Pawn-shop bets

Vision

Version <1.0>

Revision History

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| <31/Mar/19> | <1.0> | First touches | Iacob Gabriel |
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Vision

# Introduction

This introduction provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this project.

## Purpose

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

## Scope

This project intends to be an entertainment platform that users can use to make events more thrilling by betting money on them and making profit with wise decisions. It is related to classical betting websites and pawn-shops.

## Definitions, Acronyms, and Abbreviations

See Glossary.

## References

-

## Overview

The rest of the document will contain the market positioning relative to people’s needs and competition, stakeholders and users description, and an analysis of the product hardware and software requirements.

# Positioning

## Problem Statement

This project does not intend to solve any problems. It is conceived as an entertainment application for users and a profit application for the developers.

## Product Position Statement

This project intends to fuse two already existing and profitable domains, betting and pawn-shops. It also intends to extend them by adding the surprise factor when winning a new item.

|  |  |
| --- | --- |
| For | Clients |
| Who | Enjoy the thrill of betting |
| The Pawn-shop bets | Is an alternative to regular betting |
| That | Combines it with the surprise factor and allows item betting |
| Unlike | Betting |
| Our product | Intends to create more entertaining and accessible alternative |

# Stakeholder and User Descriptions

## 

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Project manager | The boss of the project. | Monitors the project’s progress.  Approves funding. |
| Marketing | Helping sales and profit. | Studies the market.  Makes advertising campaigns. |
| Developers | Creators of project. | Updates the project considering user’s needs. |
| QA | Ensuring project performance | Checks user base and suggests hardware upgrades or downgrades.  Checks for bugs. |
| Support | User experience. | Helps users with their problems.  Active on the forums. |

## 

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Client | This type of user will place bets on the application and deposit the items the application will work with. | - | Interest is represented by the QA (application performance) and Support (suggestions and questions). |
| Admin | Admins will be the project’s employees, responsible of the application’s content. | Receive and hand out items.  Create bets.  Conclude bets. | Interest is represented by the Marketing team, who should bring more customers. |

## User Environment

* There should be an admin user who receives items at every pawn-shop. If more shops will be opened, more admins will have to be hired. If there is a great amount of shops, there can also be a separate admin (or group of admins) who should feed the bet list with the latest events.
* Task cycle should be consistent. It would take several minutes for the admin to correctly estimate an item value and few more to insert it into the database with the correct value and to the correct user. They should exercise extreme caution as mistakes can negatively impact the application’s reputation. For adding bets, admins should research for few hours daily, making sure not to miss important events. It would then take few minutes to insert each event into the application. Concluding a bet should take another several minutes as admins should double-check the results and avoid mistakes.
* Deposits and withdraw operations have to happen in the physical presence of the admin, this being the only environmental constraint. The bets can be placed by users both from mobile and desktop applications. The admins who add and conclude bets can also do it from anywhere.
* Main platforms should be: Browsers (Chrome, Firefox) for the web application, Windows for the desktop application and Android & IOS for the mobile application.

# Product Requirements

* A database server.
* An application server. This server should assure the performance of the application. Can be minimal at launch but the user base should be monitored and upgrades might have to be made.