<Project Name>

Vision Document

Version <1.0>

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Revision History

| **Date** | **Version** | **Description** | **Author** |
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Table of Contents

1. Introduction 3

1.1 References 3

2. Positioning 3

2.1 Problem Statement 3

2.2 Product Position Statement 3

3. Stakeholder and User Descriptions 3

3.1 Stakeholder Summary 3

3.2 User Summary 3

3.3 User Environment 3

3.4 Summary of Key Stakeholder or User Needs 3

3.5 Alternatives and Competition 3

4. Product Overview 3

4.1 Product Perspective 3

4.2 Assumptions and Dependencies 3

5. Product Features 3

6. Other Product Requirements 3

Vision (Small Project)

# Introduction

*[The purpose of this document is to collect, analyze, and define high-level needs and features of the* <<System Name>>*. It focuses on the capabilities needed by the stakeholders and the target users, and* ***why*** *these needs exist. The details of how the* <<System Name>> *fulfills these needs are detailed in the use-case and supplementary specifications.]*

*[The introduction of the* ***Vision*** *document provides an overview of the entire document. It includes the purpose and references of this* ***Vision*** *document.]*

# Positioning

## Problem Statement

| The problem of | publishing, listening to and downloading free song online |
| --- | --- |
| affects | music artists who want to publish their songs and listeners who want to listen or download songs online for free |
| the impact of which is | unpopular music artists who want to get famous but don’t have the budget to publish their songs on big music platforms while listeners on big music platforms have to pay so they can listen to or download songs. |
| a successful solution would be | helping unpopular music artists to publish their songs free and listeners to listen and download free songs by creating a free music platform |

## Product Position Statement

| For | artists and listeners |
| --- | --- |
| Who | publish and listen/download songs free |
| The (product name) | hailua.com.vn |
| That | helping unpopular music artists to publish their songs free and listeners to listen and download free songs |
| Unlike | the current music platforms, zingmp3.vn, open.sportify.com |
| Our product | allows people publish and listen/download songs freely |

# Stakeholder and User Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| Developers | Developers build a website that meets all user requirements | Researching, designing, implementing and managing software programs. |
| Teachers | Teachers introduce the course and guide the software design processes | Teachers support students understand the methodology of Software Engineering |
| Students | Students studying at HCMUS | Giving feedbacks about architecture and interface of a website |
| Artists | Artists share their own music with the community through SpUStify | Contributing to building SpUStify's music store |

## User Summary

| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| --- | --- | --- | --- |
| Client | End consumers of the web, may be a member or not | View songs, playlists (only a feature for who is not a member)  Browse and search for playlists and songs  Add songs, playlists  Likes song and playlists | Self - represented |
| Administrator | Main managers of a website | View clients (Full Name, DOB , Email, Phone )  Add a song or a playlist to the website  Ensure the leaderboard on the website is up-to-date  Delete clients | Self - represented |

## User Environment

* SpUStify is a community-oriented music platform targeting educated, computer literate individuals who own personal computers. Users can visit the website to explore a wide range of songs and playlists, seeking flexibility in their music listening experience and sharing their own music with the community.
* The number of users is expected to grow significantly in the future, driven by factors such as staying up-to-date with current trends, implementing effective marketing campaigns, and leveraging social media platforms like Instagram, TikTok, and Twitter for music promotion and sharing.
* In addition, artists and individuals seeking self-development opportunities may utilize the website to discover new music.
* Initially, the website will have a limited release exclusively for university students. However, future plans involve marketing subsequent releases to schools, colleges, and universities. SpUStify is designed to be expandable, allowing for scalability and accommodating a growing user base. User community data will be organized in easily accessible table formats upon system installation, facilitating efficient management.
* The administrator will require a browser-enabled device to perform various tasks such as categorizing songs and playlists, monitoring system status, managing artists and clients, and generating reports.

## Alternatives and Competition

* Some general examples of alternatives and competitive choices that stakeholders might consider in the context of a music website like SpUStify:
  + Competitor's product: Stakeholders may consider purchasing or subscribing to a competitor's music website or streaming platform. Examples of competitors in this space include Spotify, Apple Music, Amazon Music, and YouTube Music. The strengths and weaknesses of each competitor can vary, but they typically include factors such as music catalog size, user interface, personalized recommendations, pricing, and exclusive content.
  + Building a homegrown solution: Stakeholders might consider developing their own music website from scratch, creating a customized platform tailored to their specific needs. This approach offers the advantage of complete control over features and functionality. However, it requires significant development resources, time, and ongoing maintenance costs.
  + Maintaining the status quo: Stakeholders may choose to stick with their current music website or platform, particularly if they perceive it to be meeting their needs adequately. This option avoids the potential risks and costs associated with switching to a new solution but may limit access to new features and improvements offered by competitors.
* It's important to note that the specific strengths and weaknesses of competitors will vary based on market dynamics, user preferences, and the specific features and capabilities offered by each platform. Stakeholders and end users would need to assess these factors based on their own priorities and requirements before making a decision.

# Product Features

*[List and briefly describe the product features. Features are the high-level capabilities of the system that are necessary to deliver benefits to the users. Each feature is an externally desired service that typically requires a series of inputs to achieve the desired result. For example, a feature of a problem tracking system might be the ability to provide trending reports. As the use-case model takes shape, update the description to refer to the use cases.*

*Because the* ***Vision*** *document is reviewed by a wide variety of involved personnel, the level of detail needs to be general enough for everyone to understand. However, enough detail must be available to provide the team with the information they need to create a use-case model.*

*Throughout this section, each feature will be externally perceivable by users, operators, or other external systems. These features should include a description of functionality and any relevant usability issues that must be addressed.*

*]*

*[Can use a table to list product features, which each row provides feature, description, priority as follows*

| *No.* | *Feature* | *Description* | *Priority* |
| --- | --- | --- | --- |
|  |  |  | *High* |
|  |  |  | *Low* |
|  |  |  | *Medium* |
|  |  |  |  |

*]*

# Non-Functional Requirements

*[Provide non-functional requirements that globally affect the product features described in the previous section.*

*At a high level, list applicable standards, hardware, or platform requirements; performance requirements; and environmental requirements.*

*Define the quality ranges for performance, robustness, fault tolerance, usability, etc.*

*]*