

Basic Prototype

Dango Team

02.06.2020

Agenda:

1. Requirements
2. System Design
3. Working Prototype Design

Protagonists

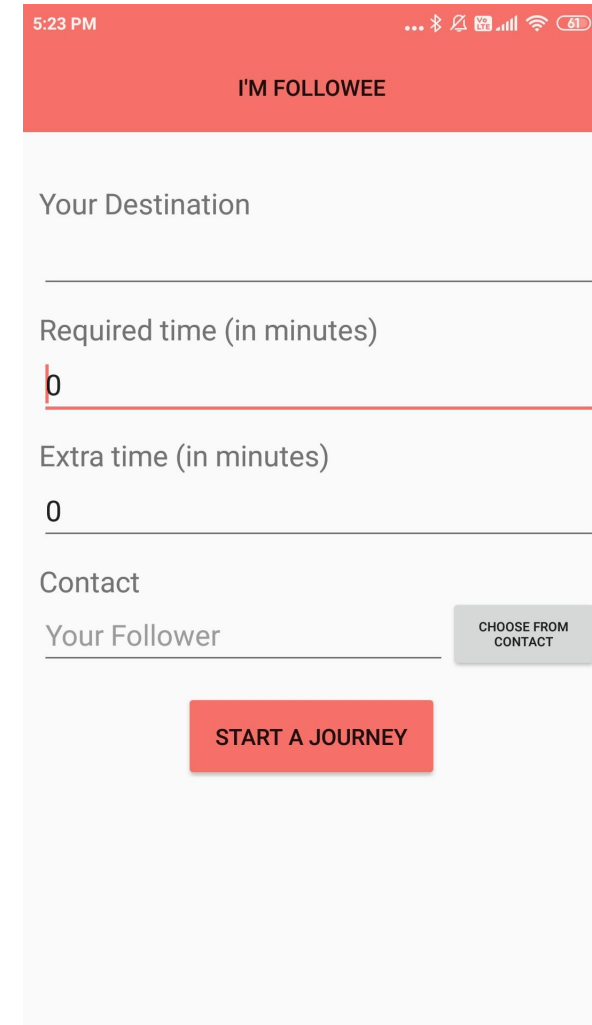
Followee (Traveler): the person who is *traveling*.



Follower: the person who is tracking the followee.

1. Requirements

1. The app is installed on both traveler's and follower's phones.
2. The traveler starts the trip by entering the destination and time threshold. The traveler selects the follower from the contact list.
3. When the trip is initiated the follower should receive the notification
4. Followers should be able to see the traveler's progress, current location.
5. Followers receive a notification either when traveler reach destination safe, or late within the specified time

A screenshot of a mobile application interface. At the top, a red header bar contains the text "I'M FOLLOWEE". Below this, the form has a light gray background. It includes a text input field for "Your Destination", followed by two numeric input fields for "Required time (in minutes)" and "Extra time (in minutes)", both with a red underline and the number "0" entered. Below these is a "Contact" section with a text input field for "Your Follower" and a gray button labeled "CHOOSE FROM CONTACT". At the bottom, there is a prominent red button with the text "START A JOURNEY". The top status bar shows the time as 5:23 PM and various system icons.

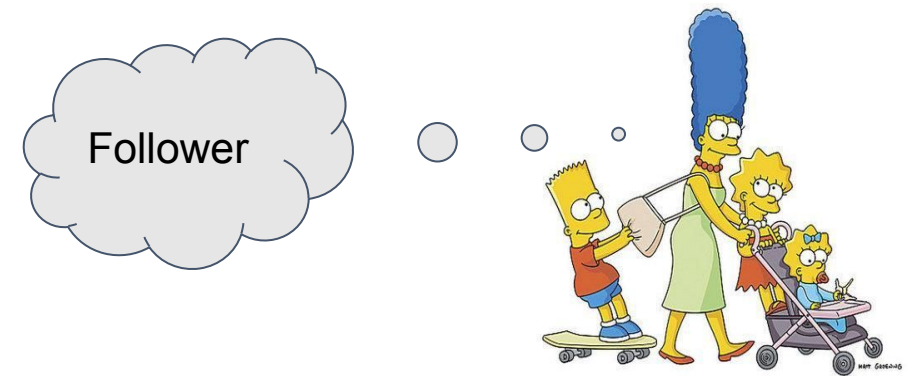
User Stories-Followee (1/2)

Followee



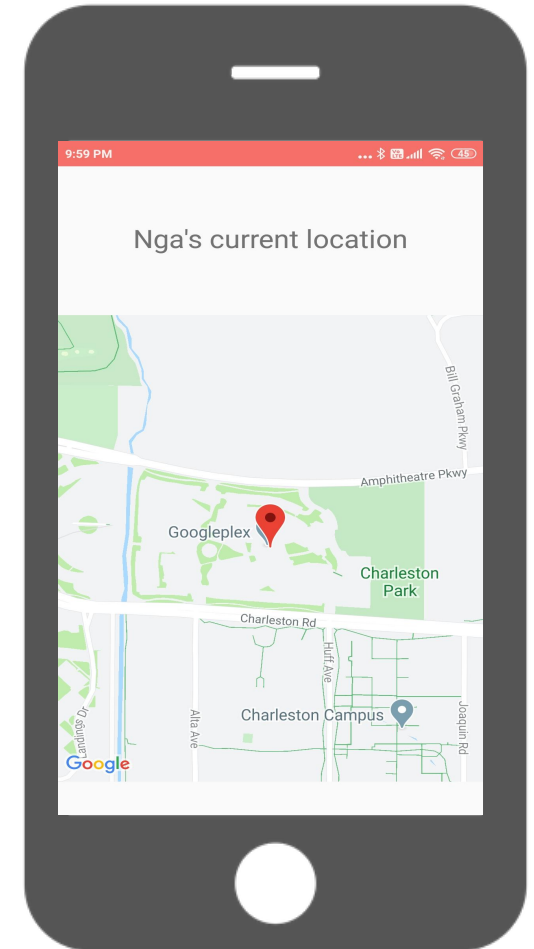
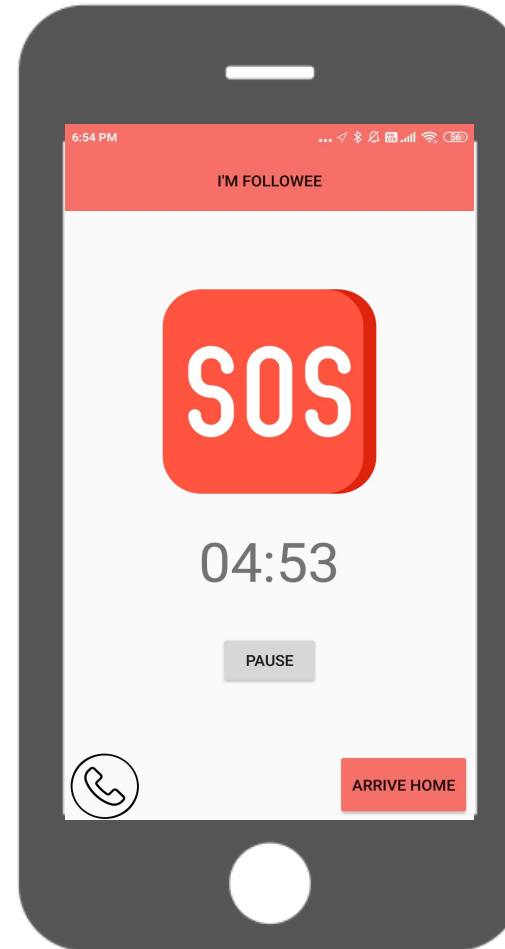
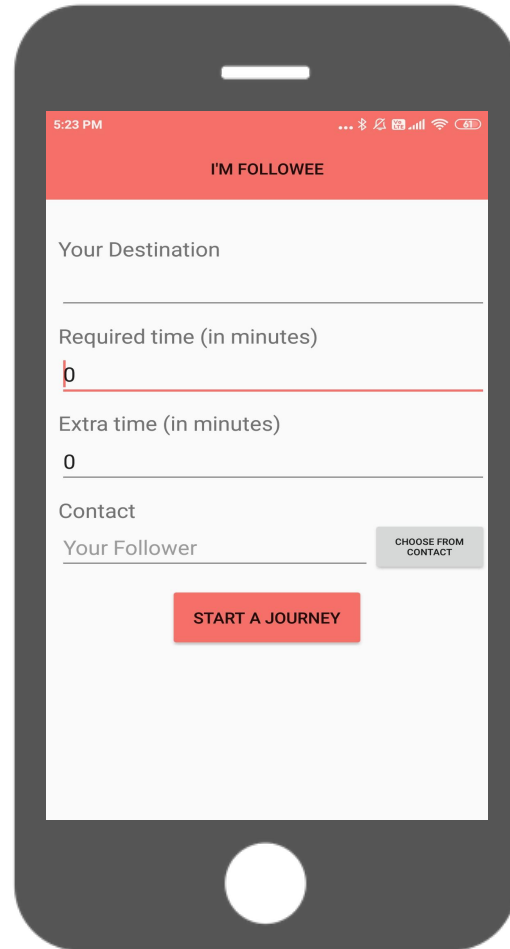
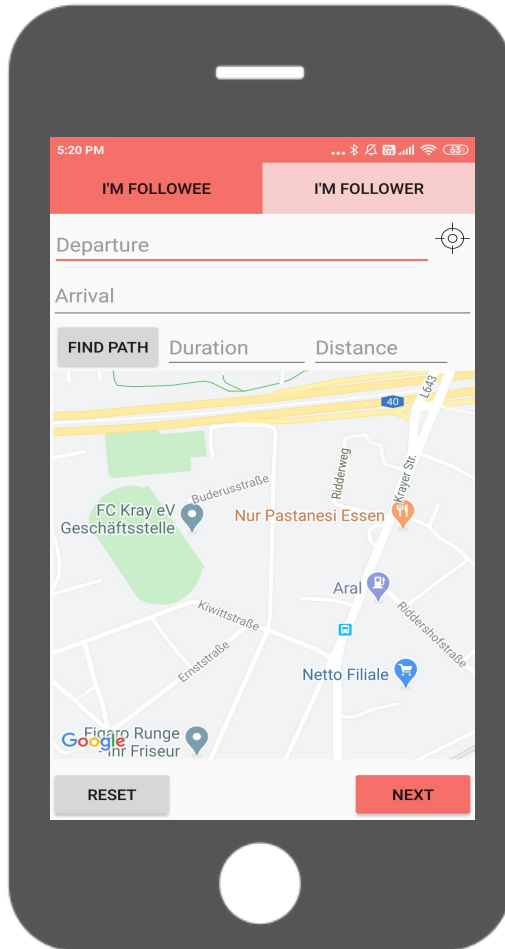
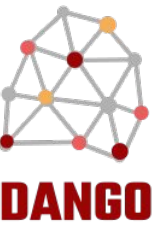
As a	I want to	so I can
Followee	enter the address or choose the home from the map	set my arrival destination easily
	register my follower from the contact list	choose them easily to follow my trip
	know how long it might take to arrive	set required time for getting home
	start the trip once I decided to move	be flexible inset the trip timing and counter
	set how many minutes is late after suggested travel time for alarm	be flexible on my speed.
	end the trip at any time.	send a notification that trip is canceled
	end the trip once you arrive home safe.	send a notification that trip is finished safely

User Stories-Follower (2/2)

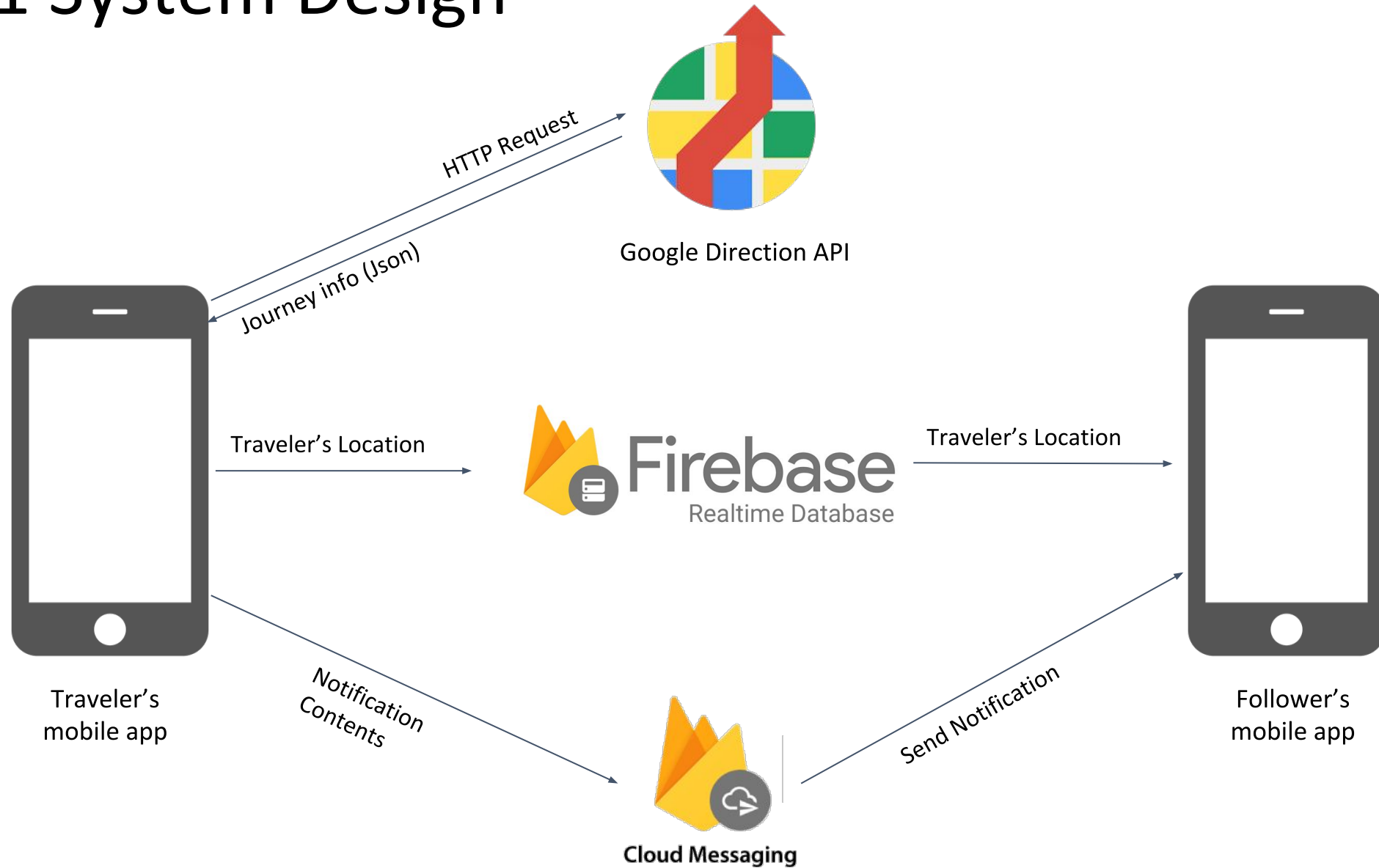


As a	I want to	so I can
Follower	receive notification that the trip started.	start following the updates.
	receive notification that the traveler starts the trip	be notified that the traveler is on the way.
	receive a notification when the traveler does not arrive home on time.	be notified.
	receive notification in case of arriving home safely.	be notified by arrival.

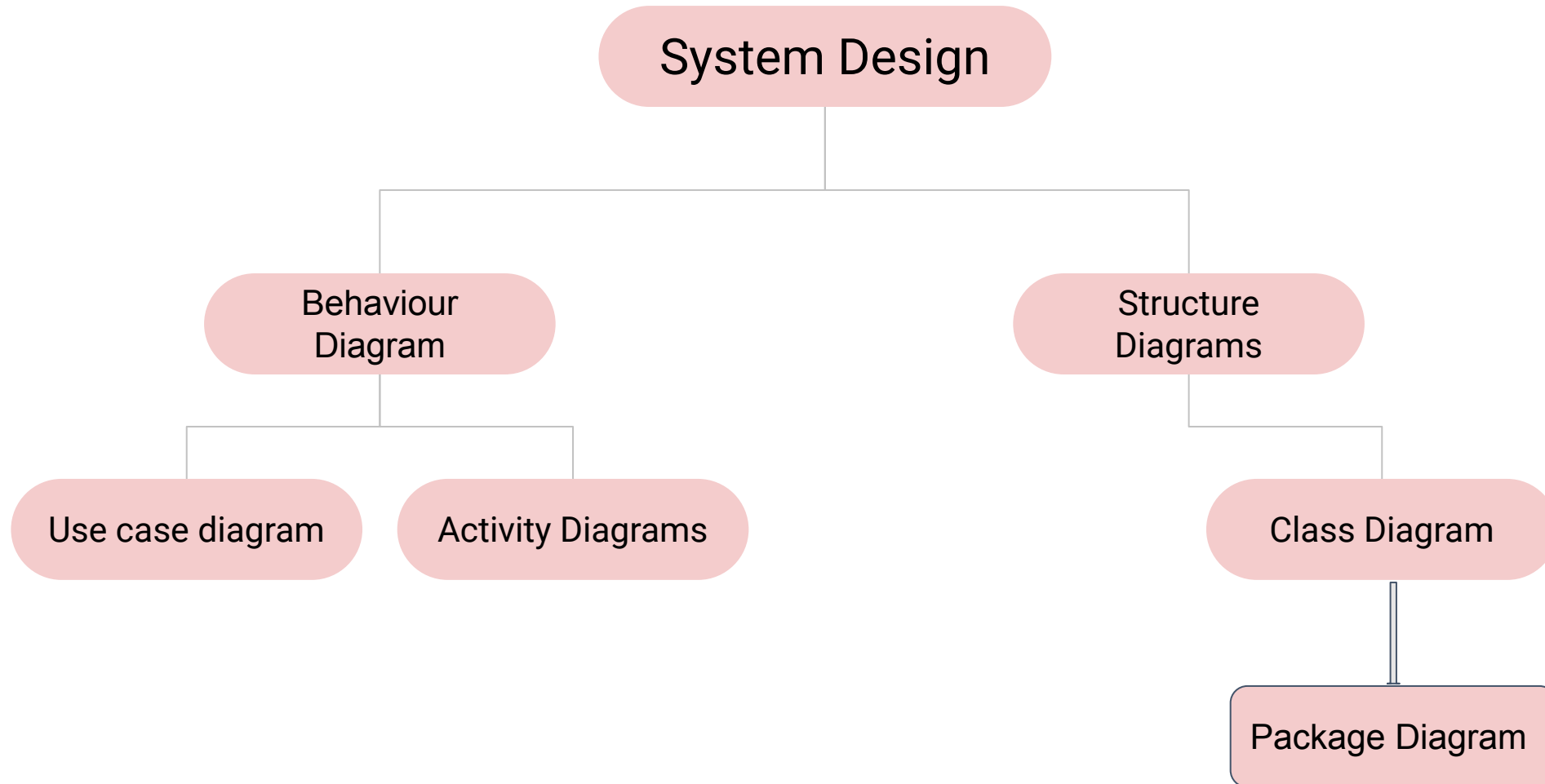
App Features



2.1 System Design

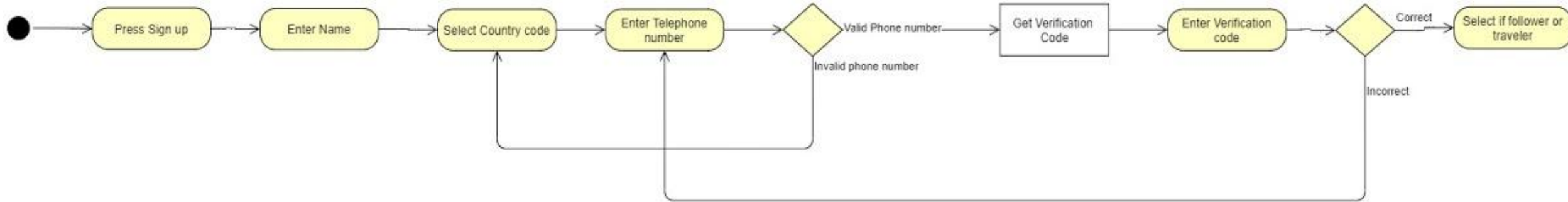


2.2 System Design



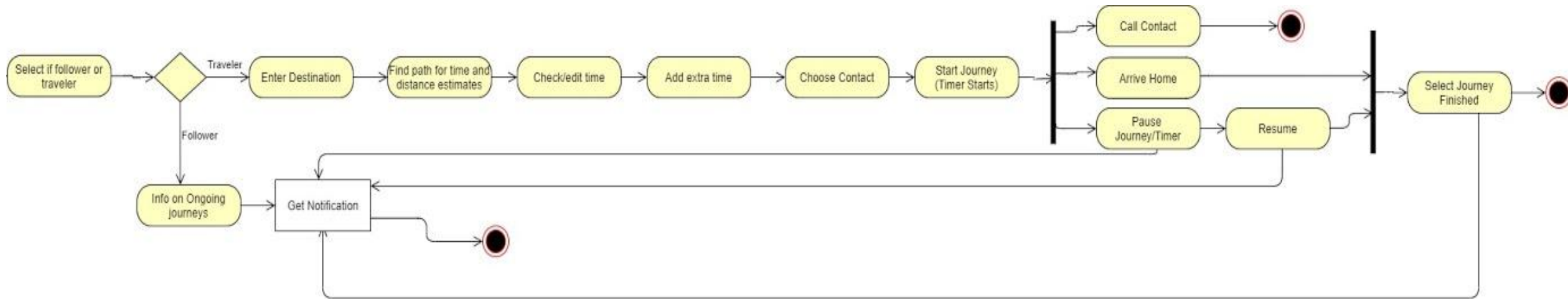
Activity Diagram (1/2)

- Login activity diagram:

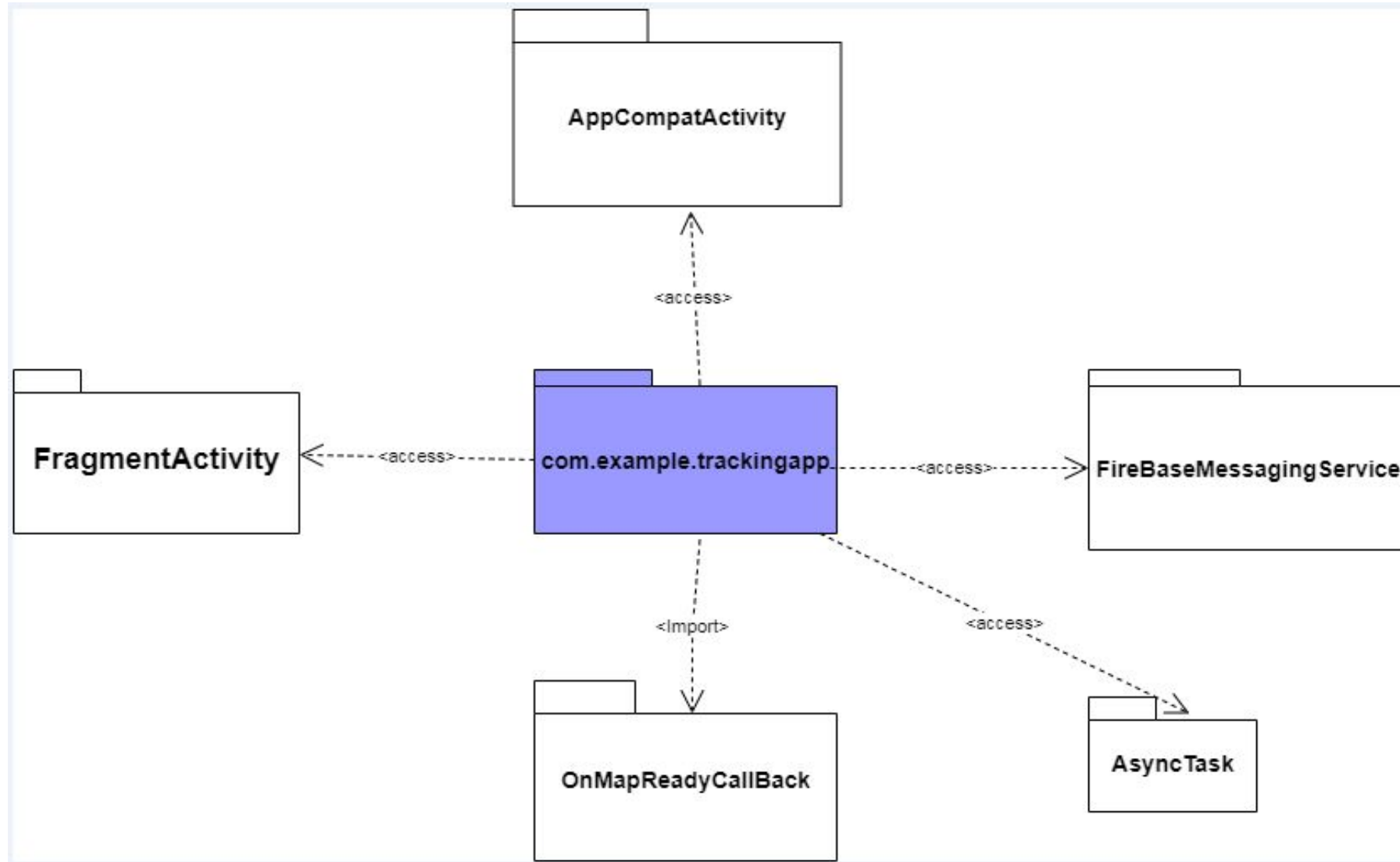


Activity Diagram (2/2)

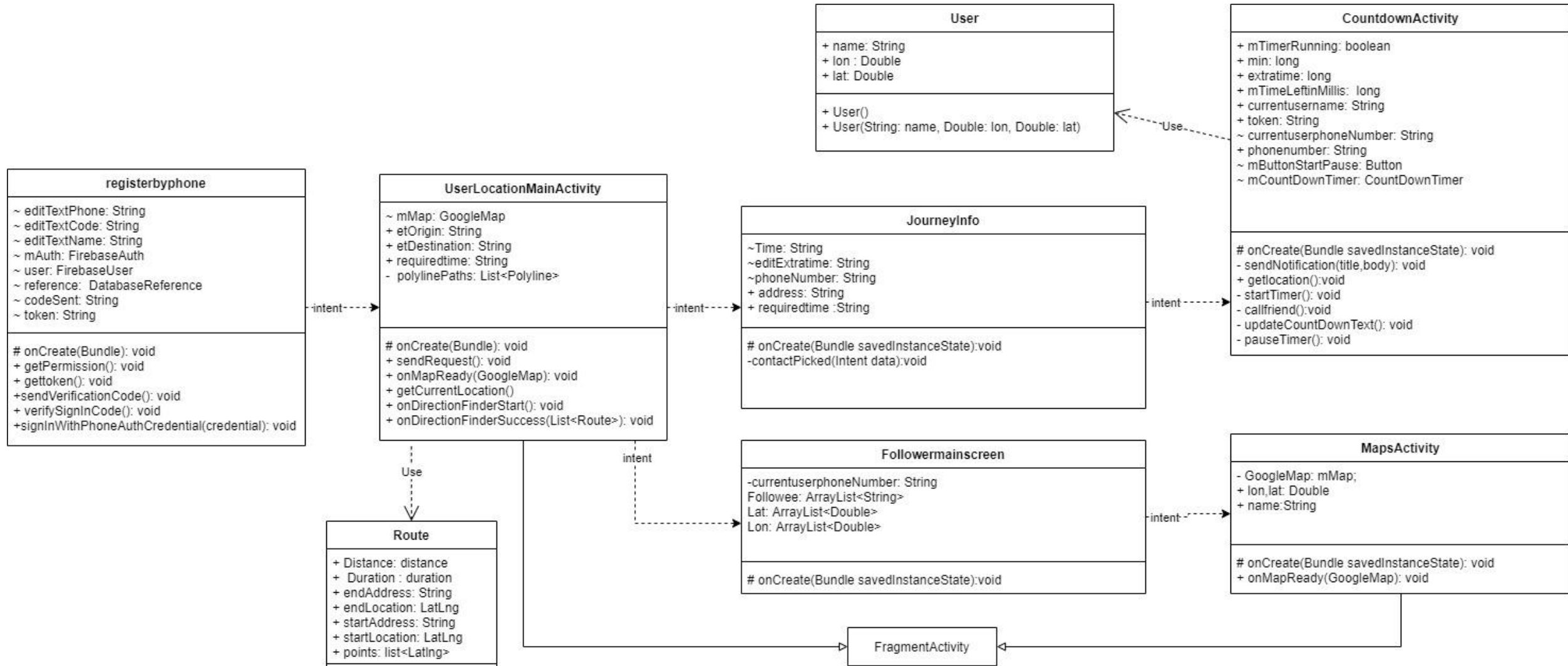
- Initiate/End trip activity diagram



Package Diagram



Class Diagram



3. Prototype Design


5:20 PM

I'M FOLLOWEE I'M FOLLOWER

Departure

Arrival

FIND PATH Duration Distance



RESET NEXT

5:23 PM

I'M FOLLOWEE

Your Destination

Required time (in minutes)

0

Extra time (in minutes)

0

Contact

Your Follower

CHOOSE FROM CONTACT

START A JOURNEY

6:54 PM

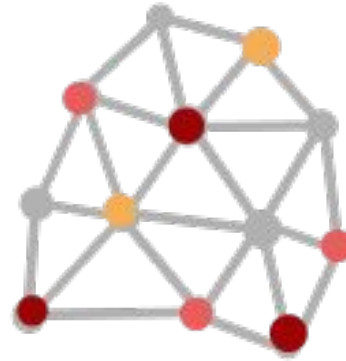
I'M FOLLOWEE

SOS

04:53

PAUSE

ARRIVE HOME



DANGO

Thank you for listening!