

# Vision & Scope Document



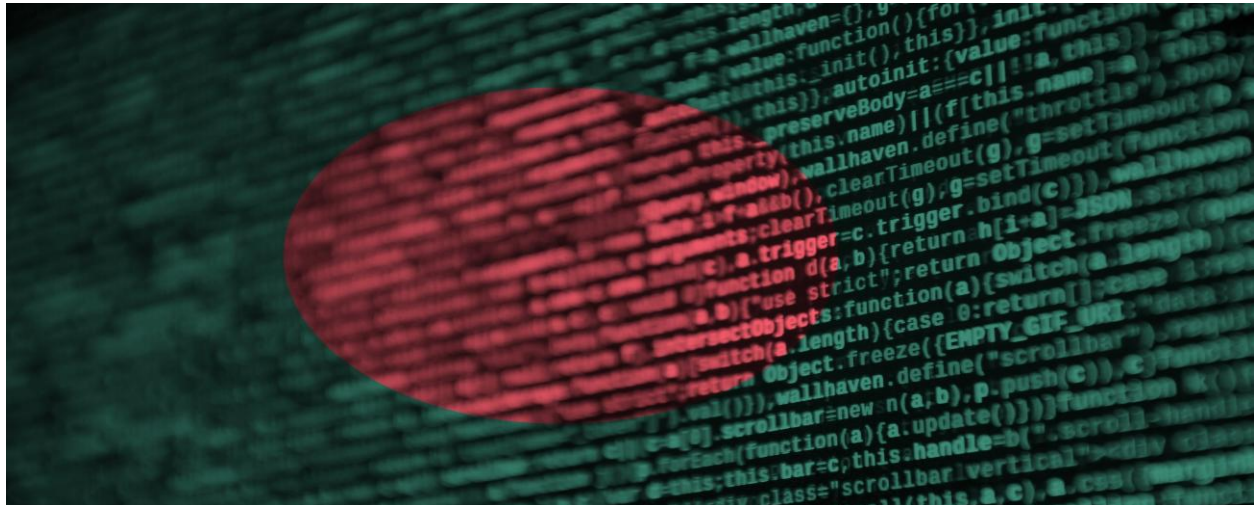
***Project Title: Soul of Bangladesh***

## **Project Team Members**

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# 1. Project Charter / Vision Statement

## Vision Statement:



To design and deliver a scalable, interactive digital platform that preserves, promotes, and educates audiences about Bangladesh's cultural identity. The platform will provide structured, authentic, and accessible cultural content while ensuring high user engagement and incremental value delivery through the Scrum framework.

## Purpose:

- a. Digitally safeguard Bangladesh's culture, history, and traditions.
- b. Educate younger generations and international audiences with reliable content.
- c. Provide a professional, user-friendly platform accessible globally.
- d. Enhance cultural awareness and engagement through interactive digital experiences.

## Strategic Goals:

- a. Cultural Preservation → Archive and showcase authentic cultural information (festivals, food, history, heritage).
- b. Education & Awareness → Deliver structured educational resources for students, researchers, and cultural enthusiasts.
- c. Tourism Support → Provide interactive guides and cultural highlights for global

visitors.

d. User Engagement → Offer features such as quizzes, polls, submissions, and comments to increase participation.

e. Global Reach → Ensure multilingual support (Bangla and English) to reach both local and international users.

### **Expected Business Impact:**

a. Strengthened cultural identity among youth.

b. Increased global recognition of Bangladesh's culture and tourism opportunities.

c. Academic and institutional use of the platform as a verified cultural resource.

d. Establishment of a digital foundation for future expansion (e.g., AR/VR, mobile apps).

## **2. Scope Document**

### **In-Scope (Phase 1 – MVP):**

a. Platform Development

i. Web-based platform (responsive for desktop).

ii. Structured cultural categories:

- History & National Movements

- Food & Culinary Heritage

- Festivals & Traditions

- Arts, Crafts, Music, Literature

- Rivers, Landscapes & Nature

- Sports & Indigenous Games

b. Core Features

i. Multimedia content (images, videos, audio).

ii. Bilingual content (Bangla + English).

iii. User interaction: feedback, polls, comments, simple voting.

iv. Submission module for user-generated stories/photos.

v. Search and filtering system for easy navigation.

c. Scrum Deliverables

- i. Incremental release every sprint (2–3 weeks).
- ii. Continuous backlog refinement and client feedback integration.

**Out-of-Scope (Future Phases):**

- a. E-commerce functionality (souvenirs, bookings).
- b. Integration with government/tourism systems.
- c. AR/VR cultural experiences.
- d. Mobile app (native Android/iOS).
- e. Offline installations or kiosks.

**Constraints:**

- a. Authenticity of cultural content must be validated by experts before publishing.
- b. Development limited to allocated sprint velocity and team capacity.
- c. Initial release limited to web platform (mobile app is deferred).

**Assumptions:**

- a. Content contributors and stakeholders will provide verified data on time.
- b. Regular client participation in sprint reviews for alignment.
- c. Adequate hosting and infrastructure will be available for deployment.