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Doofenshmirtz Evil Inc.

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# ANTI-EVENT-CLASH-INATOR

Vision Document

Version 1.0

Anti Event Clash Inator		Version 1.0
Vision		Date : 09.09.22
Doc No. DF/001		

## Revision History

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09.09.22	1.0	Original Version	Divya Soni
16.09.22	1.01	Modified Version	Divya Soni
16.09.22	1.02	Edited user descriptions	Pranava

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# Vision

## 1. Introduction

### 1.1. Purpose

To document the use of the anti event clash inator. This includes the data for stakeholder operating the system on the back-end and also user manual for real time users of the application.

### 1.2. Scope

The application will provide a client-based personalized service for each respective user. The software will allow the user to access the details of all the curricular, and co-curricular events happening on the campus. They will also be able to register for these events, as well as access information about all the clubs and associations operating in the college. With this overview, they will be able to better schedule their time while in college.

### 1.3. Definitions, acronyms and Abbreviations

AECI - Anti Event Clash Inator

### 1.4. References

1. "Front page for student activities - IIT Bombay"  
<http://insti.app/>
2. [Google Calendar](#)

### 1.5. Overview

This vision document consists of an overview of the application AECI, including the problem statement that has been addressed (product origin and information), stakeholder information, and how the project will affect a user's experience with clubs and events in the institution.

## 2. Positioning

### 2.1. Business opportunity

With the ever increasing number of clubs and associations operating on campus, there is a plethora of opportunities for students to learn and grow beyond the classroom. However, these increasing numbers also bring in the problem of staying updated about the events, and also deciding upon which ones to take part in. With the

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limited time available to a student, making these choices becomes even more crucial. This scenario is a big opportunity for real time applications such as AEIC.

## 2.2. Problem statement

Creating a college-wide calendar with event tracking and registration features for all events happening on campus.

The problem of	hastily planned on-campus events with clashing schedules
affects	students and organizing entities
the impact of which is	students miss out events, and clubs miss out on audience
a successful solution would be	a centralized platform pooling in information about all events scheduled in the future, so that both students and clubs are in a more informed position.

## 2.3. Product position statement

The product will be designed so that it can be used by every student of NITW, with access to an internet connection. The software will be based on the cloud, and will be accessible through a browser, either via a smartphone or a PC.

For	students and club representatives of an institution
Who	require to organize calendar for club events or register and promote them
The AEIC	is a software application
That	provides ability to freely manage the calendar for exams and events together
Unlike	the currently available manual event management softwares through basic calendar applications.
Our product	provides a neater and easier solution

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## 3. Stakeholder and User Descriptions

### 3.1. Market demographics

The target customers for this product will be those students who have an interest in taking part in multiple co-curricular activities on campus, but are unable to efficiently manage and plan their time allotted for those activities. It is also for the clubs, who wish to plan activities for their students, but have no straightforward means of determining if their estimated event dates are clashing with any other event on campus.

### 3.2. Stakeholder summary

Stakeholder	Responsibility
Product Manager	To define the feature list and decide on the tech stack to work with. To also assign tasks according to the available resources.
Frontend Developer	To implement the designs created by the UI designer, and also ensure UI consistency across different devices.
Backend Developer	To design and develop the database models and also connect APIs as and when necessary.
UI Designer	To design the UI of the software based on the feature list defined by the product manager.

### 3.3. User Summary

Name	Description	Responsibilities	Stakeholder
Student	primary end user of the system	explore events and clubs, register for events	self
Club Representative	primary end user of the system with	add or edit the club events and	self

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	higher permissions than student	manage the registrations	
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### 3.4. User Environment

Can be operated on any internet enabled browsing device.

### 3.5. Stakeholder profiles

This is a private company and the profit will be distributed among the owners.

### 3.6. User profiles

Representative	Student
Description	the end user, to whom the software is targeted at
Type	casual user
Responsibilities	make use of the software
success criterion	happiness and satisfaction level
involvement	none during development phase, only after the release of product
deliverables	none
comments/issues	none

### 3.7. Key stakeholder or user needs

User needs : Internet enabled smart devices on which the system could operate.

### 3.8. Alternative and competition

<https://www.insti.app>

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## 4. Product overview

### 4.1. Product perspective

Student <-----> AEIC <-----> Clubs

### 4.2. Summary of capabilities

Customer Benefit	Supporting Features
Simplified and robust event planning	Access to events scheduled for the future, by all clubs on campus
Easy promotion of events	App is open to students only. All potential audience is on the platform
Simplified registration mechanism	In-built one-click registration system

### 4.3. Assumptions and dependencies

The AEIC is developed using a component based software design approach.

### 4.4. Cost and pricing

Variable in proportion to the market.

## 5. Constraints

None determined so far.

## 6. Precedence and Priority

The application will be first deployed on the web for computers and most smartphones. Smooth updates for other devices will be subsequently done.

## 7. Other product requirements

### 7.1. Applicable standards

Internet connectivity.



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## 7.2. System requirements

A browser to access the internet.

## 7.3. Performance requirements

JavaScript enabled on the browser.

## 7.4. Environmental requirements

None

# 8.Documentation requirements

## 8.1. User Manual

A guided walkthrough of the system on joining the platform, that will familiarize the users with the features and functionalities.

## 8.2. Online Help

The users can email our company if they face any difficulties with the application and we will respond within a few hours.

## 8.3. Installation Guides, Configuration and readme file

The application is based on the cloud, and requires minimal setup to start using. However, a start guide will be provided to make things even clearer.