Mind Manager App

Project Vision Document

Version 1.0

10/9/2020

Revision History

Revision	Date	Author	Reviewed By	Summary of Changes
#1	10/09/2020	Bruna Bispo Evgeniya Zhukova Gordon Wells Karin Zigdon Marina Savochkina	Bruna Bispo Evgeniya Zhukova Gordon Wells Karin Zigdon Marina Savochkina	Making of the document

Document Approval List

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Document Distribution List

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1.0	Anjana Shah	10/11/2020

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1   Introduction

This vision document will outline our team project and our expected deliverables and research. The document will go over the scope of the project and what we plan to accomplish with the completion of the Mind Manager mobile app. In addition, it will detail our market research and assumptions and a detailed overview of all stakeholders and deliverables for the final product.

1.1   Purpose

In the current market, there aren't many apps out there that help to find activities to do given their current feelings or mood. People are well known for their large range of emotions, from experiencing joy to feeling down, anger, energetic, etc. Consequently, this may have a large impact when figuring out what to do in a given day. If the user is not good at deciding what to do given their current mood then they may experience all kinds of unwanted outcomes such as: lack of motivation, feeling frustration, or disturbing feelings for the rest of the day.

Therefore, the app assists in making suggestions in finding the user's suitable activity for his or her mood. Offering different kinds of activities, including music playing, sports, poetry, games and more, all according to their mood. The app is user-friendly and designed for any mobile user in the world due to the reason we are all humans and have emotions we must deal with in our daily routine.

1.2   Scope

This project involves the development of an app that will help users find out what to do when feeling different moods throughout the day. This app will be available for iPhone and Android operating systems. The user interface will be designed during the project, but, as the initial idea, the user will have the ability to multi-select different types of mood and feelings, and it will also have a "I am not sure" button, that will take the user to another page, in which, they will be presented with a few questions about what they did during the day and how they think they are feeling, so the application can try to understand better what their current mood is. In the final page, after the user's mood(s) is defined, the user will be presented with different suggestions of activities the user could do, including playlists of music, poems, sports, games, etc.

1.2.1   In Scope
- The application will present to the user different suggestions of activities that could be done according to their current mood.
- The activities will be updated according to what is happening in the city, for example, events will be added as a suggestion that will be presented to the user.

1.2.2   Out of Scope
- Since no member of the team is a specialist, the application will not suggest any kind of medication or food to the user.
- It will not tell the user what to do. The application is only suggesting activities according to the designated mood(s) that the development team came up with based on their own opinion and experience.

- The app is not responsible for the overall mental health of the user, and it is not meant to be a substitute for a professional doctor.

1.3   Definitions, Acronyms, and Abbreviations

Term	Explanation
app	mobile application
local places, general locations	local public places that belong to the certain area around the user and offer various indoor and outdoor activities
market	a combination of all current offers of goods and services from mobile application development companies
mood	a relatively long-lasting person`s state of mind or predominant emotions

1.4   References

Reference File Name	Version	Description
Not Applicable		

This section also contains links to all other places that were referred to in this document. These may include:

- *Web sites*

- *URLs or network locations*

- *Research done for similar products*

Name	Link
Not Applicable	

2 Positioning

2.1 Business Opportunity

The current market has very few apps that provide services to the user's mood. Our app finds an opportunity to support user emotion and direct it to a suitable activity for their needs.

People's emotions can be varied and change easily, therefore it might be hard to take an action accordingly. Our app offers different recommendations of matching/relative activities in relation to their feeling, and also gives questionnaires to help people better narrow-down their current mood. Thus, the project yields a great opportunity by dealing directly with handling feelings of potential customers.

2.2 Problem Statement

The Problem of	Planning activities based around the current mood
affects	indecisive people who do not know what to do with it
the impact of which is	uncertainty of what to do when feeling sad, happy or not knowing what the feeling is at all
a successful solution would be	a user-friendly app that would help those people know what activities are best for their current type of mood or feelings. The application would first ask the user to enter what they are feeling at that moment (by selecting options). Then would show various different activities that the user could do, including listing different playlists of music, poems, sports and locations the user could go that would best suit their current mood or feelings.

Table 1 Problem Statement

2.3 Product Position Statement

For	mobile phone users.
Who	are interested in receiving some suggestions about music, poetry, and different activities that would base on their current mood.
The Mind Manager App	is an application for mobile, which works on Android and iOS devices.
That	would offer the user different suggestions, such as local places, music, books, etc., based on their mood and feelings. There will be an option for the user to enter their current mood or to answer a questionnaire which will help to describe their feelings.
Unlike	available apps that do not have a wide range of features that only monitor the user's mood, and not necessarily, suggest activities for them to do based on that.

Our product	Offers activities suggestions, either inside or outside based on user's current moods and feelings.

Table 2 Product Position Statement

2.4   SWOT Analysis

Strengths	Weaknesses
Clear goals with a focused task of what we wish to accomplish with a flexible final design output.	Fixed resources available with limited budget
Reasonably diverse group skillset covering range of different tasks	Certain aspects of project may require individual skill-refinement in relation to coding
We can stand out as a unique idea that has not been replicated on the market currently	Communication can be an issue between individuals residing great distances and shaky internet connection
Flexible design that will allow us to easily control the amount of functionality	
Opportunities	**Threats**
Very few to no current apps on the market uses our specific idea in regard to product	Potential competition from other activity planning apps. While many do not necessarily cover our exact functionality they still compete in the same market to an extent.
Unique idea that isn't really being currently	Dealing directly with people's emotions can be a very sensitive topic. Great care will need to be taken that the app follows current legal guidelines in this regard. Must keep up with current law.
Many people in modern society can often fluctuate between energetic and lethargic or emotionally down. Our app can help in directly addressing this complexity.	Difficulty in predicting consumer preference patterns for activities. As these can change constantly based on current trends and patterns. Must constantly update system

3   Stakeholder and User Descriptions

3.1   Stakeholder Summary

Stakeholder Name	Represents	Role
Project Manager	This is a stakeholder that is primary for leading the app development.	Responsible for the planning, procurement and execution of Mind Manager App, in undertaking from start to finish the app in the required scope . The project manager will direct the team to resolve any issues or discrepancies arising. He or she strives to maintain progress and mutual interaction in such a way that reduces the risk of overall failure, maximizes benefits, and minimizes costs.
Market Analyst	This is a stakeholder that will assist our abilities to position our product successfully.	Responsible for collecting data regarding potential users that fluctuate between their daily moods. Also, he or she will ensure the app demands upon realizing to the market in a worthy time and a suitable media platform to the general public.
System Analyst	This is a stakeholder that works with the stakeholders to gather their needs.	Carries the responsibilities of researching problems in the app, finding solutions, recommending courses of actions and coordinating with stakeholders in order to meet specified requirements. He or she will identify the various types of users in certain groups such as age, gender, hobbies, etc. And will form a system outline that fits to the different requirements that the users will need when they feel a certain mood.

Stakeholder Name	Represents	Role
Developer	This is a stakeholder that develops the application.	Responsible for the development of the software, where the design and functionality will be accomplished. They will also be responsible for assuring that the application works as required.

Table 3 Stakeholder Summary

3.2 User Summary

User Name	Description	Responsibilities	Stakeholder
Ben Jeff	User	Select the moods that he correlates with	Not Applicable
Jennifer Collins	User	Answer questions by selecting the best option that she identifies herself with	Not Applicable
Margaret Hemp	User	Select the moods that she best correlates with	Not Applicable
Martin Quivers	User	Answer questions by selecting the best option that he identifies himself with	Not Applicable

Table 4 User Summary

4 Stakeholder Requirements

ID	Requirement	Stakeholder
1	Usability. The mobile application should have a simple user-friendly interface.	System Analyst, User
2	Quality. The mobile application should work without errors and technical failures.	Project Manager, System Analyst, Developer, User
3	Safety. User data should not be available to unauthorized by Mind Manager app persons.	System Analyst, Developer, User
4	Productivity. Users need effortlessly to get a result that meets their request.	Project Manager, System Analyst, Marketing Analyst, User

Table 5 Stakeholder Requirements

5   System Features

ID	Feature	Stakeholder Requirement ID
1	Display questions to understand how the user feels.	4
2	Display chosen options after the user fills in answers to the questions.	1
3	Filter suggestions per category.	1
4	Generate random suggestions for users.	1, 4
5	Display multiple mood selections for the user.	1, 4
6	Variability parameter selection based on previous user choices.	1, 4

Table 6 System Features

6   Assumptions

- The project will remain mostly focuesed on the creation of a mobile app. Any changes to the format of the deliverable will unlikly not change throughout the life of the product.

- The team will remain consistent from beginning of project begining to the end of the project with no members leaving or entering during its length.

- The overall project document and deliverable will likely go through several revisions before the final document is chosen and submitted.

- No substantial increase in budget will be put towards the project and the team will make do with what equipment they have available.

7   Constraints

Scheduling - At the moment and into the forseeable future all members of the team will be devoting their time between multiple projects and other commitments. Thusly, we will not be able to devote 100% of our scheduling towards the project alone. This can become an issue if the future deliverables become complex.

Legal - Given the nature of the project and the topic we have chosen for our final delivery , we will need to be connisent of any legal changes or guidelines we will need to follow in regards to the project. This will be especially relevenat in regards to the personal questions that will be asked to the user.

Skill-set – due to no further teammembers being added to the project during its life we will ultimately be defined by the skill set of the current group members. And limited budget and the nature of the project will proclude us from bringing in outside talent.