Book Trader

Vision

Version <1.0>

Revision History

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Table of Contents

1. Introduction 4

1.1 Purpose 4

1.2 Scope 4

1.3 Definitions, Acronyms, and Abbreviations 4

1.4 References 4

1.5 Overview 4

2. Positioning 4

2.1 Problem Statement 4

2.2 Product Position Statement 4

3. Stakeholder and User Descriptions 5

3.1 Stakeholder Summary 5

3.2 User Summary 5

3.3 User Environment 6

4. Product Requirements 6

Vision

# Introduction

[The purpose of this document is to collect, analyze, and define high-level needs and features of the <<System Name>>. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the <<System Name>> 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.]

## Purpose

The purpose of this vision document to focus the efforts in the competencies needed to achieve the goal. Also it is a motivational board to make me wanting to finish this amazing project, including what I want to design for it.

## Scope

In this document we have a brief description of the items in the project, the users, the final project and how do I want it to be, and about the final use of the project. To fully understand the project, you will need to look into use case diagrams, because that document is made by using the vision of me as the creator and also me as the producer.

## Definitions, Acronyms, and Abbreviations

To see all terms, acronyms, and abbreviations you might come along in this document or project, please visit the project’s Glossary.

## References

In this document I reference on Glossary document, Use-Case Document and lastly to Supplementary Specification, everyone of those documents you can find in the same folder as this document.

## Overview

The rest of this document contains in order the problem being solved by this project, user requirement, the environment of the project, along with some product requirement, in each I will be detailing each phase in order to achieve my final product, each step is put separately in order to have a simple look at the making of the project.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Not have a trading book application. |
| affects | People who love reading and discover more, those people have books and don’t use them anymore or want to read more without spending more money. |
| the impact of which is | To make people throw out the books that are not being used or burn them up to save up some space in the shelves. |
| a successful solution would be | Having a platform to actual trade the books;  Making people wanting to trade books in order for them to read more. |

## Product Position Statement

|  |  |
| --- | --- |
| For | People who read and have books. |
| Who | That keep books they know they won’t read or want anymore. |
| The Book Trader | Is a trading platform. |
| That | Make people searched for another book they wish to read and get the one they don’t need to someone that will appreciate it. |
| Unlike | Platforms like OLX that is for selling objects. |
| Our product | Is mostly for trading books or donating the book to someone. It will make people interact about topics they love using the chat. |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Professor | The person that will judge and grade my project. | This stakeholder has the responsibility to test the project and ensures that it works as my documentation describes it. Also to supervise the process of making it, to be sure that it is done due to some dates. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Basic User | They are the target of the project. | Their responsibilities will be to chat with other users and to trade the books they have to offer. | Me |

## User Environment

The target user can chat with other target users, and trade books with them, for this purpose, they won’t be able to perform the exchanging alone, meaning it is needed an approval from the other user in order to succeeded. This same principle stand also with the messaging part of the project, where one user can write to another one, but not to himself. The amount of time that the user can spend in each activity is limitless, everyone can spend as much time as they like browsing books or talking to each other. Also they can spend the time where ever they want, meaning that since it is a mobile application, they will be able to carry it easily. I would like to integrate my application with a map-location one and a pattern matching, but that will be seen in the future.

# Product Requirements

The product is independent and self-sustained, for more use-cases requirements please check Use-Case Model document.