InfoMATikern

Group Alfa
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Contents

1 Introduction

1.1 Background and purpose

The grocery retail market is large and highly competitive, with many different actors and a wide assortment of products. For consumers, choosing food is often complex and time-consuming due to the amount of available options and the lack of transparent, comparable information. Today, most purchasing decisions are driven primarily by price, since other important factors such as climate impact, ingredient composition, country of origin, certifications, and whether a product is locally produced are difficult to access or compare across stores.

In recent years, services such as Matpriskollen have gained popularity by offering price comparison between different grocery retailers. These services have made it easier for consumers to find the lowest prices on food products. However, price-focused comparison tools do not support consumers who want to make informed choices based on sustainability, health, ethical considerations, or personal dietary restrictions. As a result, there is still significant room for improvement.

In this project, we will develop a new service that extends traditional grocery comparison by incorporating multiple dimensions beyond price. The goal is to provide a more comprehensive and user-friendly platform where users can filter and compare products based on factors such as climate impact, ingredients, origin countries, eco-labels, and local production. By aggregating and visualizing this information in a clear and accessible way, the service aims to empower consumers to make better-informed food choices aligned with their values and needs.

1.2 Goals

- Develop a platform that provides customers with the ability to filter food based on criteria of their choice from different stores in their vicinity.
- Make sure that this platform, our company, is financially sustainable. The company is supposed to be a non-profit, meaning it only has to break even, including salaries for personnel.
- Develop and maintain business relationships with grocery stores, while maintaining our independence. Gathering data will most likely be easier if we collaborate with grocery stores. Reputable actors would have an interest in competing with each other on a fair and open market.
- Provide InfoMATikern to customers through both App Store, Google Play, and as a web site.

2 Context Diagram

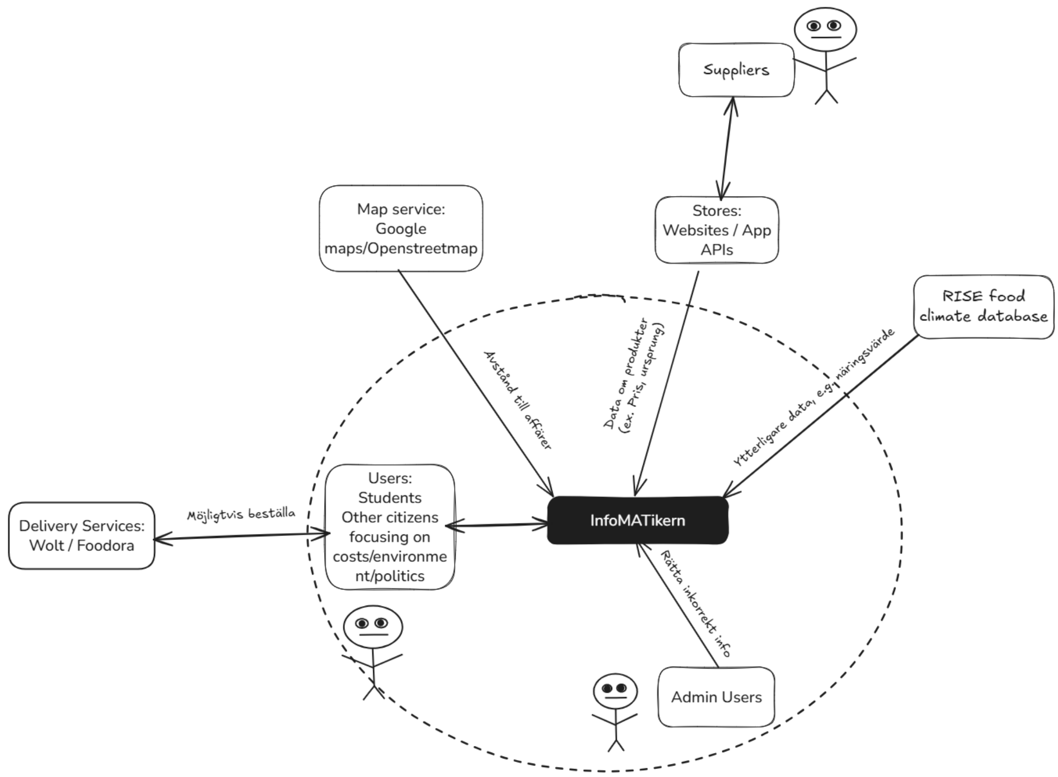

Figure 1: Context Diagram

We consider two user roles: customers and administrators. The customers are the ones actually using the product while the administrators are in charge of making sure store data is accurate. Apart from interacting with these two, the product also interacts with a map service (e.g. Google Maps) to determine distance to stores, the stores themselves (through e.g. APIs and web-scraping) to get basic product assortment and prices, as well as the RISE food database (through e.g. APIs and web-scraping as well) to get more detailed product information such as nutrients. The customers may also interact with food delivery services to get their chosen items delivered to them. If needed, the system may also interact with grocery suppliers themselves to get further product information.

3 Stakeholders

The system includes the following main stakeholders:

3.1 Internal

- InfoMATikern's marketing team
- InfoMATikern's development team

- InfoMATikern management
- InfoMATikern administrators

3.2 External

- Product users
- Grocery stores, such as Coop, Ica, or Willys
- Competitors, mainly Matpriskollen
- Grocery stores suppliers

Product users are an obvious stakeholder as they will actively interact with our app. We will elicitate their goals by conducting interviews and potential focus groups along with other stakeholders. Grocery stores are also an stakeholder with a strong influence on our product, as their data is crucial for InfoMATikern. Having a store featured on InfoMATikern is also beneficial for the store. Since we have filters for multiple categories, grocery stores can be competitive even if their prices are not.

4 Planned Activities

Table 1: Planned activities

Deliverables	Start	Deadline	Planned Activities	Estimated Hours	Responsible Members
Release R1	27 jan	8 feb	Elicitation of stakeholders	2:00	Axel Dovskog
–11–	–11–	–11–	Elicitation of Users	2:30	All
–11–	–11–	–11–	Initial Data Requirements	3:00	Axel Dovskog
–11–	–11–	–11–	Initial Quality and Functionality Requirements	5:00	William Andersson
Release R2	9 feb	22 feb	Virtual Windows	3:00	All
–11–	–11–	–11–	Initial Features	4:00	All
–11–	–11–	–11–	Task Descriptions	4:00	All
Validation Checklist	9 feb	22 feb	Create checklist	6:00	Julius Lam & William Andersson
Validation Report	22 feb	26 feb	–	7:00	Julius Lam & William Andersson
Presentation	22 feb	2 mars	Create slides	3:00	All
–11–	–11–	–11–	Rehearse	4:00	All
Discussant Questions	25 feb	4 mars	Prepare Questions	2:00	All
Release R3	28 feb	7 mars	Finish Functional Requirements	5:00	All
–11–	–11–	–11–	Finish Data Requirements	2:00	Axel Dovskog
–11–	–11–	–11–	Finish Quality Requirements	4:00	All
–11–	–11–	–11–	Prototype	4:00	All

5 Responsibilities

Project Manager **(Wallis Friberg)**
Stakeholder Manager **(Axel Dovskog)**
Tools, Documents, Experiences & Version Manager **(Elias Åradsson)**
Elicitation & Prototyping Manager **(David Andersson)**

Quality Requirements Manager **(William Andersson)**
Data Requirements Manager **(Axel Dovskog)**
Validation Manager **(Julius Lam)**

CourseWise

Märta Fiddeli Fahlborg
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Marina Frid Cardoso
ma0448fr-s

Klara Högberg
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William Narvell
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Background

Lure Coursing is a form of competition where sighthounds are tested on their speed, endurance, agility and overall enthusiasm in a sport meant to recreate the type of small prey hunting that sighthound breeds were originally bred for. The dogs run freely in pairs, chasing a simulated prey, a plastic or cloth lure, that weaves through turns and straight sections across a large open field or similar area. The course measures between 600 and 1000 meters, and is run in two separate heats.

The current approach to note taking and scoring during lure coursing competitions present several challenges. Judges take notes using pen and paper, which is then passed to officials that manually register data into Excel-sheets. The entire process and workflow is prone to errors due to poor handwriting, weather conditions and transcription mistakes. Additionally, the long chain of command makes the system time consuming.

General Purpose

The purpose of this project is to produce a piece of software which significantly improves efficiency, readability, and reliability for annotating and scoring lure coursing competitions and communicates with the software handling the registration of participants. As this is done through analogue means currently, the chain of command is long, the risk of losing important papers is high, and the overall process is slow and inconsistent. Our goal is to create an application that takes most of the tasks that are associated with the administrative side of lure coursing and to make them consistent across competitions, make data from previous competitions easily accessible, and is easy to use for non-technical people to increase the odds of adoption. (The aim is to have two different pieces of software used during competitions, one handling registration, used by participants, or rather, their owners, that is connected to CourseWise which handles annotation and scoring, used by judges and secretaries.)

Main Goals

- Increase efficiency for all aspects of lure coursing administrative work.
- Reduce risk of lost data.
- Increase readability of annotations.
- Simplify data collection and reading of data from past competitions.

Context Diagram

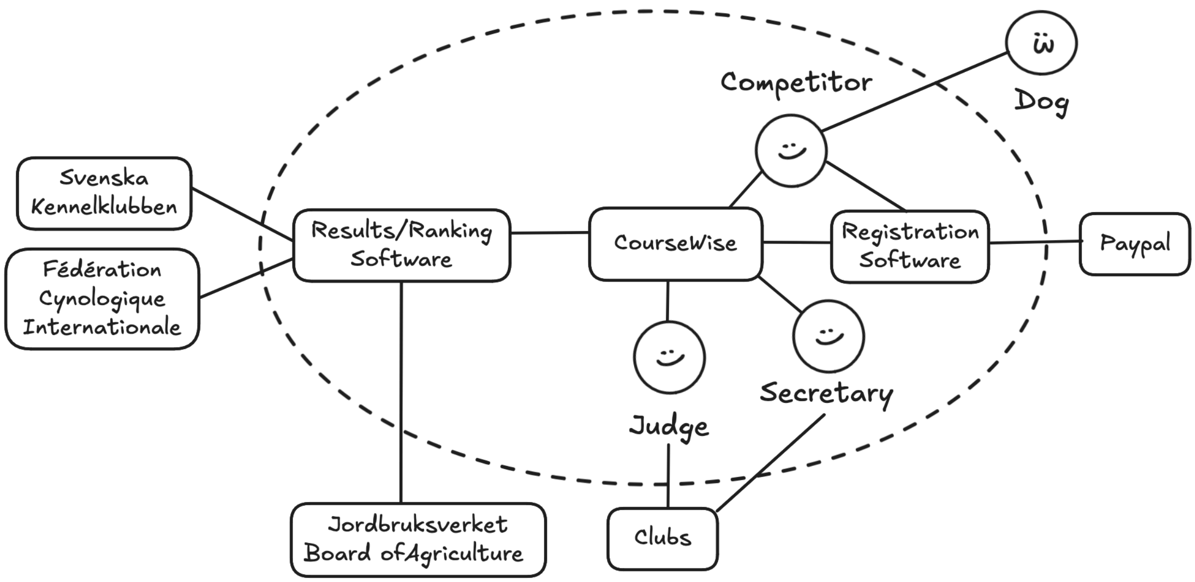

Figure 1. Context diagram for CourseWise

The dashed circle indicates the inner domain of the actors interacting with our system, CourseWise. The product will have, as shown in Figure 1, multiple types of interactions and stakeholders. CourseWise will be able to interact with and collect data from external software that is currently used for registering competitors as well as the rankings. Competitors register for competitions through the existing registration software which CourseWise in turn gets the competitors data from. Competitors can also view statistics and results from competitions through a competitor portal. Judges and secretaries are the ones who perform modification of data, such as how the dogs performed in each race, in CourseWise.

External roles tied to our system are organizations such as the clubs that judges and secretaries belong to. The ranking software that CourseWise reports data to is in turn tied to national and international organizations, E.g., Svenska Kennelklubben, Jordbruksverket and Fédération Cynologique Internationale (FCI). There might also be some third party integrations such as Google Accounts for authorization and Paypal that competitors use to pay their registration fees.

Participants and Potential External Stakeholders

Participants

- Competitors: They use the tool to view statistics and results.
- Judges: Evaluates the competing dog's performance through criterias and register the data.
- Secretaries: Registers the competition data into the system, creates starting- and result lists.

Potential External Stakeholders

- Svenska Kennelklubben & Fédération Cynologique Internationale: They are responsible for the rankings and will therefore rely on CourseWise functioning and producing proper results.
- Clubs: If our product is sold to individual clubs that host these competitions, then they will likely have requirements.
- Current registration software: Due to CourseWise communicating with the registration software, they will likely rely on CourseWise having a secure way of transferring user data in order to not infringe on GDPR.
- Paypal: CourseWise won't have a direct integration of Paypal but due to it being mainly used by competitors when registering to competitions, it is still a potential stakeholder.

Planned Activities

Phase	Deliverable	Deadline	Est. Time	Members Responsible
Planning	Project Mission	2026-01-27	6 hours	All team members
Iteration 1	Supervisor Meeting 1	2026-01-29	1 hour	All team members
	Stakeholder Analysis	2026-02-02	1 hour	SM
	Stakeholder Elicitation	2026-02-04	4 hours	SM, EM
	System Requirements	2026-02-08	4 hours	TM
	Project Experiences	2026-02-08	4 hours	All team members
	Release R1	2026-02-08	20 hours	All team members
Iteration 2	Task Demonstration	2026-02-13	5 hours	EM, TM
	Prototyping	2025-02-16	4 hours	EM
	Release R2	2026-02-22	20 hours	All team members
	Validation Checklist	2026-02-22	6 hours	QM, DM, VM
	Validation Report	2026-02-26	10 hours	All team members
Iteration 3	Conference Presentation	2026-03-02	12 hours	All team members
	Discussant Questions	2026-03-04	5 hours	All team members
	Release R3	2026-02-08	20 hours	All team members

Responsibilities

PM: Klara Högberg
SM: Märta Fiddeli Fahlborg
TM: Marina Fridh-Cardoso, Gabriel Wåhlin
EM: Wilma Wiberg, William Narvell
QM: Gabriel Wåhlin
DM: Wilma Wiberg
VM: William Narvell

Project mission V2

Team: Gamma

Team members:

Anna Dabiri,

Iram Hussain,

Jacob Bentzer,

Oscar Korpi,

Oscar Torstensson,

Staffan Alexanderson

Name: DopamineKiller

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1. Background

Many individuals are today unhappy with their screen time and are having a hard time regulating and being in control over it. We will therefore develop a system that will be installed on a user's technical items, to detect and limit "doomscrooling", the phenomenon of addictively scrolling through content on entertainment apps. Users should be able to limit screen time in selected apps coherently across all devices the application is installed on. Furthermore, there should be an option for strict blocking, whereby selected applications become completely unavailable once the daily limit is reached. Further features might include the option to disable multi-screen viewing (selected applications cannot be open across more than one screen), domain name blocking (to disable browser workarounds), and always strictly blocking selected apps during certain parts of the day, for example at night.

2. Purpose

The purpose of our product is to help users who want to lower their screen time by providing a helping tool. We also want to develop a product that can be used by parents to monitor their children's screen time and to block certain apps or websites.

3. Goals

- Provide an effective tool at limiting users' screen time.
- Be able to incorporate the users' devices and coherently across all platforms including phones, tablets, computers and smart TV's.
- Increase the mental health of the users.
- Reach a wide audience.

4. Context diagram

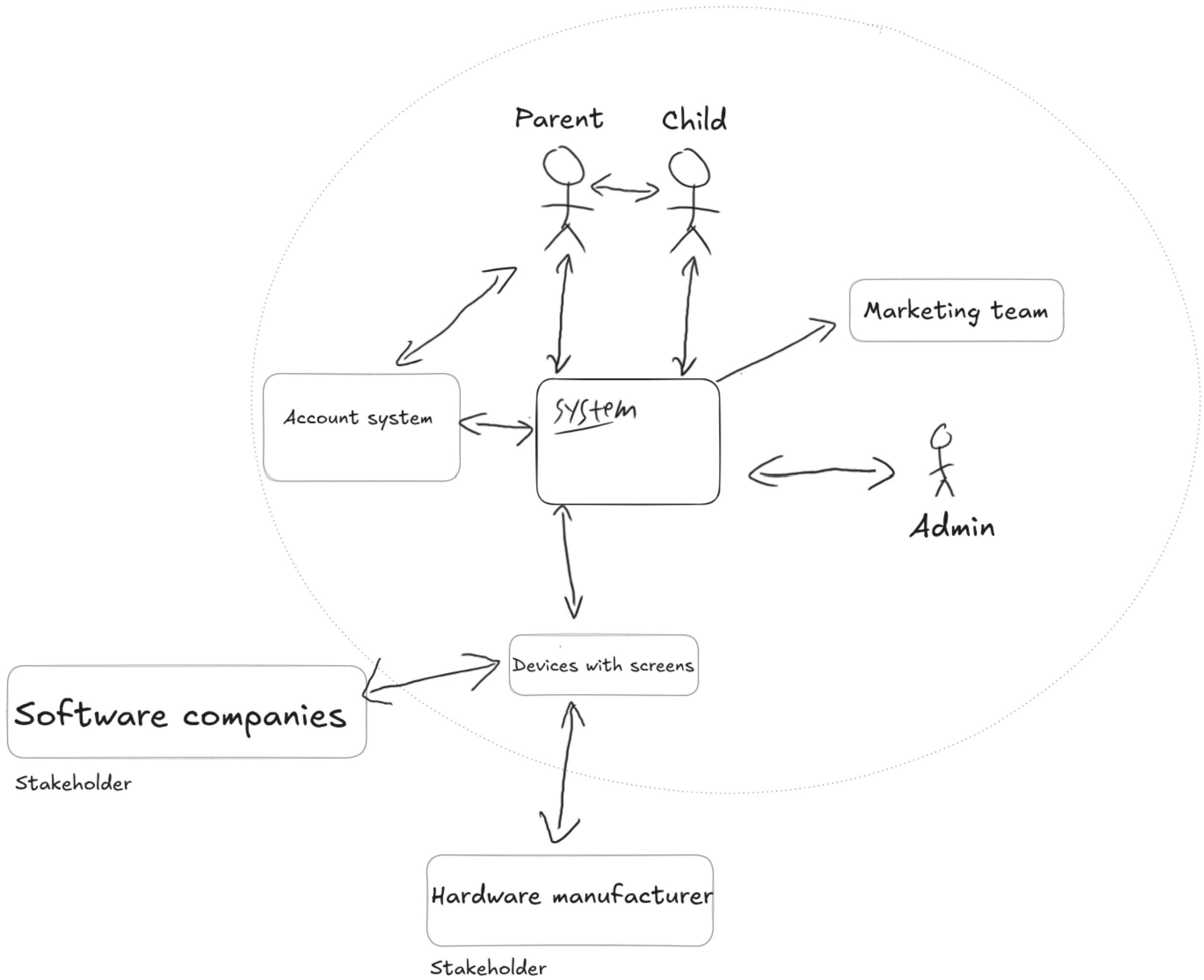


Figure 1. Context diagram created on the course exercise week one.

5. Participants and external stakeholders

The participants of the project are the members of the project group as well as employees in marketing, accounting and technical support.

Stakeholders

- The most important external stakeholders would be the users, which would be both individual users and families. They would provide the most important input.

- The platforms which the product would run on, such as providers for operating systems for phones, computers and Smart TV:s.
- Applications that are affected by our app and who potentially will get less revenue if they are blocked by users using our system will also be stakeholders, for example social media companies like instagram.
- Competitors like ScreenZen, Apples internal tool screentime, androids internal screen time feature, etc.

6. Planned activities

Deadline	Date	Responsible	Hours spent (80 total)	Note
Mission v2	27-01 23:59	All	6	Complete tasks in 5.2
Release 1	08-02 23:59	All	20	Create system requirements and project experiences docs, 5.3 for details. Also create a readme.txt file.
Release 2	22-02 23:59	All	20	Add Release plan to system requirements. Reiterate 5.3
Validation checklist	22-02 23:59	All	4	Requirements checklist, that another group validates when reviewing our project.
Validation report	26-02 23:59	All	6	Review of another groups project, we will get a validation checklist.
Conference presentation	02-03 08:00	All	4	Create a slideshow and talking points.

Discussant Questions	02-03 15:00	All	6	Bring questions and remarks from the validation report.
Release 3	08-03 23:59	All	14	Final release of system requirements with release plan, project experiences, validation report, validation checklist and conference presentation.

7. Responsibilities

- **PM:** Iram Hussain
- **SM:** Oscar Korpi
- **TM:** Oscar Torstensson
- **EM:** Jacob Bentzer
- **QM:** Staffan Alexanderson
- **DM:** Staffan Alexanderson
- **VM:** Anna Dabiri

Project Mission v2

Group Delta: Björn Shepard, David Unelind, Joel Edström, Johanna Fridh, Moa Gassilewski, Nils Sjögren

HypeTrain's background, general purpose and main goals

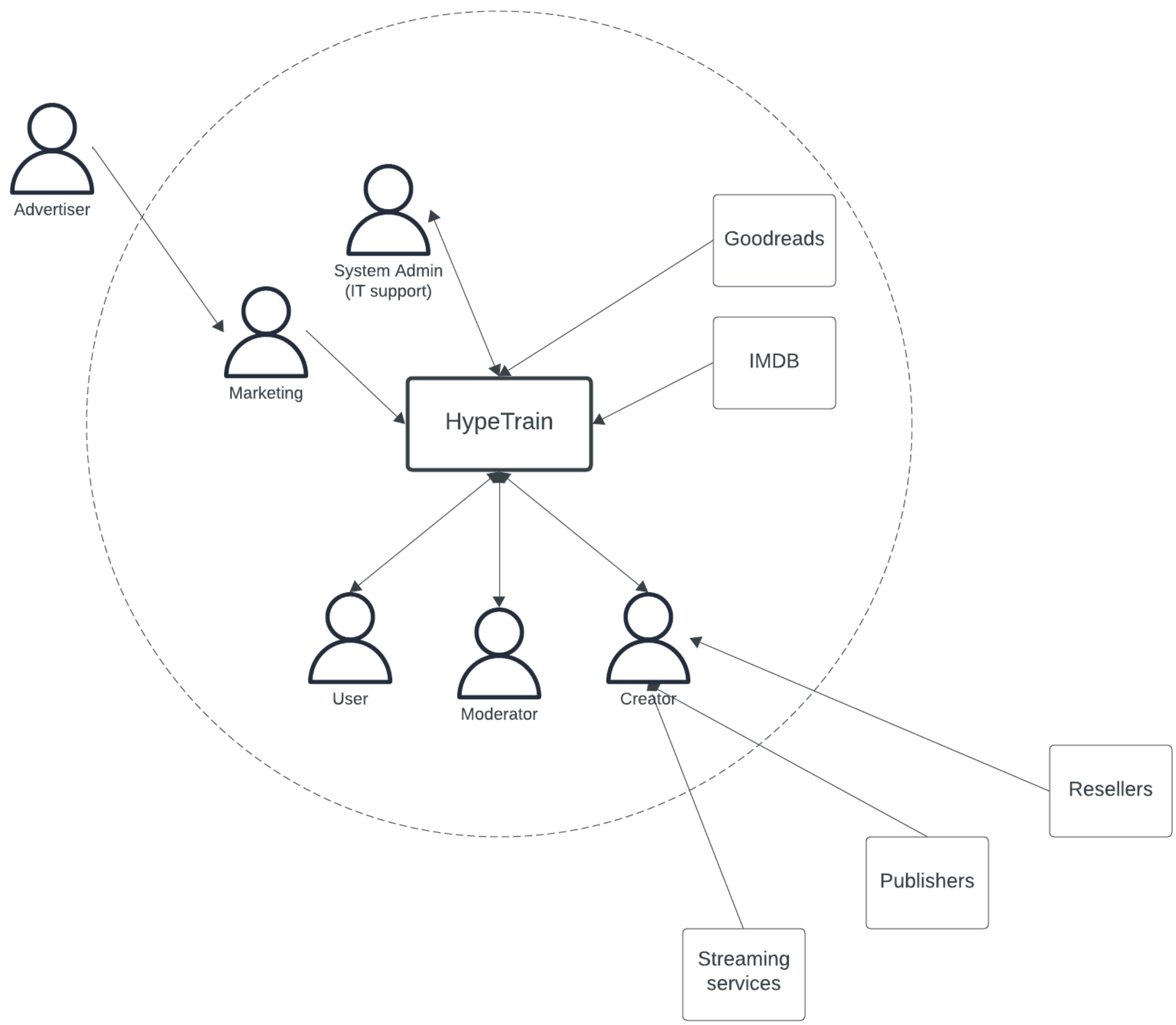
With today's vast variety of streaming services, movie productions and book releases it can be hard to keep track of new releases of your favorite shows, movies and books. HypeTrain makes sure that you never miss another release again, helping you keep track of multiple cross-media shows and series and hype them up through customizable countdowns.

HypeTrain's general purpose is to track all releases of upcoming media that a user is interested in, and to let users be part of communities that are interested in the same things as they are, letting them discover new fanbases and make new friends along the way.

In more detail, HypeTrain's main purpose is letting users keep track of TV-shows, movies and books that they follow through setting up reminders and notifications that lead up to a release, allowing them to effortlessly keep track of multiple media releases at once. This ensures that users won't forget or miss a new release that they're interested in. Users also get to discuss released content or countdowns without getting accidentally spoiled online, through HypeTrain's anti-spoiler feature. These additional interactions with other fans create communities, which is HypeTrain's secondary purpose: to help people connect. New friends can be made through discussions of movies, shows and books. This, along with ratings, provides users with interesting statistics of the most hyped up content in their fan-communities. Users can check if their friends are as up to date with the newest releases of their favorite series as they are, and, additionally, if they are as hyped!

The main goals of HypeTrain are the following:
- Keep track of (multiple) new releases at once
- Create and partake in communities
- Generate a revenue

Context diagram



Above is our first draft of the context diagram for HypeTrain. However, it is worth noting that it is not a traditional context diagram in the sense that it also includes some relationships that aren't directly connected to the product (advertiser, streaming services, publishers and resellers).

The two user roles 'user' and 'creators' both utilize HypeTrain in different ways, interacting with it through the same user interface. A user can have multiple roles, in that they can both choose to create events/countdowns and follow (use) others events/countdowns, as well as discussing events and new releases. A user can also, if they wish, become a 'moderator', a user role that helps ensure no users break HypeTrain's community rules. Additionally, HypeTrain will need an interface for the marketing team, providing them with statistics that are valuable for developing HypeTrain's marketing strategy. Goodreads and IMDB are two external systems that are directly connected to HypeTrain, as the information that they provide makes up a starting point for the product’s value proposition – helping users keep track of relevant new release dates. Goodreads and IMDB will interact with the system through an API, where HypeTrain retrieves data about books, movies and TV-shows. System Admin/IT interacts with the backend databases and servers of Hypetrain to help users with log-in issues and other issues that might occur. Roles such as moderators can also be assigned via the backend.

While external systems such as streaming services, publishers and resellers aren’t directly connected to HypeTrain, they are still relevant to the context of the system, as the goal is to cooperate with these systems, making them a type of ‘creators’ that update HypeTrain with many, and highly accurate, release dates. Another important external role is the advertisers, who can create revenue for HypeTrain in exchange for getting ads displayed on HypeTrain through our marketing team.

Participants and potential external stakeholders

The main participants are the users and moderators that collaborate on the countdown forums to build the hype for the release date, as well as the creators that add new releases for their own content. More specifically:

- Users: The target audience of our app, they can create discussions under the countdowns for releases.
- Moderators: Ensure that the discussion threads that users create follow the terms of services.
- Creators: Make posts to promote their release. This can be AMAs from actors, directors, videos, trailers etc.

Stakeholders:

- Creators who want to spread awareness about their releases, for example: authors and book publishers, directors, cast members in movies and TV-shows
- Streaming services with upcoming releases of new shows
- Cinemas releasing new movies
- Book resellers
- Publishers

Planned Activities

Project Meetings within the group every week.

R1 deadline: 8/2
R2 deadline: 22/2
R3 deadline: 8/3

Activity	Deliverable	Start Date	End Date/Deadline	Estimated Hours per person	Responsible Members
Finalize project mission draft	Project Mission v1	January 19	January 21	1 hour	All team members
Revise project mission	Project Mission v2	January 21	January 27	1 hour	All team members
Develop first iteration	Release R1	January 28	February 8	2 hours	All team members
Conduct validation planning	Validation Checklist	February 9	February 22	2 hour	QM, VM
Continue development	Release R2	February 9	February 22	3 hours	All team members
Perform validations and report	Validation Report	February 23	February 26	3 hours	All team members
Prepare presentation	Conference Presentation	February 27	March 2	1 hour	All team members
Prepare discussant questions	Discussant Questions	March 3	March 4	1 hour	EM, SM
Final iteration	Release R3	March 5	March 8	4 hours	All team members

Responsibilities of project members

Role descriptions:

- **PM -** Project, Process, Prioritization & Release Manager
- **SM** - Stakeholder Manager
- **TM** - Tools, Documents, Experience & Version Manager
- **EM** - Elicitation & Prototyping Manager
- **QM** - Quality Requirements Manager
- **DM** - Data Requirements Manager

- **VM** - Validation Manager

Roles:

- Björn Shepard - **QM (and EM)**
- David Unelind - **DM (and TM)**
- Joel Edström - **TM**
- Johanna Fridh - **PM**
- Moa Gassilewski - **VM (and EM)**
- Nils Sjögren - **SM**

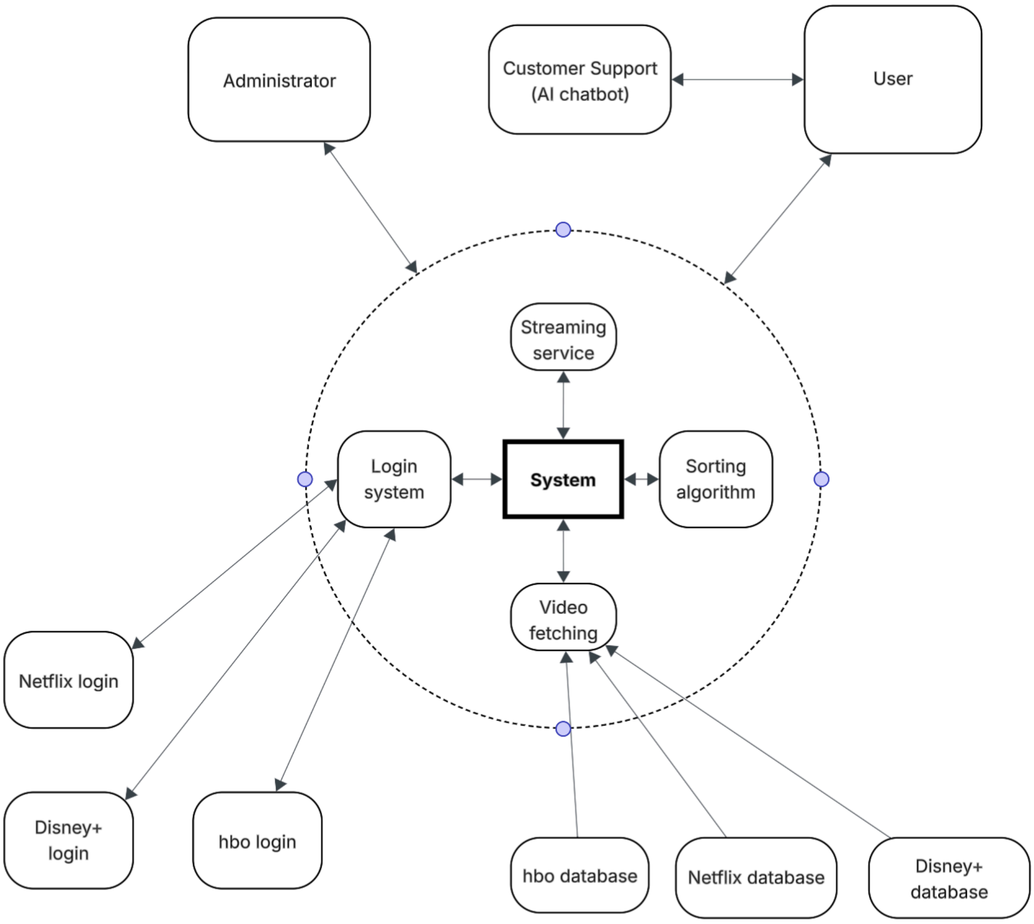
KINOCINO

Description

In the growing business of streaming services, there is ever increasing competitiveness among streaming platforms to acquire licenses and rights to various films, series and broadcasting rights of popular sporting events. This means that consumers often need to spend a lot of time figuring out on what platform to use to watch the shows they want.

The purpose of KinoCino is to allow users to search for movies and tv series in a combined catalog of all streaming services and allow users to more easily find where they can find what they are looking for. From a user perspective it provides clarity and convenience with better discovery, less friction and a more personalized experience over already paid for services. From a business perspective it adds value without replacing existing platforms; streaming services keep subscriptions and content while KinoCino improves navigation and access across them. Additional quality of life features could include watchlists, viewing history, and reviews.

The product will not be a subscription service. In order for the user to watch movies or series from a paid streaming service, they need a subscription on that platform. Revenue would instead be generated through selling user data to the streaming service companies. If we can achieve a large enough share of the market, there would be a lot of viewership patterns that would be interesting to Netflix, for example. There could also be ads on the service.



Participants and potential external stakeholders

Project roles

- **Project manager** → William Rilde
    - Maintains a consistent overlook over other roles as well as helps schedule activities
- **Stakeholder Manager** → Fredrik Vitéz
    - Responsible for communicating and aligning the needs and expectations of all internal and external stakeholders throughout the project.
- **Tools docs exps & version manager(s)** → Christoffer Lindelöf

    - Enables team delivery by securing technical stability, version integrity, and streamlined workflows to minimize frictions in development. Also responsible for organization of docs and software.
- **Elicitation & prototyping manager(s)** → Rasmus Hansson & Filip Sennmalm
    - Comes up with Elicitation questions, designs visual prototypes.
- **Quality Requirements manager** → Rasmus Hansson
    - Validates that quality requirements suit our collective vision of what the end product is.
- **Data Requirements manager** → Filip Sennmalm
    - Responsible for ensuring that and data requirements are possible and necessary
- **Validation manager** → Erik Holmstedt
    - Responsible for ensuring the quality of requirements.

Stakeholders: End users (viewers), System administrator, Customer support,
- **Internal** stakeholders, administrator, Customer support(?)
- **External** stakeholders: AD providers, Rating databases, streaming service providers
- Production companies, Selling tracking data for viewer patterns i.e tracking what customers watch and selling that data to competitors.

Planned activities

Release 1

Activities	Date	Time estimate in hours	Team members
Prepare interview questions	30/01	2	All
Supervisor meeting1	30/01	1	All
Hold interviews	02/02	4	All
Review interview results	04/02	1	All
Generate System requirements from elicitation notes	04/02 - 05/02	8	Rasmus, Filip, Erik (at least)
Update system description	05/02	2	Christoffer
Write Project experiences	06/02	8	All (continuously)
Do one last review before release	07/02	2	All

Release R1	08/02 (23:59)	0.5	All

Release 2

Activities	**Date**	**Time estimate in hours**	**Team members**
Change documenting system to overleaf	09/02	5	Christoffer
Prepare questions for internal validation	09/02	2	All
Supervisor meeting 2	Unbooked-update later	1	All
Update requirements based on internal validation	10/02	4	Rasmus, Filip, Erik (at least)
Create interview questions based on new requirements	12/02	2	All
Update Requirements based on results	15/02	10	Rasmus, Filip, Erik (at least)
update release plan	17/02	4	William
Project experience writeup - continuous process but focused writing at this time	09/02-turn in date	15	All
Finalize R2	21/02	3	All
Release R2	23:59-22/02	0.5	All

Release 3

Activities	**Date**	**Time estimate in hours**	**Team members**
internal validation	23/02	2	All
Supervisor meeting 3	Currently unbooked	1	All

Update requirements validation document	24/02	4	Erik
Validate requirements	25/02	6	Erik
Finalize release plan	26/02	3	All
Finalize project experiences	1/3	10	All
Create presentation	1/3	5	
Rehearse presentation	2/3	1	
Present	2/3	1	
Finalize R3	7/3	1	All
Release R3	8/3	0.5	All