Internet Banking Application

Vision

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# Introduction

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

## Purpose

The purpose for having such a document is to illustrate what this application is meant to do, to which type of people it addresses, and to convince people that such an application is useful, having real-life applications solving real-life problems.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Running out of money |
| affects | Students (for example) |
| the impact of which is | The inability of purchasing needy items |
| a successful solution would be | The ability to receive money in a secure, fast way, from anywhere in the world. |
| The problem of | Waiting in queue at the bank for a long time for a 2 minute solution |
| affects | Anyone wanting to do basic transactions |
| the impact of which is | Wasting time doing something else more productive |
| a successful solution would be | The ability to do bank operations without the need to go to an actual bank, and wait until others are finished to perform the desired task.  To be able to do the same tasks from home or from your personal phone. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Everyone “on the run” |
| Who | don’t want to waste precious time waiting in line |
| The Internet Banking Application | is a Web Service |
| That | Allows the users to perform bank operations like sending payments, requesting payments, sending money between personal accounts, keeping track of past transactions. |
| Unlike | Classical banks |
| Our product | Performs the same operations, but in a secure and faster way, eliminating the need of waiting hours for doing simple, 2 minute jobs. |

# Stakeholder and User Descriptions

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

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Bank | A bank that uses the service. | The bank is interested in enrolling in this service because it will gain popularity among users, and maybe it will gain more customers.  The responsibilities of the bank is to monitor the transactions made by its accounts and to enable or disable transactions in a certain period of time. |

## 

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| User | A regular user that takes advantage of the facilities offered by the service. | The user doesn’t have responsibilities, he can use or not the application. His can however, perform the discussed operations. | The user |
| Moderator | A special type of user that has access to a regular user’s data. | The moderator is responsible for resolving transaction-related issues (payments made to a different person, failure of sending payments, etc). | The moderator can be a representative of a bank that uses the service. |
| Bank User | A special type of user that has control over the transactions. | The bank is responsible for enabling or disabling all transactions for an amount of time, or stop using the service | The bank user represents the bank itself. |

## User Environment

The application intends to provide a simple interface, to allow even the more unexperienced to use it. Only one, or at most two persons are involved in executing an operation, depending on its type. For example, sending money between personal accounts only requires the user to log in and to select the amount of money to be transferred, and to confirm the transaction. Other operations, like requesting money from somebody, requires the interaction of one people and the confirmation of the other part. The number of people involved in a transaction remains the same for these basic operations forever.

The amount of time necessary to perform a transaction is only dependent on the skill of the user, the amount of time it takes him to fill out the credentials of the receiver (for sending payments). The actual transfer is done almost instantly.

The platforms that the application works in is a Web browser, but in the future it might get updated to support other platforms like mobile phones, smart TV, or maybe even wearables.