

Game Sharks

Scheduling System Vision

Version 1.0

Jennifer Luong
Mark Tan

Game Sharks

ReVision document History

Date	Version	Description	Author
02/13/2017	1.0	Created	Game Sharks

Table of Contents

Introduction	5
Purpose	5
Scope	5
Definitions, Acronyms and Abbreviations	5
Overview	5
Positioning	5
Business Opportunity	5
Problem Statement	5
Product Position Statement	6
Stakeholder and User Descriptions	6
Market Demographics	6
Stakeholder Summary	6
User Summary	6
User Environment	6
Stakeholder Profiles	7
3.5.1. Family & Friends	7
3.5.2. Club Member	7
3.5.3. Software Developer	7
User Profiles	8
Key Stakeholder / User Needs	8
Alternatives and Competition	8
Calendar App in OS X	8
Passion Planner - Physical Agenda	9
Product Overview	9
Product Perspective	9
Summary of Capabilities	9
Assumptions and Dependencies	9
Cost and Pricing	9
Licensing and Installation	9
Product Features	9
Schedules	9
Appointments	10
Constraints	10

Game Sharks

Quality Ranges	11
Precedence and Priority	11
Other Product Requirements	11
Applicable Standards	11
System Requirements	11
Performance Requirements	11
Environmental Requirements	11
Appendix 1 - Feature Attributes	11
Status	11
Benefit	11
Effort	12
Risk	12
Stability	12
Target Release	12
Assigned To	12
Reason	12

Vision

1. Introduction

Game Sharks is developing a scheduling system that would allow closed groups of people to coordinate plans for events. This system will be called Scheduling System, and will be a desktop application that can be accessed on any computer using the Windows and Mac operating systems.

1.1 Purpose

This document will be used to collect, analyze, and define high-level needs and features of the Scheduling System. It focuses on the capabilities needed by the stakeholders, and the target users, and why these needs exist. The details of how the Scheduling System fulfills these needs are detailed in the following use-case and supplementary specifications.

1.2 Scope

The scope of this document is small, as this project is not associated with any other existing project. As such, there is nothing to affect or influence the document.

1.3 Definitions, Acronyms and Abbreviations

Definitions

1. Android: Google's mobile operating system
2. iOS: Apple's mobile operating system
3. OS X: Apple's desktop operating system
4. Wi-Fi: wireless networking technology

Abbreviations

1. CA: Calendar App in Mac OS X
2. PP: Passion Planner

1.4 Overview

This document addresses the positioning, stakeholders and users, the product and its features, constraints, quality ranges, precedence and priority, and other product requirements.

2. Positioning

2.1 Business Opportunity

Whenever a closed group of people such as a family or a club plan an event, members of that group would like to inform each other about how the event will work around their schedules. One such manner in which they can coordinate the planning is through a calendar, in which they can efficiently create and organize schedules. As this method for event-planning is common among small crowds, this Scheduling System application will allow them to create schedules with appropriate time slots for events, as well as providing sharing methods so that people in the groups can access it as well. In addition, reminders can be set along with these appointments, so that whenever it is close to the designated time, one can be notified in case he or she forgets about the event. All that is required to access this application is a computer running Windows or Mac; that way, it can be accessed with ease.

2.2 Problem Statement

The problem of	scheduling systems
----------------	--------------------

Game Sharks

affects	closed groups of people
the impact of which is	to improve efficiency
a successful solution would be	to create a shareable schedule with set appointments

2.3 Product Position Statement

For	Closed groups of people
Who	need an efficient and organized scheduling system.
The scheduling system	is a productivity service
That	allows for easy schedule building
Unlike	a planner
Our product	allows its users to easily share event information.

3. Stakeholder and User Descriptions

3.1 Market Demographics

Our market demographics targets closed groups of people. These members include family, friends, and those of close relations. Because of this, we predict our market size to be limited. Our growth of potential users is predicted to grow slowly since this product is used non-commercially.

3.2 Stakeholder Summary

Name	Represents	Role
Customer (Family & Friends, Club Members)	Supports development process by investing in the product.	Tests the development iterations of the product
Software Developer	Implements the product services through code.	Ensures quality control for the product's users.

3.3 User Summary

Name	Description	Stakeholder
Customer (Family & Friends, Club Members)	Uses services provided by our product.	Represented by programmers.

3.4 User Environment

In the user environment, the number of people involved in completing the task can range from a single person to a large group, depending on the task. A task cycle can vary between a few minutes and a few years, and the specific amount of time can change based on the complexity of a task. Environmental constraints include mobile and poor Wi-Fi reception. The systems platforms we plan to use are Windows and Mac, and we are considering expanding to mobile platforms such as iOS and Android.

Game Sharks

3.5 Stakeholder Profiles

3.5.1. Family & Friends

Representative	A close relation of the developer
Description	This is a casual user who uses our product for scheduling.
Type	Casual user
Responsibilities	Uses our product to communicate with others to plan appointments and meetings with other users.
Success Criteria	The success is defined as the customer continuing to use our scheduling system.
Involvement	A small sample of family members & friends will be used to evaluate the efficiency of our product by testing its organized and customizable features.
Deliverables	None
Comments / Issues	None

3.5.2. Club Member

Representative	A friend or acquaintance of the developer.
Description	This is a casual user who uses our product for scheduling.
Type	Casual user
Responsibilities	Uses our product to communicate with others to plan appointments and meetings with other users for club information. Ensures that the club is updated with current news.
Success Criteria	The success is defined as the customer continuing to use our scheduling system.
Involvement	A small sample of club members will be used to evaluate the efficiency of our product by testing its organized and customizable features.
Deliverables	None
Comments / Issues	None

3.5.3. Software Developer

Representative	None
Description	Software Developer
Type	Skilled member of the company
Responsibilities	Design and implementation of that application's features

Game Sharks

Success Criteria	Application features will be stable and functional if developer's code is efficient.
Involvement	Highly involved with the creation and implementation of the app features
Deliverables	None
Comments/Issues	None

3.6 User Profiles

See 3.5 for more information.

3.7 Key Stakeholder / User Needs

Need	Priority	Concerns	Current Solution	Proposed Solutions
Easy to use	High	Ability for users to create appointments and events easily.	See 'Proposed Solutions'	'Add Appointment' tab should be organized to allow users to input information with highest priority first.
Customizable	High	Inability of having enough components to fit different user needs.	See 'Proposed Solutions'	Include Add-On features to allow users to find components that fit their needs.
Shareability	Medium	Effectiveness of sharing events and reminders with other users.	See 'Proposed Solutions'	Provide sharing abilities for all features available.

3.8 Alternatives and Competition

Calendars and scheduling systems are widely used around the world. There are many alternatives available for us. The few that we decided to share are commonly used scheduling systems. These include the Calendar App in OS X and the Passion Planner. We bought the competitors' product and tested out the features that it had to offer. Although there may be strengths in each product, we were able to compare it to our product to find its weaknesses as well.

3.8.1 Calendar App in OS X

The Calendar App in Apple's OS X is an application that allows users to keep a schedule. It displays appointments, birthday, maps, travel time, and other important events. This application is pre-installed on Apple devices, such as the iPhone and iMac. The benefits of CA is that users can update their calendars from any Apple device by syncing their iCloud account with OS X. The CA allows users to create multiple calendars, add calendars from other services, and etc. Users can share their scheduled appointments with other Apple users. However, users are unable to share their calendar with non-Apple users, thus preventing inclusiveness for multiple demographics.

Game Sharks

3.8.2 *Passion Planner - Physical Agenda*

The Passion Planner is a physical planner that allows its users to break down short and long-term goals and incorporate them into daily life. PP includes a structure that allows room for customization. The layout includes a goal roadmap, a monthly layout, weekly layout, reflection page, and blank and grid pages. The benefit of having PP is that it allows users to organize their schedule into a physical calendar. It also provides users space for miscellaneous information. Users can share scheduling information through “word-of-mouth” or showing their PP to others. This is a disadvantage to other competitors, such as our Scheduling System and MCA.

4. Product Overview

4.1 Product Perspective

Our Scheduling System is a product that is independent and self-contained. The data information given to the application is solely for personal use. Therefore, the Scheduling System does not require larger components to sustain the system. Users are allowed to share their personal information with other users. In addition, it is not necessary to use other components to support our Scheduling System.

4.2 Summary of Capabilities

Customer Benefit	Supporting Features
Enhanced communication	Share schedule, set reminder
Greater ease of reading	Change calendar view
Efficient schedule creating	Create schedule, create appointment
Efficient schedule editing	Edit schedule, edit appointment, edit reminder, delete schedule, cancel appointment

4.3 Assumptions and Dependencies

Document assumes that the latest versions of Windows and Mac will be used.

4.4 Cost and Pricing

Our product is targeted towards close family and friends. Currently, we are providing this product for free. This allows our peers to be able to communicate with ease. The manual labor that we have to endure is fair enough to allow the product to be free. However, if our product gains enough recognition, we will consider increasing the cost to sustain a higher amount of users. In-app purchases will be created to allow users to have customizable features for their Scheduling System.

4.5 Licensing and Installation

Password security and network licensing is required.

5. Product Features

Scheduling System includes multiple features that allow users to stay organized and be efficient. These high-level capabilities are necessary to deliver the benefits to the users. Each feature was chosen to achieve a desired result from the user. Listed below are the key features that Scheduling System has to offer.

5.1 Schedules

5.1.1 *Create Schedules*

Users have the ability to create schedules based on the information that they input. These schedules are organized to display information such as: appointments, birthdays, holidays, etc.

Game Sharks

5.1.2 *Edit Schedules*

Users have the ability to edit their schedules after it has been published. This allows user to update information, if needed.

5.1.3 *Share*

As mentioned before, Scheduling System is used for close family and friends. Once a schedule is completed, it can be shared with multiple users. The schedule owner also has the ability to make edits after it has been shared.

5.1.4 *Import*

If a schedule is shared with a user, then they will be able to import the schedule into their own account.

5.1.5 *Delete*

If a schedule is no longer wanted by the user, then it has an option to be removed from the account.

5.2 **Appointments**

5.2.1 *Create Appointment*

An appointment can be created by the user. Information that the user includes is: Title, Description, Date, Time, Location, and etc. Appointments are added to the schedule once it has been created.

5.2.2 *Edit Appointment*

Users have the ability to edit their appointments after it has been created. This allows the user to update information, if needed. Once it has been edited, the schedule will be updated to match the edits.

5.2.3 *Cancel Appointment*

If an appointment is no longer wanted by the user, then it has an option to be removed from the account.

5.3 **Reminders**

5.3.1 *Create Reminder*

Reminders are notifications that is designed to ensure that user remembers something. The user can create reminders based on their appointment or any event (i.e. Birthday celebration, holiday). A reminder can notify the user once, a certain amount of time prior, or in specific time intervals. The user will be notified via a “ring” sound.

5.3.2 *Edit Reminder*

Users have the ability to edit their reminders after it has been created. This allows the user to update information, if needed. once it has been edited, the schedule will be updated to match the edits.

5.4 **Customizations**

5.4.1 *Calendar View*

The schedule can be customized to show various calendar views such as Daily, Weekly, or Monthly. This allows the user to be more organized with their information.

6. **Constraints**

Technical Help Desk available daily

Use of WiFi for sharing capabilities

Non-portable application

Solely available in English

Game Sharks

7. Quality Ranges

Scheduling System should be able to support a medium number of users and a medium amount of data, as the intended demographic is small. A version of the application with support for high amount of data is beneficial, but not necessary. In addition, the application should be reliable and stable in all of its intended requirements.

8. Precedence and Priority

Priority 1 (High)	5.1.1, 5.2.1
Priority 2 (Medium-High)	5.1.2, 5.2.2
Priority 3 (Medium)	5.1.3, 5.1.4, 5.1.5, 5.2.3, 5.3.1
Priority 4 (Medium-Low)	5.3.2
Priority 5 (Low)	5.4.1

9. Other Product Requirements

9.1 Applicable Standards

Scheduling System must be an internet application that complies with both Windows and Mac platform standards.

9.2 System Requirements

9.3 Performance Requirements

The application should have quick response time for editing schedules, appointments, and reminders, and quick loading time for logging into the service.

9.4 Environmental Requirements

The application must run on all internet browsers on Windows and Mac devices.

10. Appendix 1 - Feature Attributes

10.1 Status

Proposed	Integration with social networking sites (use for log-in).
Approved	Merge multiple schedules into one.
Incorporated	All features of the Scheduling System.

10.2 Benefit

Critical	Scheduling System must be secure.
Important	System should have a backup file of the schedule.
Useful	Change color palette of application in user preferences

Game Sharks

10.3 Effort

All of these features require coding, which means that they require programmers to work on these in a given period of time, ranging from a few days to a few weeks.

10.4 Risk

Depending on the feature, the project can run into cost overruns or schedule delays. In case the project runs into these problems, more resources will be used to alleviate the issues.

10.5 Stability

The features will be stable enough that the probability of them changing is low, therefore the main components of the application should be given a higher priority.

10.6 Target Release

The feature will first appear in the beta release of the app. Based on the user feedback, the potential features will be implemented in a official version or modified to eliminate bugs. This ensures that no feature will be a part of a final version without positive feedback from users.

10.7 Assigned To

A team of software engineers will design and implement the features, and the project manager will oversee the project and periodically check the team's progress.

10.8 Reason

The potential attributes will allow the system to have greater performance, customization, and reliability.