IIIT Software Engineering Course

Karma
Version <0.0>

Revision History

Date	Version	Description	Author
21/01/18	0.0	Rough overview for feedback.	Team 9

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Vision (Small Project)

1. Introduction

This document provides an overview of the project that we are going to build: the stakeholders, product features, some requirements and constraints.

1.1 Purpose

This is an attempt to get a clearer picture of what we want to achieve through this project and how our project is useful to the end-users. Also, we want to list out the features that we want to implement. This project was proposed from the students' side, hence, a feedback on the way we are proceeding is desired at this point.

1.2 Definitions, Acronyms, and Abbreviations (TO DO)

1. Mentor : A person who will give tips to people following a certain goal.
2. Personal space : Secure space which only the user can see. Goals under personal space can be seen only by that user.
3. Journal : A diary where datewise progresses or activities is added.
4. Project : When a user has a certain goal, he can start a project in his personal space.
5. Goal : A user defined objective under which all the projects will be listed by different users.
6. Progress : For a certain day(date), things done by the user to get closer to his goal.

2. Positioning

2.1 Problem Statement

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

The problem of	Providing people a way to properly manage, achieve and share their life goals. (motivation through participation)
affects	End users (Mentors, Users)
the impact of which is	Fulfillment of people's life goals.
a successful solution would be	1. Easy to use. 2. has a simple user interface. 3. interesting features. 4. Secure personal data.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

3.1.1 Direct Stakeholders

End Users (Normal users and mentors)	1. (Normal Users)People who will use this product by creating and sharing goals. 2. (Mentors) Person specializing in a certain area.	Normal Users : Starts a goal when he has one and shares it to get motivation and feedback. Learn from others' mistakes and approach. Mentors : Gives tips on achieving goals in a certain area.

3.1.2 Indirect Stakeholders

3.2 User Environment

User should have working Internet connection whenever he wants to access our application.

3.3 Summary of Key Stakeholder or User Needs

Existing app most closely resembling ours is linkagoal. (linkagoal.com)
Problems in decreasing order of their magnitude:

1. News Feed : Killing the purpose of the application.
2. Unorganized Journal : User will have to scroll down, to see previous progresses.
3. Goal feature missing.
4. We are aiming for a simpler user interface.

4. Product Overview

4.1 Product Perspective

Independent for most part but if social API for login is implemented, the profile of user can be made using it.

4.2 Assumptions and Dependencies

Application is dependent on the server we will be deploying it to.

5. Product Features

- Start a new project for a specific goal in personal space (Must)
- Journal type setting for projects, progress addition.(Must)

  User can easily write progresses in a journal type format and navigate easily through his progresses.
- Option for sharing the project under a common goal. (pseudo name sharing enabled)(Should)
- Upvote a project (Should)
- Follow a goal (Should)
- Follow a project (Should)
- Follow a User (Should)
- Comment on goal (Should)

- Comment on project (Should)
- Comment on progress (Should)
- Categorize goals (Should)
- Search user/goal (Should)
- Profile of the user (Should)
- Adding milestones(predefined, when to achieve)(Could)
- Merge goals (Could)

  e.g. Merge Get a job at Google and get job at Google.
- Mentor a goal (Could)
- Project mentoring (paid service)(Could)
- PM (Could)
- Rating for users (points/rewards) (Could)
- Feed (Could)
- Notifications (Could)
- Social API for login (Could)
- Autocomplete (Could)

6. 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, or other dependencies.

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.]

6.1 Non-Functional Requirements

[

- Product Requirements
  - Usability Requirements
  - Efficiency Requirements
    - Performance Requirements
    - Space Requirements
  - Reliability Requirements

  - Portability Requirements
- Organizational Requirements
  - Delivery Requirements
  - Implementation Requirements
  - Standards Requirements
- External Requirements
  - Interoperability Requirements
  - Ethical Requirements
  - Legislative Requirements
    - Privacy Requirements
    - Safety Requirements

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6.2 Constraints

[Many different kinds of constraint may be imposed on a project. These include

- Business and Economic: Cost and pricing, availability, marketing, and licensing issues
- Environmental: External standards and regulations that are imposed on the development project
- Technical: The technologies that the project is forced to adopt or the processes that the project has to follow (such as a requirement that the system be developed using J2EE)
- System: Compatibility with existing systems and operating environments
- Schedule and Resources: Dates the project has been committed to or limitations on the resources that the project must use]