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Drop the Code

<https://github.com/petetetete/cs386-project>

D2.1 – Vision

CS 386 – Software Engineering

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Marco Gerosa

Drop the Code

Usage note: There is procedural guidance within this template that appears in a style named InfoBlue. This style has a hidden font attribute allowing you to toggle whether it is visible or hidden in this template. Use the Word menu Tools🡪Options🡪View🡪Hidden Text checkbox to toggle this setting. A similar option exists for printing Tools🡪Options🡪Print.

# Introduction

# Positioning

## Problem Statement

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

|  |  |
| --- | --- |
| The problem of | Programming is intimidating; and the barrier to entry is a large part of that. |
| affects | The individuals who are looking to get into learning programming either for personal or monetary reasons. |
| the impact of which is | Newcomers to programming are often immediately discouraged due largely to the fact that everything is “new and different.” Programming isn’t something that everyone has experienced at a young age such as math or English. |
| a successful solution would be | A successful solution means a successful future workforce. A larger percentage of students would graduate from computer science programs and in turn, affect the technology of the future. A solution would provide a valuable resource to not only those looking to graduate, but those currently in the workforce looking to educate themselves further. |

## 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 | New Programmers |
| Who | Are looking for an introduction to programming/logical thinking |
| The (product name) | Is a logical puzzle game |
| That | That is fun and intuitive |
| Unlike | Overly complicated alternatives |
| Our product | Will utilize an easy-to-learn drag and drop coding method that gradually introduces new concepts to the user at a pace that is challenging yet rewarding. |

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

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| [Name the stakeholder type.] | [Briefly describe the stakeholder.] | [Summarize the stakeholder’s key responsibilities with regard to the system being developed; that is, their interest as a stakeholder. For example, this stakeholder:  ensures that the system will be maintainable  ensures that there will be a market demand for the product’s features  monitors the project’s progress  approves funding  and so forth] |

## User Environment

[Detail the working environment of the target user. Here are some suggestions:

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

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

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

Which system platforms are in use today? Future platforms?

What other applications are in use? Does your application need to integrate with them?

This is where extracts from the Business Model could be included to outline the task and roles involved, and so on.]

# Product Overview

## Needs and Features

[Avoid design. Keep feature descriptions at a general level. Focus on capabilities needed and why (not how) they should be implemented. Capture the stakeholder priority and planned release for each feature.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
|  |  |  |  |

# Other Product Requirements

[At a high level, list applicable standards, hardware, or platform requirements; performance requirements; and environmental requirements.

Define the quality ranges for performance, robustness, fault tolerance, usability, and similar characteristics that are not captured in the Feature Set.

Note any design constraints, external constraints, assumptions or other dependencies that, if changed, will alter the **Vision** document. For example, an assumption may state that a specific operating system will be available for the hardware designated for the software product. If the operating system is not available, the **Vision** document will need to change.

Define any specific documentation requirements, including user manuals, online help, installation, labeling, and packaging requirements.

Define the priority of these other product requirements. Include, if useful, attributes such as stability, benefit, effort, and risk.]

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Priority** | **Planned Release** |
|  |  |  |

**Group Participation:**

Peter – Created initial document layout and filled in the problem statement and product position statement.

Hayden –

Garrison –

Gage –