<Online School>

Vision

Version <1.0>

Revision History

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| <18/03/20 > | <1.0 > | <details> | Andreea Monea |
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Vision

# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of the Django Platform. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the Django Platform fulfills these needs are detailed in the use-case and supplementary specifications.

## Purpose

[Specify the purpose of this **Vision** document**.**]-isn’t already specified above?

## Scope

The scope of the project is to make the learning process easier and more interesting but most import efficient by “displaying” a school online

## Definitions, Acronyms, and Abbreviations

[This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the **Vision** document. This information may be provided by reference to the project’s Glossary.]

## References

[This subsection provides a complete list of all documents referenced elsewhere in the **Vision** document. 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.]

## Overview

[This subsection describes what the rest of the **Vision** document contains and explains how the document is organized.]

# Positioning

## Problem Statement

Nowadays students are more flexible in their activities and in their thinking so the fact that schools oblige them to be physically present at a certain hour in school are most of the time the reason for their carelessness and lack of productivity or even worse lack of creativity, this app wants to “move” the school online with everything that it has so that the student can have the possibility to choose when and where to learn.

|  |  |
| --- | --- |
| The problem of | having to be physically present in school |
| affects | All the persons from that school |
| the impact of which is | The students are forced to have a rigid program that affects their development |
| a successful solution would be | A flexible program that gives them the possibility for them to be present whenever they want |

## Product Position Statement

|  |  |
| --- | --- |
| For | All students and teachers |
| Who | Are in any kind of education |
| The (product name) | The Online School app |
| That | Offers more benefits than any non-online school |
| Unlike | Other online platforms for schooling |
| Our product | Give all the features that are needed to a great online learning experience |

# Stakeholder and User Descriptions

The requirements for this project are:

* Courses support for students and teachers, in order to have access at any material any time
* Assignments support for students, so that it the homework can be done till a established date
* Deadlines setters, for the same reason as above
* Q&A section, for any concerns or more information
* (\*) video support for explanations

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Andreea Monea | Full Stack | Back-end implementation  Front-end implementation  Design  Testing  Maintenance |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Teacher  Student | The person that ensures the system with documents and content  The person that benefits from the content from the platform | Upload documetns, videos  Creates assignments  Answears questions  Uploads assignments  Ask questions |  |

## User Environment

* Number of people involved in completing a task should be more than >50 and fluctuates.
* The cycle of an assignment should be a week or more.
* The amount spent in each activity is flexible, you can stay logged in as much as you wat.
* There are constraints such as platform is suitable only for PC users.
* Integretion(\*)

# Product Requirements

For the back-end part the platform used will be Dajngo and for the front-end part React.