

SRS - Searching for and navigating to a location

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February 2017

Use Case	Searching for a location
Description	Type your location into the search bar in order for the application to search for the building/location.
Precondition	It has to be a location inside the Hatfield campus of The University of Pretoria.
Assumption	<ol style="list-style-type: none"> 1. You are connected to TUKS Wi-Fi. 2. You know the name of your destination building.
Cases	<ol style="list-style-type: none"> 1. Click on the search bar and start typing the location you are interested in. 2. If the location is not found make sure everything is spelled correctly. 3. Choose your destination from a list of possible locations. 4. Click on the directions link in order for the program to display the route to your location
Expected results	<ol style="list-style-type: none"> 1. After typing in the search bar the location you are interested in is displayed. 2. You click on your destination. 3. The application displays the directions from to point you are now to your destination.

Use Case	Navigating to chosen location
Description	The application will guide you through campus towards the destination of choice, making your route the shortest possible with the least amount of traffic.
Precondition	<ol style="list-style-type: none"> 1. You are connected to TUKS Wi-Fi and have a stable connection. 2. You already chose your destination by searching for it.
Assumption	<ol style="list-style-type: none"> 1. You are connected to TUKS Wi-Fi with a stable connection. 2. You know where you want to go.
Cases	<ol style="list-style-type: none"> 1. The application shows you the route to follow. 2. You lose your Wi-Fi connection and the application has to wait or recalculate your position. 3. While walking the application recalculates your route based on the traffic ahead. 4. While walking the app shows your present location and whether you arrived or not.
Expected results	<ol style="list-style-type: none"> 1. The application shows the shortest route with least amount of traffic. 2. As you walk you follow along to make sure you are on track. 3. The application will let you know when you arrive.

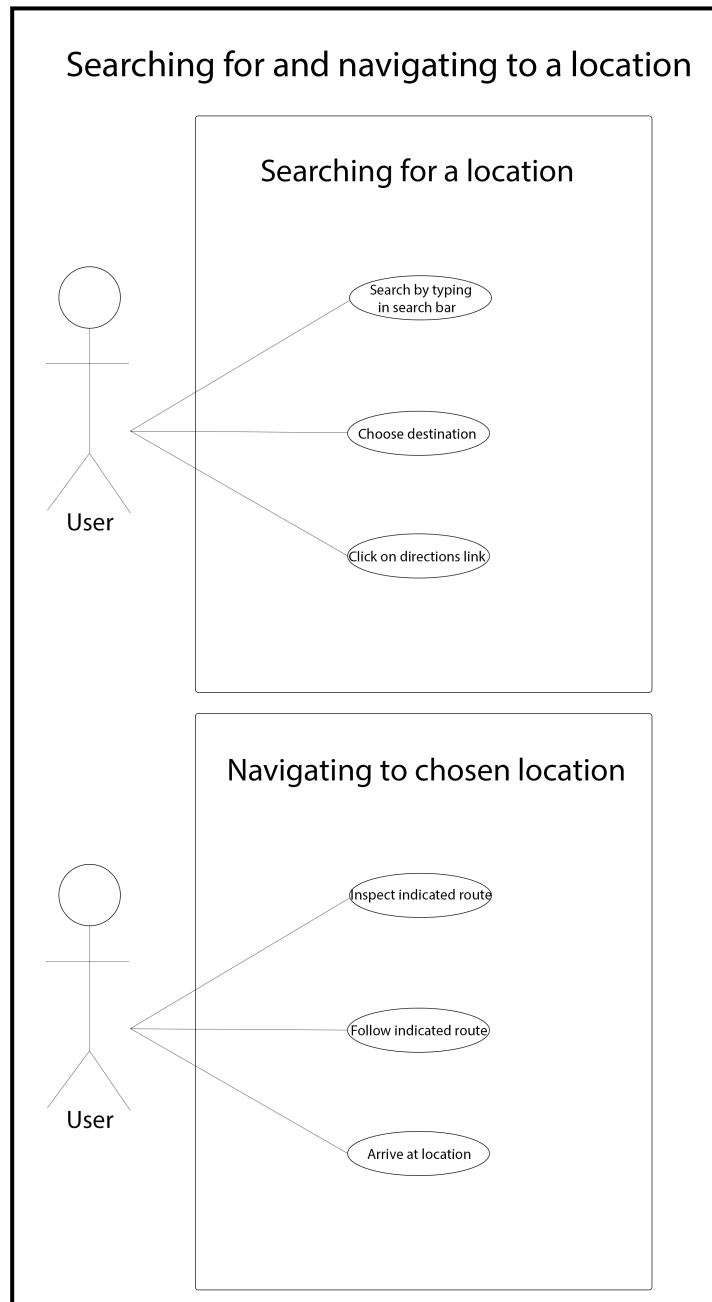


Figure 1: UML Diagram