

Project Vision

iClothe

Version 1.0, Feb 7th 2021

Document Revision History

| Ref# | Content | Revised By | Date | Version |
|------|------------------------------|-----------------|---------------------------|---------|
| 1 | Initial Draft | Cameron | Jan 17 th 2021 | 0.1 |
| 2 | Stakeholders | Nitin, Thufayle | Jan 30 th 2021 | 0.2 |
| 3 | Features & Functions | Burcu, Iris | Jan 30 th 2021 | 0.3 |
| 4 | Overview, Work Plan, & Intro | Cameron | Feb 5 th 2021 | 0.4 |
| 5 | Comparison Analysis | Adeel | Feb 5 th 2021 | 0.5 |
| 6 | Final Draft | Everyone | Feb 7 th 2021 | 1.0 |

Distribution List

| | Name | Title | Department |
|--|----------------|------------|---------------------------|
| | Carrie Pajotte | Instructor | BA Case Study 2 – BUS4062 |
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Introduction

iClothe is an application that allows users to virtually try on clothes and cosmetics from the comfort of one's own home. With minimal data provided by the user our application will create a model of either the users body or their face. This model is then used to map clothing articles and cosmetics onto the user's body in a digital space.

With this digital model users can select clothing from our partner brands to overlay on their digital model with a high degree of accuracy, allowing for user to assess not only the look of that particular item but also the shape and fit. Users can also create a virtual face with accurate skin tones providing a color accurate canvas to try-on our partner brands cosmetic products before purchase.

Product Overview

The problem of customers not being confident in their purchases of clothing items which they order online affects both retail brands and consumers by increasing returned orders and decreasing customer satisfaction and engagement the impact of which is increased waste and decreased revenue. A successful solution would provide customers with a platform for trying on clothes virtually and see with high confidence how that piece looks and fits.

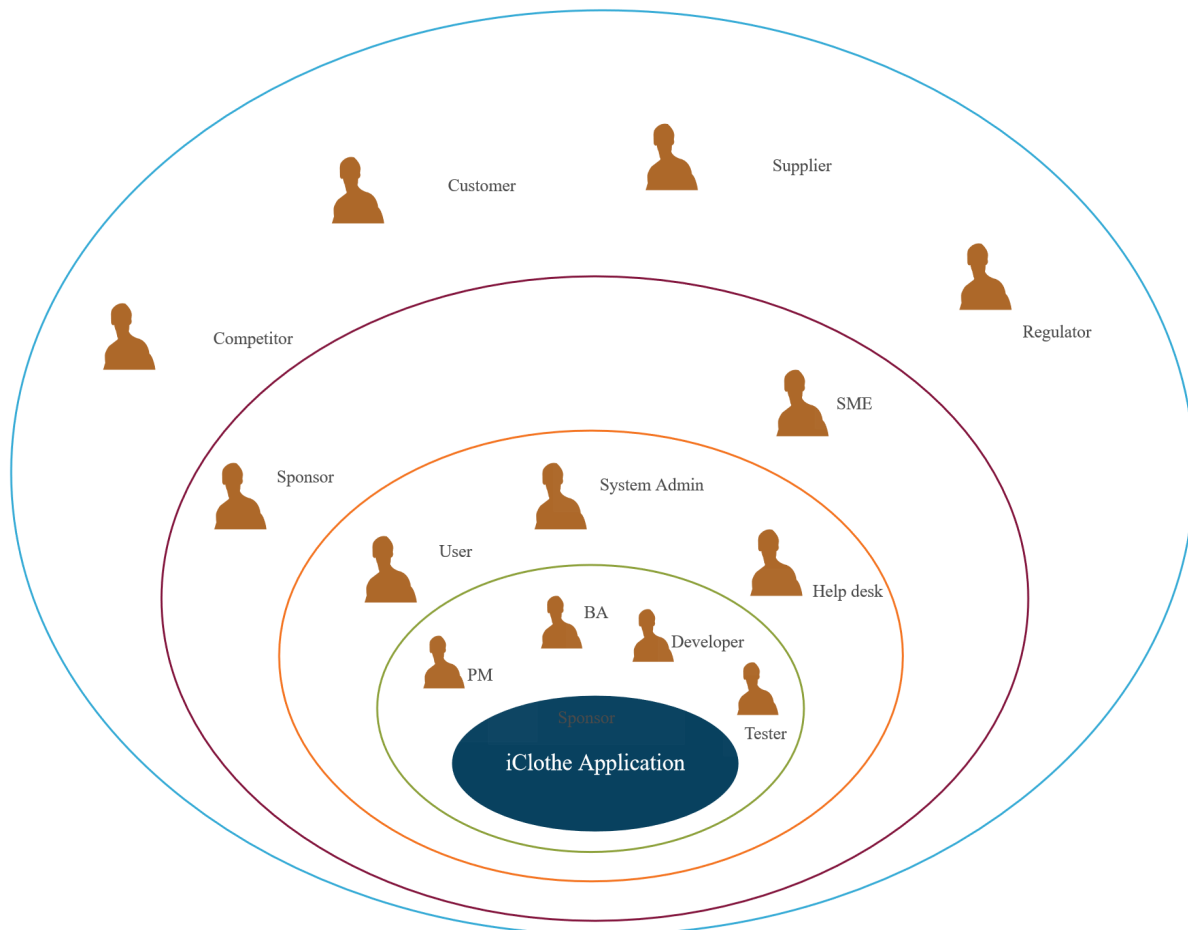
For the clothing or cosmetics retail brands that wants to provide a novel online shopping experience to their customers and reduce the number of returned merchandises, iClothe provides a white-label AI application that allows customers to virtually try on clothes and cosmetics from the comfort of one's own home with minimal data provided by the user. Unlike other applications in this space that use off-the-self AI platforms with low accuracy and high compute load, our solution will provide highly accurate models that properly reflect users' body shape, measurements, and skin tone.

We see this application as an opportunity during this time due to the confluence of several factors at once: the Covid-19 pandemic and its impact on the retail industry has created an appetite for novel sales methods, advancement in on-device artificial intelligence has reached a point where it is possible to develop sophisticated body models, and digital natives are now the largest consumer segment. With these factors impacting the industry, we believe an application that replaces some of the remaining benefits of a brick-and-mortar location in the garment industry would be highly successful.

The business model of this software will see the application integrated into retailers' online stores, whether that be in mobile and tablet retailers' applications or websites within desktop browsers. This ensures that our technology is provided to the retail consumers free of charge and allows the merchandise to exist within a context and style that makes sense for any given brand.

Stakeholder Analysis

STAKEHOLDER Onion Diagram for iClothe



Stakeholders

Description

Project manager

A project manager will be helping in managing the overall development of the app in terms of its requirements and solutioning as a head.

Business Analyst

A business analyst would help in assisting the PM in development of the app and gathering the requirements through critical thinking and analysis.

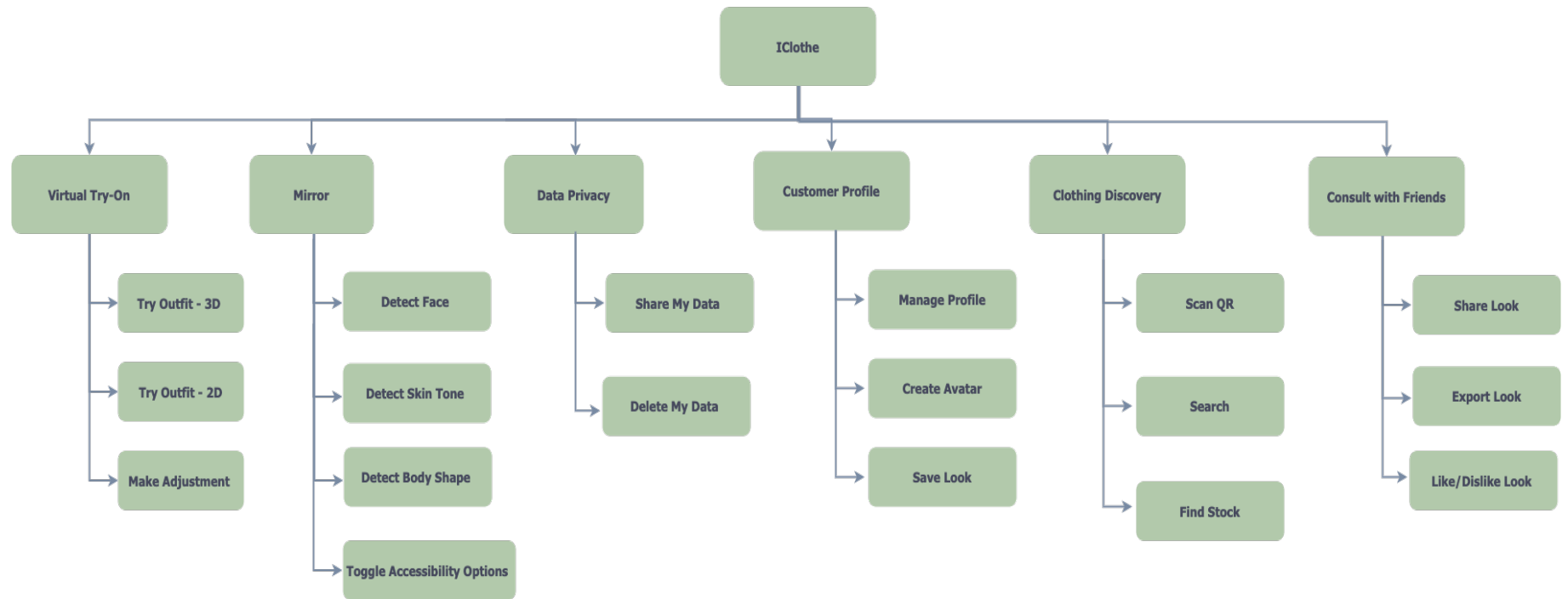
Application Developer

This stakeholder will be the one involved in front and back end developing of the product/application

| | |
|----------------------|---|
| Tester | This stakeholder tests the software for bugs, errors/defects that an end user can come across. |
| User | This stakeholder is the active actor in the application trying on retailers clothing and cosmetics |
| Help desk | This stakeholder will help in assisting the customers and end user with the support to troubleshoot app related problems. |
| System Administrator | Responsible for configuration and operation of a company's network and systems |
| Sponsor | This stakeholder will be responsible for the overall financial inflow to develop the app. |
| SME | These are the stakeholders who evaluate organizational needs, determine technical solutions and make sure the requirements are met. |
| Competitor | This stakeholder will be watched to assess our own app in terms of competition in the market. |
| Customer | This stakeholder will be integrating the app into their retail site to allow customers to try on their merchandise through it. |
| Supplier | This stakeholder will be responsible for supplying apparels/products required for the store and application as virtual objects |
| Regulator | This stakeholder will be responsible for the smooth running of app in terms of regulatory requirements from external sources. |

Product Features and Functions

Functional decomposition:



Comparison Analysis

In our comparative analysis we have compared iClothe to two other apps, Zeekit and Virtual Dressing Room. The table below shows the features that all mentioned apps have, while also shedding light on some of the features that make iClothe stand out from its direct competition.

| | iClothe | Zeekit | Virtual Dressing Room |
|-----------------------------|---------|--------|-----------------------|
| Virtual Try-on | | | |
| Try Outfit 3D | Yes | Yes | Yes |
| Try Outfit 2D | Yes | Yes | Yes |
| Make Adjustment | Yes | No | Yes |
| Mirror | | | |
| Detect Face | Yes | Yes | Yes |
| Detect Skin Tone | Yes | No | No |
| Detect Body Shape | Yes | Yes | Yes |
| Accessibility Options | Yes | No | No |
| Data Privacy | | | |
| Share My Data | Yes | Yes | Yes |
| Delete my Data | Yes | Yes | Yes |
| Customer Profile | | | |
| Manage Profile | Yes | Yes | Yes |
| Create Avatar | Yes | No | No |
| Save Look | Yes | No | No |
| Clothing Discovery | | | |
| Scan QR | Yes | No | No |
| Search | Yes | Yes | Yes |
| Find Stock | Yes | No | Yes |
| Consult with friends | | | |
| Share Look | Yes | No | No |
| Export Look | Yes | No | No |
| Like/Dislike Look | Yes | No | No |

iClothe will be using cutting edge technology; the most advanced algorithm currently available on the market to help the user select the best product according to their look, sizing and fitting. While shopping in a store the exclusive QR code feature allows user to instantly see what certain clothing items would look like on them, along with suggesting the size that would suit them best.

One of the unique selling points of this app is how it attempts to socialize how we shop, by allowing users to share their ‘look’ with friends and family and getting their opinion before making the final decision regarding the item to be purchased.

iClothe will also include the latest accessibility features catering to a wide variety of audience

with special needs, as it will assist people with wheelchairs and walkers as well to make the best decision possible.

Business Analysis Work Plan

| Milestone | Date | Assigned to |
|--|------------------|-----------------|
| Project Vision - Feb 7th, 2021 | | |
| Research Competitor Products | Week of Jan 25th | Everyone |
| Survey Team to Ideate Product Features and Functions | Week of Jan 25th | Burcu |
| Analyse Results | Week of Jan 25th | Burcu |
| Draft Stakeholder Analysis | Week of Jan 25th | Nitin, Thufayle |
| Draft Business Analysis Work Plan | Week of Jan 25th | Cameron |
| Alignment Meeting: | | |
| - Results Analysis | | |
| - Product Features and Functions | | |
| - Products for Comparison Analysis | | |
| - Stakeholder Analysis | | |
| - Business Analysis Work Plan | | |
| - Product Overview | | |
| - Work Plan Updates | | |
| | Jan 30th, 2021 | Everyone |
| Draft Product Features and Functions | Week of Feb 1st | Burcu, Iris |
| Draft Comparison Analysis | Week of Feb 1st | |
| Draft Product Overview | Week of Feb 1st | Nitin, Cameron |
| Project Vision Document Edits | Feb 5th, 2021 | |
| Project Vision Document Review | Feb 6th, 2021 | Everyone |
| Submit | Feb 7th, 2021 | Cameron |
| Mobile Sketches - Mar 1st, 2021 | | |
| Alignment Meeting: | | |
| - The Anatomy of Sketching | | |
| - Sequential Storyboards | | |
| - Mobile Scanner App | | |
| - Work Plan Updates | | |
| | Feb 24th, 2021 | Everyone |
| Workshop | Feb 27th, 2021 | Everyone |
| Draft Mobile Sketch | Feb 27th, 2021 | Everyone |
| Mobile Sketch Review | Feb 28th, 2021 | Everyone |
| Submit | Mar 1th, 2021 | Cameron |

Business Requirements - Mar 15th, 2021

| | | |
|--------------------------------------|------------------|-----------------|
| Identify Research Participants | Week of Feb 8th | Sahil, Savneet |
| Design Questions/Methodology | Week of Feb 15th | Thufayle, Nitin |
| Create Research Documents | Week of Feb 15th | Everyone |
| Conduct Elicitation | Feb 20th, 2021 | Everyone |
| Compile and Organize Results | Week of Feb 22nd | Iris, Burcu |
| Analyse Results | Week of Feb 22nd | Iris, Burcu |
| Alignment Meeting: | | |
| - Results Analysis | | |
| - Application Scope | | |
| - Customer Base | Feb 27th, 2021 | Everyone |
| - Scenarios | | |
| - Customer Journey | | |
| - Work Plan Updates | | |
| Draft Business Requirements Document | Week of Mar 1st | Cameron, Adeel |
| Document Edits | Mar 8th, 2021 | Sahil, Savneet |
| Submit | Mar 15th, 2021 | Cameron |

System Specifications - Mar 22nd, 2021

| | | |
|--|------------------|--------------------|
| Alignment Meeting: | | |
| - User Stories | Mar 6th, 2021 | Everyone |
| - Use Cases | | |
| - Mock-up and Storyboard Tools/Methodology | | |
| Draft Use Cases | Week of Mar 8th | Cameron, Sahil |
| Draft User Stories | Week of Mar 8th | Burcu, Savneet |
| Draft Story Board | Week of Mar 8th | Nitin, Iris, Adeel |
| Alignment Meeting: | | |
| - Work Plan Updates | Mar 13th, 2021 | Everyone |
| Workshop | Mar 20th, 2021 | Everyone |
| Draft Mid-fidelity Mock-ups | Mar 20th, 2021 | Adeel, Iris |
| Mid-fidelity Mock-ups Review | Mar 21st, 2021 | Everyone |
| Document Edits | Week of Mar 15th | Everyone |
| Submit | Mar 22nd, 2021 | Cameron |

Requirements Design - April 17th, 2021

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|-------------------------------------|----------------|----------|
| Alignment Meeting: | | |
| - System Specification User Stories | Mar 27th, 2021 | Everyone |
| - Video Tools/Methodology | | |
| - Work Plan Updates | | |

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|----------------------------|------------------|-----------------------------------|
| Presentation Script | Week of Mar 29th | Savneet, Sahil Cameron, Burcu, |
| Hi-Fidelity Mock-up Draft | Week of Mar 29th | Nitin Adeel, |
| Hi-Fidelity Mock-up Review | Apr 15th, 2021 | Thufayle, Iris |
| Presentation Filming | Apr 10th, 2021 | Everyone |
| Presentation Edits | Week of Apr 12th | Cameron, Iris |
| Presentation Review | Apr 15th, 2021 | Everyone |
| Submit | April 17th, 2021 | Cameron |

References

Charlton, G. (2020, September 25). Ecommerce Returns: 2020 Stats and Trends. SaleCycle.
<https://www.salecycle.com/blog/featured/ecommerce-returns-2018-stats-trends/>