Recipes Website

Vision

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <dd/mmm/yy> | <x.x> | <details> | <name> |
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**Vision**

# Introduction

## Purpose

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

## Scope

This vision document is associated with the Recipes Web Application I am developing in order to pass the Software Design laboratory.

## Definitions, Acronyms, and Abbreviations

No acronyms or abbreviations are used.

## References

No references used.

## Overview

The Vision document presents the target users and the constraints they need to satisfy in order to have the best experience possible. It also shows a short overview of the stakeholders for the application and their role.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Finding recipes |
| affects | Hungry users around the world |
| the impact of which is | A reduction in happiness |
| a successful solution would be | Providing communication between people that have a love for food |

## Product Position Statement

|  |  |
| --- | --- |
| For | people |
| Who | enjoy cooking and talking about food |
| The Recipes Website | is a cooking-related web application |
| That | provides a way to find recipes for all tastes |
| Unlike | Yummly, Tasty etc. |
| Our product | provides the ability to chat with other food lovers |

# Stakeholder and User Descriptions

The target users group consists of regular people that enjoy cooking meals at home and professional chefs that are

willing to share their talents with the world.

The key problem solved in this case would be the ability to directly chat with the chef and other users and thus better share their experiences.

The stakeholders are myself (since I am affected by the outcome of this app) and the teacher evaluating this project (because he can affect the outcome) .

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Me | Student, 3rd year Computer Science | Design and develop the application |
| Teacher | Software Design Laboratory Teacher | Evaluate the progress and the project outcome |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Regular User | The target audience | Rate recipes  Comment  Browse  Give feedback | Me |
| Chef | Maintain information on the website | Add recipes | Me |
| Admin | Approve chef requests | Approve chef requests | Me |

## User Environment

There are several other platforms that are based on the same concept (such as Yummly or Tasty) but this application will be independent and doesn’t have to integrate with them.

The application won’t be compatible with mobile devices (only a desktop version will be available). No other environmental constraints are needed to be put in place.

The target users are especially people that are open minded and are willing to try different cuisines. They also need to be able to provide the ingredients needed for the recipes they like.

# Product Requirements

The performance of the website should be outstanding. People tend to not wait for pages to load, so it should load as efficiently and quickly as possible.