Deliverable 2.1 - Vision



College toolkit

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2017

Project group 2 | CS386 Spring 2017 | Marco Gerosa | [GitHub Link](https://github.com/jjg297/CS386-Software-Project)

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Vision

# Introduction

We want to create an app that provides students of all levels an app that provides them with all the essential tools they need to excel in their educational carriers, all in one easy to access place. These tools would include things such as calculators, day planners, note pages, class info, and more. The goal for this application is to fill a need for which there are currently no comparable applications on the market, in order to increase students’ likelihood of excelling in school or college.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Phones aren’t equipped with useful College tools. |
| affects | College students that aren’t so technologically inclined. |
| the impact of which is | Subpar performance by students and poor grades. |
| a successful solution would be | An app created that provides students tools to streamline common problems students run into. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Students of any level |
| Who | Have the desire to streamline their student experience |
| The College Toolkit | is a mobile app |
| That | Looks to streamline solutions to students’ problems in one place. |
| Unlike | There are currently no commonly available apps that’s what we are aiming to do.. |
| Our product | Is filling a niche in the mobile market that currently has an unfilled demand. |

# 

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| ***Developers*** | **Matthew Burns, Jesus Garcia, Vincent McIvor** | 1. Ensure that there is a market for the product outlined. 2. Develop the product to meet the initial outline 3. Keep each other updated on progress of the app 4. Monitor the progress to make sure that it will be accomplished on time 5. Keep the app up to date on different os updates. 6. Create a monetary plan 7. Find funding if necessary |
| ***Users*** | **Students attending School at any level** | 1. Will be using the product and its various features. 2. Report various bugs in the program to the developers. |

## User Environment

There are currently 3 of us involved in completing each task, we don’t expect this to change unless there are some extreme circumstances since the deadline to sign up for groups has passed. Our Current task cycle spans between 2 and 5 days, depending on the due date of the next deliverable. This could change with changing due dates, as well as when we complete more tasks and get a better sense of how long each task will take. We do not have any particular environmental restraints, outside of the logistics of coordinating a time to meet in person, which isn’t exactly restraining our abilities to complete tasks. The current planned platform is Android with potential future plans for IOS support. Our application would potentially need to integrate with card readers around campus depending on how many bonus features we implement, although this is unlikely. Allowing the application to interface with a student’s Louie account to sync class information would also be desirable but also potentially infeasible within the scope of the project.

# Product Overview

## Needs and Features

|  |  |  |  |
| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
| Base GUI | High | Multi-Applet layout selection | March 21st 2017 |
| Main Applets | High | Scheduler, Tip calculator, Notecard system, Notification system | March 21st 2017 |
| Monetization | Low | Advertisements or donation link or both | TBD |
| iOS support | Medium | Support iPhone and iPad devices | TBD |

# Other Product Requirements

Since this project involves only making a working prototype and not a finished product, our standards focus primarily on the application being functional and usable, even if all the features are not fully implemented. It is required to work on the Android platform as well as any hardware that uses that platform. For performance, we want it to run quickly and efficiently. We have no specific environmental requirements.

The cutoff point for the range for any of these characteristics is functionality. Once one is interfering with the proper function of the application, it has fallen below the acceptable range.

The largest design constraints we face are a limited team size with there being only 3 of us, as well as somewhat limited technical capabilities – three college students obviously cannot create a product of the same caliber as a team of Apple or Google employees. The application is not likely to have many outside dependencies if any. The first working version will probably prompt the user for manual input of relevant data rather can collect it from an outside source. The primary assumption that could potentially alter the Vision document is that the application will work for Android devices only.

Outside of perhaps a tutorial to get users comfortable using the application, we have no expectation of required documentations.

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Priority** | **Planned Release** |
| Benefit | High | March 21st 2017 |
| Effort | Medium | March 21st 2017 |
| Stability | Low | March 21st 2017 |
| User friendliness | High | March 21st 2017 |

**Team Contributions**

**Jesus Garcia**: Coverpage, some parts of the document like section 1 and 4, finalization of document prior to BBLearn turnin

**Matthew Burns:** Some parts of the document, like section 2 and 3

**Vincent McIvor:** Some parts of the document, like section 5, review prior to turning into EasyChair