

---

**Mădălina Șinca**

---

**AWA - Arch Climbing Wall Web Application  
Vision**

**Version <1.0>**

AWA – Arch Climbing Wall Web Application	Version: <1.0>
Vision	Date: <26/03/2018>
<document identifier>	

## Revision History

Date	Version	Description	Author
<19/03/2018>	<0.1>	First iteration of the document	Mădălina Şinca
<26/03/2018>	<0.2>	Small revisions	Mădălina Şinca

AWA – Arch Climbing Wall Web Application	Version: <1.0>
Vision	Date: <26/03/2018>
<document identifier>	

## 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
4.1	System Requirements	6
4.2	Performance Requirements	6
4.3	Environmental Requirements	6

## 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 Şinca. 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;
- enroll to courses that take place at the Arch Climbing Wall Gym;

These features and facilities are detailed below in this document.

AWA – Arch Climbing Wall Web Application	Version: <1.0>
Vision	Date: <26/03/2018>
<document identifier>	

### 1.3 Definitions, Acronyms, and Abbreviations

- ACW - Arch Climbing Wall;
- AWA - ACW Web Application;

### 1.4 References

- Vision Document Template;
- AWA-SupplementarySpecs Document;
- AWA-Glossary Document;
- AWA-EnrollInCourse-UseCaseModel Document;
- AWA-EventBooking-UseCaseModel Document;

## 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	<i>People not having easy access to proper sports resources and information online.</i>
affects	<i>People of all ages in their search for leading a healthier life and adopting healthy habits and hobbies.</i>
the impact of which is	<i>Not being motivated to start doing sports, finding excuses and leading a more sedentary life.</i>
a successful solution would be	<i>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.</i>

### 2.2 Product Position Statement

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

AWA – Arch Climbing Wall Web Application	Version: <1.0>
Vision	Date: <26/03/2018>
<document identifier>	

### 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

<i>Project Manager</i>	<i>Is responsible for and leads the development of AWA.</i>	<i>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</i>
<i>Requirements Engineer</i>	<i>Translates needs to requirements by consulting both the needs of the users and the project developers</i>	<i>Specifies the requirements (domain, functional and non-functional). Refines and prioritizes requirements as needed.</i>
<i>Software Architect</i>	<i>The primary developer of the application</i>	<i>Designs architecture of system, guides implementation of the system</i>
<i>Developer</i>	<i>Works usually in a team in order to deliver the</i>	
<i>Trainers and Professional climbers</i>	<i>Not directly related to AWA, but can use AWA as a social media resource and a way to promote themselves and climbing as a sport.</i>	<i>Can be requested to hold speeches, presentations, post articles on the site etc.</i>
<i>Safety inspector</i>	<i>May need to inspect the physical facility of the Climbing Gym in order to provide a safety certificate.</i>	

#### 3.2 User Summary

<i>Climbing Beginners (Adults)</i>	<i>Primary End user of the system</i>	<i>Use the application in order to start learning to climb</i>	<i>Self</i>

AWA – Arch Climbing Wall Web Application	Version: <1.0>
Vision	Date: <26/03/2018>
<document identifier>	

<i>Climbing Beginners (Children)</i>	<i>End user of the system</i>	<i>Use the application via their parents or tutors in order to start learning to climb</i>	<i>Self via Parent</i>
<i>Climbing Enthusiasts and Professionals</i>	<i>Primary End user of the system</i>	<i>Use the application in order to maintain their hobby or remain in shape, participate in competitions, become a trainer</i>	<i>Self</i>
<i>Administrators</i>	<i>Primary End User</i>	<i>Administrate AWA by providing it with user content like articles, course prices, upcoming Events etc.</i>	<i>Self</i>

### 3.3 User Environment

As a Web Application, AWA can be accessed by its users on any desktop machine, in any place with an internet connection such as

- at home
- at the office
- at the library
- the restaurant
- at university
- etc.

## 4. Product Requirements

### 4.1 System Requirements

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

### 4.2. Performance Requirements

- **Processor (CPU):** Intel Core i3-3xxx or equivalent;
- **Operating System:** Microsoft Windows XP, 7, 8, 10 etc.;
- **Memory:** 4GB RAM;
- **Monitor:** 13 inch LCD, 720p;
- **Graphics/GPU:** AMD Radeon R7 370 or Nvidia GTX 950 or higher;

AWA – Arch Climbing Wall Web Application	Version: <1.0>
Vision	Date: <26/03/2018>
<document identifier>	

#### 4.3. Environmental Requirements

Having a browser installed such as any version of Mozilla Firefox, Opera, Google Chrome, Internet Explorer etc.