Cinema Booking&Payment Application

Vision

Version <1.0>

Revision History

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Vision

# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of the Cinema Booking&Payment Application. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the Cinema Booking&Payment Application 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, scope, definitions, acronyms, abbreviations, references, and overview of this Vision document.

This is a Cinema application meant to ease the action of making reservations and buying tickets in order to watch movies at the cinema during the pandemic context, making this enjoyable experience safer. This is done by providing simpler and more efficient, while also safer ways for these actions, which are also meant to protect the users from the virus, while delivering them (almost) the same experience of going to the cinema, by making the reservations and the payments for tickets very easy and less time consuming, as instead of going to the cinema to do these actions, the person can do this from the comfort of his/her home, only using a laptop and this application. In what will be presented below I will make a detailed explanation about the starting point of the application, analyzing it in greater detail and presenting from a high-level point of view its capabilities, its features, its purpose and its way of functioning.

## Purpose

The purpose of this Vision document is to present in greater detail the application meant for booking and paying for tickets, in order for both myself and the reader of this document to make a better idea of the features of the application, as well as provide a starting point for it, presenting the initial ideas and the flow of the application, while also displaying the usage of the applications, the stakeholders and the users and

## Scope

The Scope of this Vision document is the Cinema Booking&Payment application, and it will serve as a document for the reader in order to better understand the way in which the application was thought of and some of its high-level features.

## Definitions, Acronyms, and Abbreviations

This part will be completed as different acronyms and abbreviations appear in the vision document.

CRUD – create, read, update, delete

## References

## Overview

The rest of the Vision document will contain a brief overview of the application, giving a problem statement, presenting the stakeholders and the users of the application. It will first present

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Booking and Paying for tickets to a cinema movie |
| affects | The cinema company and the movie enthusiasts |
| the impact of which is | Easing the way in which payments and bookings are done during the pandemic crisis |
| a successful solution would be | To present the users with the timetables and the movies available, to let them use the legend of the cinema room in order to choose their seats for the booking, to indicate the available, booked and unavailable seats taking into account social distancing, but also provide safe means for them to pay for the tickets |

## Product Position Statement

|  |  |
| --- | --- |
| For | People, large audience that are film enthusiasts, users of the internet |
| Who | Want to go to the cinema to see a movie |
| The Booking&Payment app | is an application |
| That | Provides the user with the means to see the movies running at the cinema, see the time slots, choose a time and a movie, book seats to that movie and pay for the tickets to the movie |
| Unlike | The traditional way in which bookings are done by phone and payments are done at the desk. |
| Our product | Is safer during the pandemic context and it also lets the end user be completely independent, unlike before when if a booking was done by phone, a cinema personnel would have to be available in order to make the booking. |

# Stakeholder and User Descriptions

Talking about stakeholders and users it is very important to draw a clear line between them. If we take the stakeholders into consideration, these would be the Cinema company that benefits from this application (it is a simpler way to increase the sales for them), the developers of the application and also the employee that has an admin role with regard to the application. Talking about users, there can be easily defined two types of users: an internal user, responsible for managing the functioning of the cinema: choosing time and dates, CRUD for movies and the external user, the casual user that enter the application (or the website on which the application is deployed on) that can make booking to the movies and also pay the tickets for their booked tickets.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Internal Stakeholder | The cinema company | approves funding |
| Internal Stakeholder | The developers of the application | ensures that the system will be maintainable  ensures that the system will be open to expansion  *assures maintainability* |
| Internal Stakeholder | Admin | ensures that there will be a market demand for the product’s features  monitors the project’s progress  assures good functioning by providing up to date offers for movies in order for bookings to be made |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Internal User | Admin | Responsible for adding dates for movies, for making the most of one cinema room (occupying it the most efficient in order to get more bookings), for adding movies, for updating frequently the dates, rooms and movies within application | Belongs to the cinema company |
| External user | Casula user/Movie goer | Responsible for selecting the date and the movie, then selecting the seats for booking, then confirming the booking, having also the possibility to pay online. |  |

## User Environment

Number of people involved in completing the task? Is this changing?

Talking about this from the perspective of the user environment, the task of booking and buying tickets to a movie should be pretty straightforward and can be done by one person. The user sees the movie and the time that he wants to see the movie, selects them, selects seats to reserve, reserves them, then gets an email confirmation on his/hers email, confirms it and then has the option to pay for the tickets or not.

How long is a task cycle? Amount of time spent in each activity? Is this changing?

The task of booking tickets to a movie should not be very time-consuming, but the task of paying for the tickets is the one that takes most of the time

Any unique environmental constraints: mobile, outdoors, in-flight, and so on?

The only constraint for using this application is having access to the internet while this is a web application.

# Product Requirements

The final application should be run in a browser, because of it being a web application.

It should provide means for the user to be able to select the time frame and the movie that he wants to watch, while also providing a simple way for him to select available seats (by showing map of the cinema room and the seats available using a scheme of colours -> red – booked, orange – unavailable, green – available) and also means for payment online.

The application should use a database to store information about the movies, seats, users.