History Tinder

Vision

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
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Vision

# Introduction

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

[The introduction of the **Vision** document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Vision** document.]

The goal of the application is to create an application similar to Tinder, but with historical characters. Based on the location introduced by the user, the application will start listing a number of personalities from a database. There will be two types of users, normal ones, which will be accessing the application normally, as specified above and admins, which will be able to add new personalities, remove them, or edit the information of a character.

The application will be designed in a friendly manned and will serve an educational purpose, making learning history more interesting through modern means, making it easy to use by anyone. In terms of reliability, the only problem that would arise would be the veracity of the information that will be displayed for a given personality, this is why, bibliography links will be displayed at the bottom of the page from verified sources. The application should be supported by any device with java support and input/output peripherals. Most OS have Java support, therefore, the application should be able to run on them.

## Purpose

[Specify the purpose of this **Vision** document**.**]

The purpose of the application is to perform a tinder like application to meet historical characters and allowing the users customize their personal history lessons. Each personality will have a description, a picture, some fast important facts about them, and the bibliography list. More precisely, the purpose of the application is to help users widen their knowledge about the past.

## Scope

[A brief description of the scope of this **Vision** document; what Project(s) it is associated with and anything else that is affected or influenced by this document.]

The scope of this application is to create a fun way of learning history, by accommodating the orthodox methods with a more modern and likable means of discovering historical personalities and learning about their past deeds.

## 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.]

TBD

## 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.]

See the following attached documents:

1. Project\_Analysis\_and\_Design\_Document
2. Project\_SupplementarySpecification
3. Project\_UseCaseModel

## Overview

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

This document provides further details about the project, concerning its way of functioning, problems it solves, why it is needed

# Positioning

## Problem Statement

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

|  |  |
| --- | --- |
| The problem of history understanding. | Many people find history boring and useless, but how can we move forward if we learn nothing from our mistakes and winnings from pasts? |
| affects | The target audience consists of people who wish to have a quick read about significant people. |
| the impact of which is | Providing a more interesting means of approaching history |
| a successful solution would be | The history lessons could be completed with the user not even realizing they’ve participated to one. |

## Product Position Statement

[Provide an overall statement summarizing, at the highest level, the unique position the product intends to fill in the marketplace. The following format may be used:]

|  |  |
| --- | --- |
| For | People of any age |
| Who | Desire a quick read about interesting historical personalities. |
| The (product name) | is an educational application |
| That | Engages people in a fun way of approaching history |
| Unlike | Wikipedia, which even if it is documented and well written, it approaches the audience in a didactic manner rather than a fun and interesting way. |
| Our product | Combines the intrigue of the past with the ease of access of now. |

[A product position statement communicates the intent of the application and the importance of the project to all concerned personnel.]

# Stakeholder and User Descriptions

[To effectively provide products and services that meet your stakeholders’ and users' real needs, it is necessary to identify and involve all of the stakeholders as part of the Requirements Modeling process. You must also identify the users of the system and ensure that the stakeholder community adequately represents them. This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed.]

## Stakeholder Summary

[There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders. (The users are summarized in section 3.2.)]

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Historians | Any person who wishes to teach others something new. | Ensure the application’s maintenance, keep the database to date. |

## User Summary

[Present a summary list of all identified users.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Normal user | Normal persons, the reason why the application was created. | Register  Use the application to learn |  |
| Administrator |  | Maintain the database up to date.  Edit information in digestible bites for the users  Keep it simple |  |

## User Environment

[Detail the working environment of the target user. Here are some suggestions:

Number of people involved in completing the task? Is this changing?

How long is a task cycle? Amount of time spent in each activity? Is this changing?

Any unique environmental constraints: mobile, outdoors, in-flight, and so on?

Which systems platforms are in use today? Future platforms?

What other applications are in use? Does your application need to integrate with them?

]

# Product Requirements

[At a high level, list applicable standards, hardware or platform requirements, performance requirements, and environmental requirements.]