Vision Document

CS 321 Project Statement

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1. Introduction

1.1 Purpose

The purpose of this document is to identify, define and analyze high level user needs, any applicable user personas, key stakeholders, and the general system capabilities needed by the users for a website centered on resources for eating disorder recovery.

1.2 Solution overview

State the general purpose of the product, system, application or service.
- A website hosting resources and material for people in different levels of recovery from eating disorders
- Goals: create a space to help those who may not have a strong support system or simply need more or external support
- Benefits: one place to find many resources, provides information for those who may be starting recovery (such as treatment centers) and those well into it (such as recipes or recovery-oriented podcasts)
- Objectives: Provide a new and unique forum for recovery-related materials

1.3 References

1. Vision Document Template, CS 321, Shino Ito, Author Dean Leffingwell, https://learning.oreilly.com/library/view/agile-software-requirements/9780321685438/apb.html

2. User Description

2.1 User / Market Demographics

The demographics for the product are persons in recovery from all types of eating disorders. It's estimated that at least 30 million people in the United States alone suffer, or have suffered with an eating disorder. The website will not reach all those people, but it will work to provide resources that could help any of them. The market will likely not fluctuate significantly in size. Users will not need to spend money to access or use the product; economics is not a factor in this situation.

2.2 User Personas

Name	Background	Responsibility	Success and Reward
Persons in recovery from an eating disorder	No specific background necessary	Responsibility to use the website to find or share resources and support for self and others	User will identify success and find reward by finding applicable, appropriate or useful materials and resources
Persons currently struggling with an eating disorder	No specific background necessary	Responsibility to use the website to find or share resources and support for self and others	User will identify success and find reward by finding applicable, appropriate or useful materials and resources
Persons looking to support others with eating disorders	No specific background necessary	Responsibility to use the website to find or share resources and support for others	User will identify success and find reward by finding applicable, appropriate or useful materials and resources

2.3 User Environment

- The website would be used by people affected by eating disorders, which is an ever-fluctuating number of individuals
  - this would include anorexia nervosa, bulimia nervosa, binge eating disorder, diabulimia, orthorexia, and OSFED (Other Specified Feeding or Eating Disorder)
- User environments will vary based on age, location, career, etc.; it is not specific to any environment
  - some users may use mobile phones, tablets, laptops, or other internet devices as it may be accessed from any location where internet or data is available
- There is no specified time spent on this task as recovery is a life long, and individual, process
- The website needs to integrate with other recovery-focused platforms such as resource and treatment websites by providing links and descriptions of said resources

2.4 Key User Needs

- Key problems: Most recovery websites are solely resource focused, and other platforms such as blogs will release content on a timeline, thereby making it difficult to find a wealth of motivation or resources
- It's solved now by people visiting different places and platforms to find what they need
- The user may envision a platform that contains all types of support or resources as a solution

3. Stakeholder Descriptions

Project Stakeholder	Degree of Involvement	Product Needs	Program Needs
Emma Brousseau	Primary Developer		

4. Product Overview

4.1 Product Perspective

The product is related to other recovery-oriented resources such as, but not limited to: the official NEDA website, treatment center websites (such as The Renfrew Center or Monte Nido), social medias such as Instagram accounts, podcasts, and online or in print magazines and journals. The user may interact with these on an intentional basis - i.e., Googling for a specific resource - or on an incidental basis, such as seeing a post or new podcast that is recovery-focused. This would be a more intentional process, with the user consciously choosing to visit the site, but would contain content and links similar to those products listed above.

4.2 Product Position Statement

This product is for persons in recovery from eating disorders who need a place to find hope, reasons to keep going, motivation, or support. The unnamed Recovery website is a website that will provide resources for those in need, artwork, writings, podcast links, and similar things for those who want motivation, and general support. Unlike current recovery platforms, such as blogs or social medias our product holds all items concurrently one location instead of releasing different updates or resources in timed posts

4.3 Summary of Capabilities

Solution Features	Customer Benefit
Crisis Resources	Immediate connection to help
Treatment Resources	Find long-term help
Recipes	Assist with a difficult part of recovery - maintaining normalized eating
Articles, Podcasts	Provide scientific, psychological, or sociological information
Artwork, Creative Writing, Quotations	Motivation and inspiration to continue with recovery

4.4 Assumptions and Dependencies

1. User has access to the internet and is, at least moderately, internet-literate
2. Able to type or use voice-assisting technology to type
3. Able to read or use voice-assisting technology to read
4. Website will likely be in English; user can read English or can translate

5. Product Features

5.1 System Features

1. Accept keyboard input
2. Accept touchscreen input

5.2 Accessibility Features

1. Text-to-Speech
2. Speech-to-Text
3. Image Descriptors

Template Reference
Title: Agile Software Requirements; Lean Requirements Practices for Teams, Programs, and Enterprise
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