Social Media Application

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
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# Introduction

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

## Purpose

The purpose of this document is to describe the desired functionalities and the benefits of the Social Media Application being developed**.**

## Scope

A brief description of the scope of this **Vision** document; This document is associated with the Social Media Application project.

## 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

|  |  |
| --- | --- |
| The problem of | Human interaction complexity |
| affects | All types of users, especially teenagers |
| the impact of which is | Human cannot efficiently communicate |
| a successful solution would be | Enabling online communication by means of online posts/messages |

## Product Position Statement

|  |  |
| --- | --- |
| For | all types of users |
| Who | have problems communicating/expressing themselves |
| The (product name) | is an online communication service |
| That | greatly simplifies the human interaction |
| Unlike | written letters, which have a high overhead |
| Our product | guarantees uptime and efficiency in communication |

# 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** |
| Companies | Companies can advertise their products through the social media platform | Requesting an offer, developing a complete and thorough advertisement |
| Clients | People who want to invest and help the initiative | Contact the developers |

## User Summary

[Present a summary list of all identified users.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| User | All people using the application for daily communication | Use the website extensively |  |
| Admin | Special kind of users with greater permissions | Use the website and ensure the quality of the user provided content |  |

## 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

There are no requirements. The application can be run on any computer that supports an internet connection, has a display and a way of receiving user input. An operating system and a browser are also needed. (ES6 compliant)