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Smart Shopping **Vision**

Version 1.0

Supermarket shopping app	Version: <1.0>
Vision	Date: <18.03.2020>
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Revision History

Date	Version	Description	Author
18.03.2020	1.0	initial vision	Andrei Rusu

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Vision

1. Introduction

The current social and economic scenario that we live in, brought upon by the recent COVID-19 outbreak has had many of us rushing to the shops and supermarkets for supplies, creating massive crowding and unrest. At the supermarkets people need to spend as little time as possible to minimize exposure and risk.

Therefore, I have come up with the idea of a mobile application in which one can input their grocery list, search for the nearest open supermarket and receive a guided walk-through of where they need to go in the store itself to buy what they need.

This limits the time spent inside the supermarket and the risk of catching the disease from others.

1.1 Purpose

The purpose of this Vision document is to define the general idea of the project, its main features, and high-level needs.

1.2 Scope

This document is associated with the project that involves developing an application for shopping at the supermarket.

1.3 Definitions, Acronyms, and Abbreviations

See Glossary.

1.4 References

Not yet completed

1.5 Overview

The rest of the document covers the idea, the value proposition, the stakeholders and the users.

2. Positioning

2.1 Problem Statement

Given the current circumstances surrounding the COVID-19 outbreak, there are many people who rush out to buy supplies in exaggerated quantities, leading to massive crowding at supermarkets.

The problem of	<i>crowding in supermarkets</i>
affects	<i>everyone who needs to buy supplies</i>
the impact of which is	<i>that people expose themselves to unnecessary risk</i>
a successful solution would be	<i>to provide a quick and easy way to buy items in a shop</i>

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2.2 Product Position Statement

For	<i>males and females age 18 and above</i>
Who	<i>do their own shopping</i>
The (product name)	<i>supermarket shopping app is a service</i>
That	<i>allows them to quickly get what they need in a shop</i>
Unlike	<i>walking around clueless</i>
Our product	<i>guides the user step-by-step through the actual shop</i>

3. Stakeholder and User Descriptions

The only stakeholder of this system is me, Andrei Rusu, the owner and developer.

The users are detailed below.

3.1 Stakeholder Summary

Name	Description	Responsibilities
Andrei Rusu	The owner and developer of the system.	<ul style="list-style-type: none"> - ensures that the specifications are met - ensures that the requirements are satisfiable - monitors the project's progress - ensures the system is running smoothly

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
End User	The final and actual user of the system.	<ul style="list-style-type: none"> - Uses the application - Provides feedback 	Andrei Rusu

3.3 User Environment

The environment is the shop or supermarket where the user goes to buy his/her supplies. One or more people can be involved in the task of buying things, but given the current circumstances, it is safe to assume that only one person will do the task.

A task cycle starts when the user inputs their shopping list in the app and ends when they exit the supermarket with everything checked off.

Generally, this is an indoor environment.

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For supermarket selection, a Google Maps API will be used and integrated into the system.

4. Product Requirements

The application needs to run on the users' smartphones (Android for now) and have a server backend to load the data needed.

The application needs to run fast in order to respond quickly to changes in the environment.