Vision and Scope Document

for

Iskra

Version 0.1 approved

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Revision History

Name	Date	Reason For Changes	Version

1. Business Requirements

1.1. Background

Nowadays, more and more young people spend their free time on the screens of mobile devices. Carrying out and finding various activities "in real life" is getting harder and harder. Old means of advertising and disseminating information about events are becoming less effective, because young people no longer watch TV and do not pay attention to posters.
It is incredibly difficult to promote social events on your own, especially when these events are non-commercial. That creates a paywall for any charity organization, because they need to spend money on promotion. That is why the app with additional coverage could be helpful.
Often a person wants to go somewhere in the evening, but gets lost not knowing where to look for information about events nearby. Therefore, the presence of an application with the ability to display events nearby is incredibly relevant.
An interactive map, in this case, becomes a significant advantage, because it helps to visualize information. Modern man is much easier to navigate in space with a marker on the map than by street names.

1.2. Business Opportunity

We analyse different existing apps with similar ideas.

- *Go Do. The app with bright, but minimalistic design, which lacks some functionality. For example, searching for events by name and the ability to create new events yourself. Also, it would be worth adding a calendar where you could specify a specific date on which to look for events, instead of a menu with the days of the week. And most importantly: in the absence of the ability to create your own account, the user can not create and view a list of events that he is going to attend.*
- *Go Downtown allows you to create your own profile, and developers use it skillfully. In addition to creating your own events, this application is distinguished by the fact that it displays the number of users on the map. This way, you can choose the events where the largest number of people will be. However, there is no choice of date and it is limited in area where you can use it.*
- *10Times is positioned as an app with a list of large-scale events such as festivals, exhibitions and fairs. And although it has a function to display the event on the map, the application design itself is more focused on the list of events than on the interaction with the map. This app is so simple that it became too simple and cumbersome.*
- *Cityfox should provide users with the most functionality, among all the applications presented above. It is positioned as an interactive poster, with the ability to receive notifications about selected and current events, forming a news feed, paving the route to the event, adding events to the favorites list, and much more. However, it has one significant drawback: it reflects events only within the cities of Russia.*

As you can see, each of the applications has its advantages and disadvantages. That is why we have a unique opportunity to fill in this niche and create the best app that can cover all drawbacks.

1.3. Business Objectives and Success Criteria

The main objective is to help nonprofit organisations and individual entrepreneurs build awareness about their events through our app. We could insert third-party advertisements to return on investment and gain profit. Or, we could implement a payment system that will promote certain events more active considering the amount of payment. Nevertheless, the success criterion is whether our app will become popular. So our goal is to reach a certain number of users.

1.4. Customer or Market Needs

Customers need a convenient mobile app to create and attend different social events.
The app should run on a great variety of mobile devices. That includes, but not limited to, smartphones on IOS and Android.
User or functional requirements that are not fully met by existing systems:

1. *Bright, but minimalistic design*
2. *Search engine for events*
3. *The ability for a user to create new events*
4. *A calendar that displays new events*
5. *User profile with a rating system*
6. *Ability to create and view a list of events that one is going to attend*
7. *Display the number of users on the event*
8. *App unlimited in the area where you can use it*
9. *Interactive map*
10. *Ability to add events to the favorites list*
11. *Ability to receive notifications about selected and current events*

1.5. Business Risks

Competition for this kind of app in Ukraine is low, however, it is not the case for other countries. The main issue is the timing. We live during a global pandemic and people are no more open to new gatherings. However, that also could become a great opportunity in post-pandemic time, because people will crave social interaction.
Another vital risk is user acceptance. Without proper advertisement, this app could drown in a myriad of uninteresting apps in stores.

2. Vision of the Solution

2.1. Vision Statement

The application allows users to organize events, as well as view the events of other users. The system helps to manage your events, and provides various tools for planning.
With this app users no longer need to search social events elsewhere, everything is on one easy-to-use app with an interactive map.
Organisations have no need to spend a fortune on posters and leaflets, the local community is notified and can access the list of their upcoming events in ove click!

2.2. Major Features

The application allows users to

1. *Organize and manage events*
2. *View the events of other users*
3. *Create lists of events*
4. *Register user account*
5. *Search for event by name, date, type*
6. *Rate events and users*
7. *Add events to the favorites list*
8. *Notify user about upcoming events*
9. *View personal calendar of events*
10. *Ban other users*
11. *Add tags to events*

2.3. Assumptions and Dependencies

The project heavily depends on an open source JavaScript library Leaflet that helps to create apps with interactive maps. Also we are using a mobile application development framework Apache Cordova created by Nitobi to build hybrid web applications for mobile devices.

3. Scope and Limitations

3.1. Scope of Initial Release

Major features of initial release include:

1. *Interactive map*
2. *Account management*
3. *Event creation*

3.2. Scope of Subsequent Releases

Next releases should include:

1. *Creation of lists of events*
2. *Search engine for event*
3. *Rating system*
4. *Notification system*
5. *Personal calendar of events*

3.3. Limitations and Exclusions

We will not implement features associated with the monetization of personal recommendations for users. We will not visually show the crowdedness of events. We are not going to implement social network features such as messaging, news feed, groups and so on.

4. Business Context

4.1. Stakeholder Profiles

Stakeholder	Major Value	Attitudes	Major Interests	Constraints
executives	*increased revenue*	*see product as avenue to 25% increase in market share*	*richer feature set than competitors; time to market*	*maximum budget = $1.4M*
editors	*fewer errors in work*	*highly receptive, but expect high usability*	*automatic error correction; ease of use; high reliability*	*must run on low-end workstations*
legal aides	*quick access to data*	*resistant unless product is keystroke-compatible with current system*	*ability to handle much larger database than current system; easy to learn*	*no budget for retraining*
university	*to give students a real-life example of building the product on their own*	*interested -See the product as one of the most effective methods of teaching*	*to increase student awareness and understanding of creating a system and managing all project activities*	*Time limitation*

4.2. Project Priorities

Dimension	Driver (state objective)	Constraint (state limits)	Degree of Freedom (state allowable range)
Schedule	*release 1.0 to be available by 12.04, release 1.1 by 15.05*	*release 1.0 to be available by 14.04, release 1.1 by 19.05*	*release 1.0 to be available from 07.04 to 14.04, release 1.1 from 12.05 to 19.05*
Features	*100% of high priority features must be included in release 1.0*	*50-60% of high priority features must be included in release 1.0*	*70-80% of high priority features must be included in release 1.0*
Quality	*98% of user acceptance tests must pass for release 1.0, 99% for release 1.1*	*90% of user acceptance tests must pass for release 1.0, 95% for release 1.1*	*90-95% of user acceptance tests must pass for release 1.0, 95-98% for release 1.1*
Staff	*team size is 3 developers*		
Cost	*-*		

4.3. Operating Environment

- *Users are distributed geographically and could be in any time zone. That is why the app needs permanent access to the network and users required to specify their time zone in their account info.*
- *Users in various locations can access applications at any time.*
- *Users are grouped by geographic locations and for each location will be chosen best availability zone.*
- *Data generated in users devices and sent to the server. When the user refreshes the app window, or opens the map, the server sends them new info to the user. If there will be lots of users from different locations, we will need an additional server.*
- *Maximum time response should be about 2-3 seconds, more than 10 seconds is critical and will affect user experience.*
- *Continuous access to the system critical for the operation.*
- *Users` accounts must be protected by passwords that are stored encrypted..*

5. Tools

The system will be implemented as a web application using frameworks:

- *Express.js - a framework of web applications that run on top of Node.js;*
- *Angular.js - MVC-framework for the frontend, the interface part of a web application that runs in the Browser;*
- *Node.js - JavaScript platform for server development.*

To interact with the database, we use the MySQL system, and to transfer the web application to mobile systems - the Apache Cordova framework.
Leaflet library will be used to create interactive maps.