<Project Name>

Vision Document

Version <1.0>

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 3 Nov 2017 | <1.0> | Added Stakeholder and User description | Lê Duy Bách |
| 3 Nov 2017 | <1.1> | Product Features and Non-Functional Requirements  Adding more details in Competition and  Alternatives. | Liêng Thế Phy |
| 3 Nov 2017 | <1.2> | Add Positioning | Trần Thoại Thông |
| 4 Nov 2017 | <1.3> | Add Introduction | Hồ Sỹ Nguyên |

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# Introduction

The purpose of this document is to give an overview of the high-level needs and features of our project, D&J. The main focus is what does the app offer to the users, how does it solve their problem, and why does these problem exist. These topic will be explain in details in the later sections.

# Positioning

## Problem Statement

[Provide a statement summarizing the problem being solved by this project. The following format may be used:]

|  |  |
| --- | --- |
| The problem of | Lacking of motivation for exercising among the youth |
| Affects | The life quality of the next generation |
| the impact of which is | Degrading the country’s economics |
| a successful solution would be | To create a mind-blowing combination of fun and productivity to stimulate teenagers’ interest in physical conditioning. |

## Product Position Statement

[Provide an overall statement summarizing, at the highest level, the unique position the product intends to fill in the marketplace. The following format may be used:]

|  |  |
| --- | --- |
| For | Anyone aged between 5 and 25 |
| Who | Loves to have fun while shredding down pounds of fat  On your own, with friends and families, or even strangers |
| The D&J | is a [product category] |
| That | Features adorable companion to help you along the way to your optimal physical condition. |
| Unlike | Any Fitbit or SHealth application, even petting game like Talking tom Cat, Pet Society, etc. |
| Our product | Provides nudges in the form of missions, cuteness, and opportunities for family bonding, friends reunion, and city discoveries.  Differences between products and other competiors. |

[A product position statement communicates the intent of the application and the importance of the project to all concerned personnel.]

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Team lead | Leader of development team | Monitor progress, ensure product quality |
| Designer | Part of development team | Ensure the product is organized neatly |
| Assets creator | Story, quests, mesh creator | Ensure interesting and good-looking contents |
| Developer | Large part of development team | Turn design and requirement documents into solution in the form of working product |
| Tester | Test the product | Ensure reliability and stability of product |
| Professor and TA | Educational purposes | Ensure product quality, process and progress |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Teenager | Part of main user group | Enjoy health benefit and entertainment value from the product. Evaluate on features, contents, usability and quality. | Professor and TA  The development team |
| Parents | Secondary user group | Enjoy family time with their children who also use the product. Enjoy health benefit. | Professor and TA  The development team |
| People from all age group | Young adults | Enjoy health benefit and connectivity feature. | The development team |

## User Environment

The number of people involved is flexible ranging from 1 to infinitely many.

There are 2 main activities in the product:

1. Taking care of companion and / or receive request from such companion: expected under 5 minutes
2. Taking part in physical activity (specifically running for distance): expected ranging from 30 to 60 minutes

The time spent on any of the activity is based on the interest and condition of the user.

There is only 1 environmental constraint: mobility in the device, because the product needs to access the motion sensor of the device.

As of today, the main focus is on Android phones because of its popularity. In the future, iOS devices are also retaining potential.

Facebook and Google+ are potential playground for sharing achievement and inviting friends, families, etc. to join the community.

## Summary of Key Stakeholder or User Needs

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Need** | **Priority** | **Concerns** | **Current Solution** | **Proposed Solutions** | |
| Receive positive impact on health condition of other people | Very high | Low product engagement | Adding companion to make running great and appealing | | Refining companion, adding features like quest, rewards, achievement, social media connection, building community |
| Experience product with beautiful contents and ease of use | High | Lack of UI/UX experience | Follow design guidelines for certain platform | | Get better through practice and revision. Add more ‘skin’ for companion |
| Having a great experience while using the application | Medium | Hard to satisfy large group of users | Try to add features target the most general user group | | Add more features for different user group |
| Sharing achievement, invite friend and create a community | Medium | Lack of user interest and engagement | Make game more attractive | | None |

## Alternatives and Competition

Available running monitoring products such as Fitbit, SHealth which mainly focus on doing exercises and keeping track of health but does not originally based on walking with a companion.

Talking Tom use mini game to earn rewards but our game use walking and running to earn rewards

# Product Features

|  |  |  |  |
| --- | --- | --- | --- |
| *No.* | *Feature* | *Description* | *Priority* |
| *1* | *Pet illustration* | *Users have a cute 3D model pet design to look after by feeding them bones or milk.*  *A pet can stick out tongue and wag tail.* | *High* |
| *2* | *Motion Sensor* | *In this game, users need to complete 3 missions daily by walking or moving in a certain distance which can be detected by our system.* | *High* |
| *3* | *Sharing on Facebook* | *When users complete an achievement or level up, a screen will be popped out for them to share on Facebook.* | *Medium* |
| *4* | *BGM/Sound* | *A sweet song is given on the background which users can reduce or increase the volume.* | *Medium* |
| *5* | *Achievement unlocked* | *A specific special achievement will be unlocked for the users to follow up their process.* | *High* |
| *6* | *Special quest/ pet wishes which contain google map API* | *Besides daily missions, special quest will be randomly appeared. For example, a pet wants to be taken to a certain position on map where the users will move to this place to get rewards. Some missions require users to walk with their friends via inviting them on Facebook.* | *Medium* |

# Non-Functional Requirements

**Applicable Standards**

The system must compatible with Android 6.0 Marshmallow API 23.0.0 or above.

Google map API is supplemented from API 11.0.0 or above.

**Platform Requirements**

The system can only be used on Android devices with gyroscope and GPS.

**Performance Requirements**

The game must smoothly illustrate the animation of pet at 30fps or more.

The system must be able to load all the data from below 20 seconds.

The delaying time when measuring distance or counting steps must below 10 seconds.

**Environmental Requirements**

The system shall be used out-door since some missions need to use GPS.