Find a Hackathon

Vision

Vision

# Introduction

## Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the “Find a Hackathon” web app. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the “Find a Hackathon” fulfills these needs are detailed in the use-case and supplementary specifications.

## Definitions, Acronyms, and Abbreviations

The glossary containing definitions, acronyms and abbreviations is provided in the “Glossary” document.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | finding suitable hackathons and contests to attend and have an estimation of the number of participants for the events |
| Affects | both organizers and participants in hackathons/contests |
| the impact of which is | many IT enthusiasts find out about hackathons they are interested in only after the event has passed. They lose the chance of winning the competition and the organizers lose a possible revolutionary solution to the proposed problem. Also, without a good estimation of the number of participants, it is hard to organize a good event. |
| a successful solution would be | to have a platform where companies/organizations announce their competitions and the programmers can find out events they are interested in and announce their participation. This will help IT enthusiasts to find competitions they are best suited for. The organizers will know how many participants they will have and can prepare an enjoyable event for all parties involved. |

## Product Position Statement

|  |  |
| --- | --- |
| For | programmers and IT companies |
| Who | want to take advantage of hackathons at their full potential |
| The Find a Hackathon | is a web platform |
| That | provides a link between coders and organizing companies. |
| Unlike | advertising events on social media |
| Our product | is focused on a specific type of event and provides a clean, not cluttered interface for finding and posting hackathons. |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Business analyst | Analyzes the market of the Find a Hackathon product | Ensures that there will be a market demand for the product’s features  Prioritizes the features according to the market need |
| Architect | Guides the programmers into the development | Determines the system architecture and takes important decisions which will affect the development process  Ensures the system will be maintainable |
| Developers | Implement the design | Follow the architecture in writing the application  Write maintainable, clean code |
| Testers | Test the design | Find any bugs in the software  Ensure the product suffices the requirements |
| Project manager | Leads the whole product development | Allocates resources  Finds interested people in the platform  Determines priorities |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| IT company (employee) | Organizer of hackathon events | Creates events on the platform  Ensures that advertised hackathons take place | itself |
| Programmer | Person which wants to participate in hackathons | Searches for suitable events on the platform  Joins events in which he/she’ll be a participant in | itself |

## User Environment

The users will access the platform online from web browsers. Only one employee of the company needs to create events for the whole company. On the platform, all the hackathons will be centralized, and programmers can find events they want to attend.

Today, for announcing hackathons, social media, and posters are used. The programmers may or may not find out about the event.