisfied with the products.

Developers will work on maintenance and they will implement all the business needs and testers will help developers to find bugs and to repair them.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Software architect  *Team leader*  *Developers*  *Testers* | Deep knowledge of technology and great overview of the business needs  *Way of working, good relationship between workers*  *Coding and satisfy business needs*  *Ensure a good quality product* | Create a maintainable, reusable and clear architecture of the site. Migrate to newer technologies if needed, guide the team to write precise clean code  *Team buildings, how to work together, drive planning, grooming, refinement sessions*  *Implementation of business needs, bug fixing,*  *Maintenance*  *Write test cases, automatic tests, bug finding, presentations* |

## User Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Stakeholder** |
| Client  *Administrator*  *Provider* | People who wants to buy something  *Update the site, watch user actions*  *Company inventory maintenance* | View products, place products in shopping cart, rate products, make bargain  *Add new products, update products price, number etc, confirm bargain*  *Bring new products, transport products* |

## User Environment

For teamwork we will use the GitHub environment to save our work, commit updates and to backup our system. The working environment will be Visual Studio 2013. The architecture of the project will be MVC. The back-end will be implemented in C# and the front-end will be created using HTML, CSS, JQuery and Bootstrap.

Our team will be an agile team, with daily stand-ups, where everybody will tell what has he done the day before, what problems do he has and on what kind of task will he work. The development will be partitioned into sprint. Each sprint will have a duration of two week. It will begin with a grooming session, after that a planning where we will estimate time for each tasks. We will also have a refinement session, where we will estimate the efficiency of our team and we will create new PBI with new tasks

# Product Requirements

To run our application you will need minim 512 MB of RAM, 100MB Disk Space, a good internet connection and a Google Chrome or a Firefox browser, we highly recommend Chrome for a better user experience!