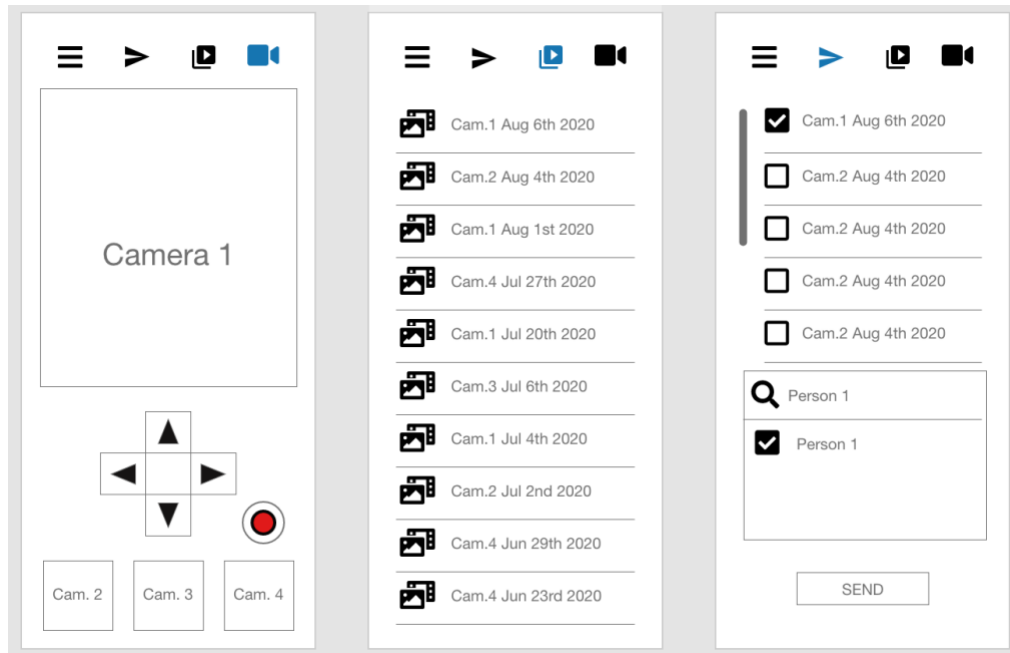Brandon Burr
CS 402
Homework 2

Home Camera Control

Description: Application allows for the real-time relay of video feed from an off-location camera. The app will show the video feed from a camera of the user's choice, the option to download a snapshot of the video to a database accessed through the app, and the opportunity to change the camera's angle real in real time. Security will be the main use for the application as it will provide the user the ability to monitor their property. The camera and microprocessor will be required for this application. In my specific case, I have the proper equipment to set this up, but ideally the user would download the application in conjunction to buying a package including everything needed for the functionality of the product.

Feature List:
- Live Video Feed (Camera -> App)
    o Time Estimate: 15 – 20 Hours
    o Technology:
        ▪ Network/Internet, Remote Server, Camera, Microprocessor or I.E. Raspberry Pie.
- Captured Video Replay
    o Time Estimate: 10 – 15 Hours
    o Technology:
        ▪ Database, Network/Internet, Remote Server
- Change Camera Angle
    o Time Estimate 20-25 Hours
    o Technology:
        ▪ Servos, Raspberry Pie, UIButtons, multitouch, Camera
- Video Sharing
    o Time Estimate: 35-40 Hours
    o Technology:
        ▪ Network/Internet, Remote Server, Database
- Wireframes

App Competitors
- AtHome Video Streamers: The first review stated that a specific user could not easily locate where the video streams/recorder streams were located. This will be a priority on the main tab bar of my application for ease of navigation. Other comments were that the application itself is too pricy. This takes two factors into play: Equipment required and application. My app could be improved by including the price of the application with the hardware. This way the application could be download for free.
- Eufy Security: This application has shown to not work with recent updates to software. My focus could be to ensure that my application is not only cross-platform but reliable for situations like software updates, different devices, etc.

Audience:
- I think the audience for this application would be primarily those who have something of great value in their home, place of work, storage areas, etc. Those who would like to keep track of and monitor the possessions and the people that they care about. I also think it would appeal to those who would like to ensure that they have backing for their case in the event that something went wrong in their home. For example, a person who defended their home from intruders and were then sued for how they defended said property.

Price:
- I would set the price of the application to either be a low. The way this hypothetical (for now) company would make money would be on the profits from buying the hardware. I am not a businessman, but I would think that my customers would rather like the application if they didn't have to buy another piece of the package. The cost of the application would be wrapped in the hardware that the application would utilize. I think that price would be anywhere in between, 100-200 dollars.
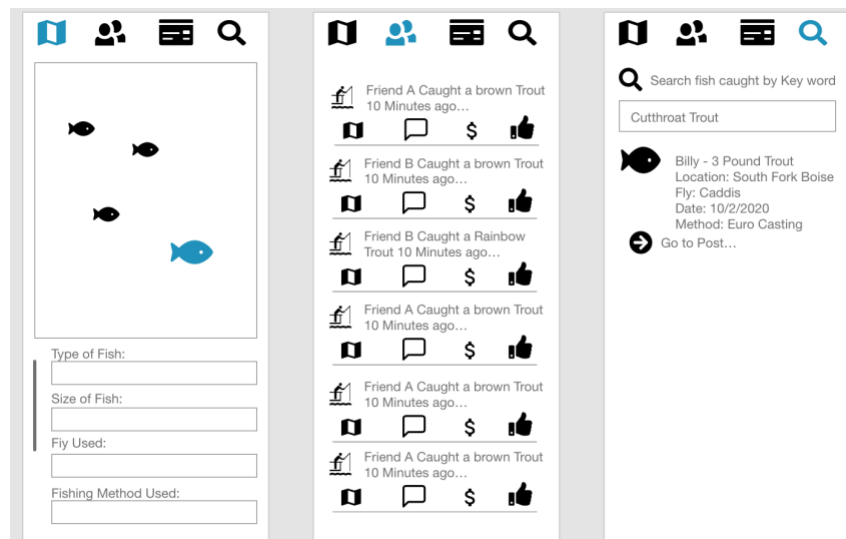
Fishing Spot Tracker

Description: Used by those that love to fish and selectively share their fishing spots with their friends or family, this application would allow to pin locations that they have found success fishing. It is meant to be the ultimate social media for those who love to fish in the fact that each user can have a feed to view the locations that their followers have also pinned. It could also be a source of revenue for those who would like to charge their follower's money in order to reveal their fishing spots as well.

Feature List:
- Interactive map:
    - Time estimate: 20-25 Hours
    - Technology: GPS, multitouch, pins on the map, database, internet, network
- Feed:
    - Time estimate: 25-30 Hours
    - Technology: Database, Internet/Network
- Subscriptions:
    - Time estimate: 30-35 Hours
    - Technology: Payment software (I.E. Venmo), Internet/Network, Database
- Saving Fishing Spots (Pinning on map):
    - Time estimate: 30-35 Hours
    - Database, GPS/Mapping technology, metadata storage

Wireframes:

App Competitors:
- Fishidy: I could compete with this app by the subscription feature. This application does basically everything that I would want mine to do other than allow for individuals to profit off of their catches fiscally.

Audience:

- This application would be aimed at those who would like to selectively share their fishing spots and methods with their friends. The unwritten law of keeping your spots private will be upheld if one desires, but also shared with those that you trust. It would also appeal to those that want to profit, potentially acting as good fisherman's main source of income. I hate to say it but, it could be the onlyfans of fishing.

Price:
- I would make this app free. The money would come from taking percentages off of subscriptions.
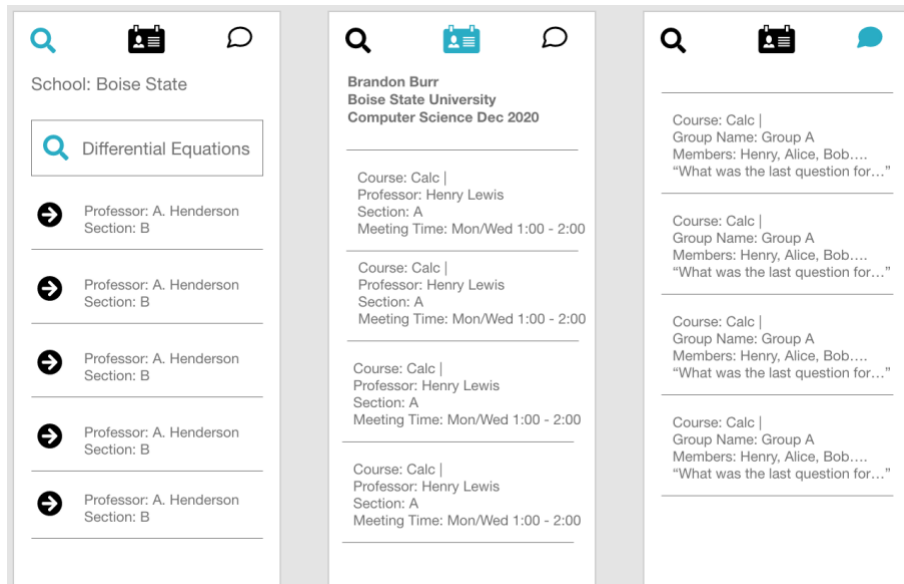
Course Helper

Description: This application would serve as the "Tinder" for college. Users would be able to search by the course they are taking and find other individuals to collaborate with that are also studying the same content. In today's age where people are more likely to meet other peers who are not in their own social circle online, this application would help students find study groups that are willing to meet up and get ready for tests, work on homework, or just plain study. The application would be used frequently around test dates for example.

Feature List:
- Course Search:
    o Time Estimate: 20-25 Hours
    o Technology: Database, Network/Internet
- Messaging:
    o Time Estimate: 30-35 Hours
    o Technology: Transfer Protocols, Network/Internet
- Profile:
    o Time Estimate: 10-15 Hours
    o Database

Wireframes:

App Competitors:
- Chegg: chegg allows for individual study, this application would help you find groups that are studying or discussing upcoming assignments, tests, concepts in real-time and help you collaborate with them instead of studying by yourself.
- Quizlet: Same concept as above.

Audience:
- This application would be geared towards those that learn by collaboration along with self-study. It would be aimed at those who would like to take studying to a streamlined process. The application could be applied to lower level education but designed for specifically college students.

Price:
- I would set the price of the application as a standard subscription, free to download but x amount of dollars a month. To compete with the other similar applications, I would set the price between 5-10 dollars a month.