

Project Vision Document Template

*The project vision document is the initial (and often foundational) statement about your project. It provides a platform to communicate (and collaborate) on the shape and scope of your project with other core project partners and potential external collaborators. A project vision document should **never exceed 2 pages**.*

Title:

What is your project's name? You should not only think about the name itself, but how that translates into a domain/URL

The name of the project is "Couch potato".

Project Description:

Describe the project. What are its motivations and intellectual significance? Why is it important? Why is it meaningful? Why is it significant? What sort of need does it address?

The goal of the project is to create a "tinder-like" app to watch movies with friends. It's usually difficult for groups of people to find and watch a movie everyone is interested in. Moreover, searching for a film is often a time-consuming task. So, this project aims to address these issues with a web app that will help people, friends, family etc. find a movie/series/anime to watch, taking into account everyone's preferences.

Deliverables/Outcomes:

What will be the end result, what will the project produce. If it will result in a website, discuss that website. Based on your project name, what is its domain/URL (remember, a domain name is an important part of a project's visibility/promotion/recognition).

The project will result in a web app. It will be accessible on all devices (tablet, smartphone, laptops etc.) via a URL. The app will have a responsive design

Functionality & Technology

Describe the functionality of the project (what will it do, how will users interact with it, how will it present content)). What sorts of technology will be used to build all aspects of the project. Where will it live (where will users interact with it).

The app will have the following functionalities:

- Register
- Login
- Logout

- Create/Join/Close rooms (access rights)
- Select mood: a user can set his “mood of the day” when joining a room
- Select preferences: a user can select his/her films preferences
- Provide feedback
- Choose a film
- Allow people to join a room (with a code...)

It will be a standard web application with two main parts: the frontend and the backend.

Frontend technologies: Angular, Bootstrap...

Backend technologies: Java...

A database will be used to store data on users and film preferences.

Accept/Reject mecanisme

Audience:

Who is the audience (and why)? Think about how will you build community among your audience?

The audience is a family or group of friends or a couple. They are thinking of doing something in common (watch a film). The idea is that everybody agrees on the film that they want to watch.

Data, Information, Content

What is the core content/data of the site? Is data being drawn from somewhere else (a museum or archive). If so, what is that data/content and where is it coming from? Remember, if you are drawing data/content from another institution (museum, digital library, archive, etc), you should consider including them as partners.

The films will be drawn from open movie APIs like IMDb etc.

Partners

Does your project have (institutional) partners? If so briefly discuss who they are and what their role in the project is.

- IMDb