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|  | Language Learning App |
| Project Vision Document | |
| **Version 1.0** | |
| September 29th,2021 | |

**Revision History**

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| **Revision** | **Date** | **Author** | **Reviewed By** | **Summary of Changes** |
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**Document Approval List**

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# Introduction

<Write an introduction of the Project Vision Document providing an overview of the entire document. >

The Project Vision Document will go over the purpose, scope, definitions, acronyms and abbreviations of the language learning app.

## Purpose

<Specify the purpose of the Project Vision Document and why the organization would create this document.>

The purpose of the Project Vision Document is to provide an overview of the language learning app and a brief summary of what the app will be about.

## Scope

<A brief description of scope>

**Scope is the features and function of a product that the product needs in order to meet its stakeholders requirements.**

### In Scope

<Write areas in scope for this project>

The requirements we plan on having for this project include having a user friendly environment that allows u to choose between 2-3 different languages. The application will allow the user to choose between quizzes, flashcards, and games that will help teach the user their selected language.

### Out of Scope

< Define the processes and system are not affected or influenced by this document >

Requirements that may be out of scope would be a new added feature such as a new game or a new language that a client may want.

## Definitions, Acronyms, and Abbreviations

<This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the Project Visiondocument. This information may be provided by reference to the project’s Glossary>

This section explains all of the terms and abbreviations that are being used in this document, for those who are unfamiliar with them. Not everybody who reads this document will understand all of the terms, so this section is helpful.

|  |  |
| --- | --- |
| **Term** | **Explanation** |
| Scope | The combined objectives and requirements needed to complete a project. |
| In Scope | Requirements the team plans on including in the project. |
| Out of Scope | Requirements that the team did not originally have planned for the project but decided to add them later or was asked to add them later. |
| Stakeholder | Individuals and organizations who are are involved in the project or whose interests may be positively or negatively affected as a result of the project. |
| User | A person in your team. |
|  |  |
|  |  |
|  |  |

## References

*<This subsection provides a complete list of all documents referenced elsewhere in the Project Vision****.*** *Identify each document by title, report number if applicable, date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document>*

| **Reference File Name** | **Version** | **Description** |
| --- | --- | --- |
| F21\_T18\_Project\_Summary\_Template | 1 | Gives a summary of what our project will be about. |
|  |  |  |

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** |
| 5 Examples of Stakeholder Requirements | https://simplicable.com/new/stakeholder-requirements |
| What is a project stakeholder? | https://www.teamwork.com/project-management-guide/project-stakeholders/ |
| User Role Management In Project Management Tool Orangescrum | https://www.orangescrum.com/blog/user-role-management-orangescrum.html |
| 6 Essential Roles in Project Management | https://elearningindustry.com/roles-in-project-management-6-essential |
|  |  |

# Positioning

## Business Opportunity

< Briefly describe the business opportunity being met by this project >

The business opportunity that will be met by this project is to provide with an app that will allow them to chose between 2-3 languages to learn.

## Problem Statement

< Provide a statement summarizing the problem being solved by this project. The following format may be used> This project will solve the problem of having difficulty learning a language by using games, quizzes and flashcard to make it easier.

|  |  |
| --- | --- |
| The Problem of | Learning a new language |
| affects | People learning a new language |
| the impact of which is | The user having difficulty learning the language and how the app works to teach them. |
| a successful solution would be | Making the app very user friendly so the user has no difficulty using the app as well as learning the language. |

Table 1 Problem Statement

## Product Position Statement

< A product position statement communicates the intent of the application and the importance of the project to all concerned personnel >The intent of the application is to teach the users how to learn a language in a fun and easy way.

|  |  |
| --- | --- |
| For | People of all ages who want to learn a new language. |
| Who | Are unfamiliar with the language they want to learn. |
| The Language Learning App | is an app that uses quizzes, flashcards, and games to teach people a new language. |
| That | The benefit of using this app is that it is a fun way to learn a new language and it makes it feel like a game rather than studying. |
| Unlike | Using this app is much more fun unlike taking classes or reading from a dictionary to learn a language |
| Our product | This language learning app makes learning fun for the user, it is convenient since it is always available on your phone, and is much better than other language learning alternatives. |
|  |  |

Table 2 Product Position Statement

## SWOT Analysis

## <Reference: <https://www.businessballs.com/strategy-innovation/swot-analysis/>)

|  |  |
| --- | --- |
| **Strengths** | **Weaknesses** |
| **User friendly** | **There are other language learning apps** |
| **Includes fun games, quizzes, and flashcards** | **We lack experience in creating a language learning app** |
|  | **Limited storage space** |
| **Opportunities** | **Threats** |
| **There is a need for learning apps** | **New competitors who might create a similar app** |
| **Social media can be used promote our app** | **Negative feedback on the app that will make people uninterested** |
|  |  |

# Stakeholder and User Descriptions

< This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed>

## Stakeholder Summary

< There are a number of stakeholders with an interest in the development and not all of them are end users. Describe and list the project stakeholders>

| Stakeholder Name | Represents | Role |
| --- | --- | --- |
| Consultant | A consultant who gives advice on what he recommends to people working on projects. | Bobs role is to give advice to the team members about the project. |
| Executive | An executive who is in charge of managing the project. | Emily’s role is to set goals for the team to complete. |
| Manager | A manager who insures everything is going according to plan. | Joe’s role is to make sure the employees are completing their tasks properly and is in charge of hiring as well as training new employees. |

Table 3 Stakeholder Summary

## User Summary

< Present a summary list of all identified users of the system >

| **User Name** | **Description** | **Responsibilities** | **Stakeholder** |
| --- | --- | --- | --- |
| Owner | the project owner. | making sure the project meets its goals and secures funding from sponsors. | the executive. |
| Team Member | A team member who writes code for the application. | to write code that implements functionality in the application. | the manager. |
| Front End Developer | A front end developer responsible for designing the app. | for making the app user friendly. | the consultant. |

Table 4 User Summary

# Stakeholder Requirements

< Categorize and list the requirements from the perspective of the business stakeholder and potential system users >

| **ID** | **Requirement** | **Stakeholder** |
| --- | --- | --- |
| 3892485 | Business Requirement | Consultant |
| 2957293 | Non-functional Requirement | Executive |
| 4398275 | Business Requirement | Manager |

Table 5 Stakeholder Requirements

# System Features

< List and briefly describe the system features. Features are the high-level capabilities of the system that are necessary to deliver benefits to the users. Avoid design. Keep feature descriptions at a general level. Focus on capabilities needed and why (not how) they should be implemented >

| **ID** | **Feature** | **Stakeholder Requirement ID** |
| --- | --- | --- |
| 3892485 | Games | Business Requirement |
| 4398275 | Flashcards | Business Requirement |

Table 6 System Features

# Assumptions

*<List all assumptions made about any of the content provided in this document. Assumptions should be applicable to the scope, desired solution, requirements, business process, and stakeholders >*

*An assumption I’ve made while filling out this document would be that desired solution means the best possible way the problem could get solved and there is a good outcome. Another assumption I made is that the Stakeholder Requirement ID refers to the stakeholder Requirement.*

# Constraints

*<List any process constraints, external constraints or other dependencies >*

*This project will consist of 2 process constraints being time, and the scope. This projects deadline is around march 2022 and we plan on achieving the desired scope we are planning within that time period. Project dependencies such as tasks will include creating a user friendly layout that people will not have trouble using, creating games, quizzes and flashcards.*