**Vision Document for “eShopper”**

**Team members:**

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**1. Introduction**

eShopper is a web application platform that provides service to buy and sell products. In order to sell a product, the seller (merchant) can add, update and delete a product. Detailed information of the products are name, category, price, and description. As a buyer user will register to the system with specific information like username, password, e-mail, and address. After the user register, they need to login to identify their order.

To make the system more intuitive, web applications should provide search and filters products that help users easily find products, then add to cart. When users already have a list product in their cart, sometimes they leave it, then next time login to continue their transaction. In this case, users need a menu to display a list of their orders. Additional functionality is search products and filters that helps users easily to find products.

In terms of merchant, they need to know, if there is any order from the buyer, then they will get notification or be able to see the list of product requests. After viewing the list product request, they can reject or approve the order of users.

**2. Positioning**

**2.1 Problem Statement**

|  |  |
| --- | --- |
| The problem of | *Managing a web service to buy and sell products and allow for interactions between buyers and sellers* |
| Affects | *administrators, faculty, and students* |
| the impact of which is | *scheduling is complex, must be manually maintained, and*  *changed frequently* |
| a successful solution would be | *one tool which builds a Compro schedule that integrates the*  *business rules for faculty availability and courses needed by*  *students per entry. This tool will provide a Database and a*  *user interface that is easy to use for faculty, staff, and*  *students.* |

**2.2 Product Position Statement**

|  |  |
| --- | --- |
| For | *[target customer]* |
| Who | *[statement of the need or opportunity]* |
| The (product name) | *is a [product category]* |
| That | *[statement of key benefit; that is, the compelling reason to buy]* |
| Unlike | *[primary competitive alternative]* |
| Our product | *[statement of primary differentiation]* |

**3. Stakeholder Descriptions**

**3.1 Stakeholder Summary**

**3.2 User Environment**

*[Detail the working environment of the target user. Here are some suggestions:*

*Number of people involved in completing the task? Is this changing?*

*How long is a task cycle? Amount of time spent in each activity? Is this changing?*

*Any unique environmental constraints: mobile, outdoors, in-flight, and so on?*

*Which system platforms are in use today? Future platforms?*

*What other applications are in use? Does your application need to integrate with them?*

*This is where extracts from the Business Model could be included to outline the task and roles involved,*

*and so on.]*

**4. Product Overview**

**4.1 Product Perspective**

*[This subsection of the* ***Vision*** *document puts the product in perspective to other related products and the*

*user’s environment. If the product is independent and totally self-contained, state it here. If the product is a*

*component of a larger system, then this subsection needs to relate how these systems interact and needs to*

*identify the relevant interfaces between the systems. One easy way to display the major components of the*

*larger system, interconnections, and external interfaces is with a block diagram.]*

**4.2 Assumptions and Dependencies**

*[List each factor that affects the features stated in the* ***Vision*** *document. List assumptions that, if changed,*

*will alter the* ***Vision*** *document. For example, an assumption may state that a specific operating system will*

*be available for the hardware designated for the software product. If the operating system is not available,*

*the* ***Vision*** *document will need to change.]*

**4.3 Needs and Features**

*[Avoid design. Keep feature descriptions at a general level. Focus on capabilities needed and why (not*

*how) they should be implemented.]*

**4.4 Alternatives and Competition**

*[Identify alternatives the stakeholder perceives as available. These can include buying a competitor’s*

*product, building a homegrown solution, or simply maintaining the status quo. List any known competitive*

*choices that exist or may become available. Include the major strengths and weaknesses of each competitor*

*as perceived by the stakeholder or end user.]*

**5. Other Product Requirements**

*[At a high level, list applicable standards, hardware, or platform requirements; performance requirements;*

*and environmental requirements.*

*Define the quality ranges for performance, robustness, fault tolerance, usability, and similar*

*characteristics that are not captured in the Feature Set.*

*Note any design constraints, external constraints, or other dependencies.*

*Define any specific documentation requirements, including user manuals, online help, installation,*

*labeling, and packaging requirements.*

*Define the priority of these other product requirements. Include, if useful, attributes such as stability,*

*benefit, effort, and risk.]*

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