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AWA - Arch Climbing Wall Web Application Vision

Version <1.0>

Revision History

Date	Version	Description	Author
<19/03/2018>	<0.1>	First iteration of the document	Mădălina Șinca

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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 Arch Climbing Wall (ACW) Web Application. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the ACW Web Application fulfills these needs are detailed in the use-case and supplementary specifications.

1.2 Scope

This Vision Document applies to the ACW Web Application (AWA), which will be developed by Mădălina Șinca. Mădălina will develop the AWA to work on the web platform. The AWA will provide a way for sports-enthusiasts to view events, make reservations, book tickets or enroll to courses that take place at the Arch Climbing Wall Gym. These features and facilities are detailed below in this document.

1.3 Definitions, Acronyms, and Abbreviations

- ACW - Arch Climbing Wall;

- AWA - ACW Web Application;

1.4 References

- Vision Document Template;

2. Positioning

2.1 Problem Statement

Climbing is an underrated form of exercise that often tends to go unnoticed due to its adventurous and often dangerous nature, but it can be made much more accessible via the help of an online platform that would ease people's way into discovering it.

The problem of	*People not having easy access to proper sports resources and information online.*
affects	*People of all ages in their search for leading a healthier life and adopting healthy habits and hobbies.*
the impact of which is	*Not being motivated to start doing sports, finding excuses and leading a more sedentary life.*
a successful solution would be	*Providing a simple, user-friendly online platform where people can easily enroll in climbing courses, view climbing events and book tickets to the Climbing Wall.*

2.2 Product Position Statement

For	*people of any age*
Who	*want to get involved and learn or practice rock climbing (outdoors or inside a gym).*
The (ACW Webb App)	*is a software web application*
That	*provides the potential users with the opportunity to get involved into rock climbing events and courses, book tickets or monthly subscriptions or rent equipment*
Unlike	*other currently available similar systems*
Our product	*will possess a broad range of user-friendly features in order to ease the user's way into learning or practicing rock climbing*

3. Stakeholder and User Descriptions

The target market segment includes teenagers and adults of all ages, defined as anyone who is interested in indoors wall climbing or outdoors rock or wall climbing. Parents can also book reservations and subscriptions for their children via AWA, but children are not considered direct users of AWA.

3.1 Stakeholder Summary

Project Manager	*Is responsible for and leads the development of AWA.*	*Coordinates interactions between other stakeholders, keeps the team connected and focused, makes plans, allocates resources, manages and decides priorities. Monitors the project's progress and approves funding*
Requirements Engineer	*Translates needs to requirements by consulting both the needs of the users and the project developers*	*Specifies the requirements (domain, functional and non-functional). Refines and prioritizes requirements as needed.*
Software Architect	*The primary developer of the application*	*Designs architecture of system, guides implementation of the system*
Developer	*Works usually in a team in order to deliver the*	

3.2 User Summary

Climbing Beginners (Adults)	*Primary End user of the system*	*Use the application in order to start learning to climb*	*Self*
Climbing Beginners (Children)	*End user of the system*	*Use the application via their parents or tutors in order to start learning to climb*	*Self via Parent*
Climbing Enthusiasts and Professionals	*Primary End user of the system*	*Use the application in order to maintain their hobby or remain in shape, participate in competitions, become a trainer*	*Self*

3.3 User Environment

1. The AWC Web Application will be used by people (henceforth called the users) who want to get involved in wall or rock climbing, regardless of age or climbing knowledge status. They can be split into the following categories:

- children above 5 years that can benefit from AWA via their parents or tutors by being enrolled in different courses, training programs, competitions or events;
- teenagers and adults that are beginners with regards to climbing and want to start somewhere;

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- ○
- ○ teenagers and adults that are already climbing enthusiasts or professionals and want to remain in shape, participate in competitions or become a trainer

2. AWA should help the users get in touch more easily with the Arch Climbing Wall Gym location(s) when the users:

- ○ live in the same city as those locations;
- ○ are passing through the city and want to attend an event or course;

3. The owner of AWA aka the person(s) with the role of administrator will keep updating the current state of the application with:

- ○ upcoming events;
- ○ training offers;
- ○ discounts;
- ○ articles;
- ○ children courses;
- ○ ticket and subscription prices;

4. The system shall provide a login option (user / administrator). Each account should have a profile that contains an optional profile picture and a timeline. The timeline will display the events at which that certain user participated, as well as pictures of them at the AWC Gym courses or events and the option to add a status (Beginner, Novice, Intermediate, Advanced, Master);

5. The user should be able to browse in an intuitive way the items mentioned on point 3.

4. Product Requirements

4.1 System Requirements

The system must run on the web platform and provide quality functionality.

4.2. Performance Requirements

None specified.

4.3. Environmental Requirements

None specified.