# External interface requirements

## User interfaces

* A Material Design standard should be used in the design of the user interface with regards to fonts, icons, labels, images, controls and colour schemes.
* The mobile application should be designed to be responsive and look the same on all mobile screen sizes.
* The website should also be responsive and look the same on all screen sizes, including mobile devices.
* The user interface should include a colour-blind mode to assist colour-blind users
* The user interface should include a large font mode to assist visually impaired individuals
* The user interface should include shortcut buttons to quickly access the main features of the application like the navigation, events, fitness and settings.

## Hardware interfaces

* App should be designed for use on mobile devices
* App should also be web based for use on personal computers
* The app should mainly be controlled via a touch screen interface on mobile devices
* The app should also be able to be controlled through voice commands to make it accessable to disabled individuals
* The web-based application should be controlled with a physical mouse and keyboard
* The mobile application should have access to the GPS and gyroscope of the mobile device to aid in the navigation and location access of the application.

## Software interfaces

* The mobile application should be designed for the Android and IOS operating systems
* The website should be designed to work on any of the main web browsers
* The application should use a Google Maps API to aid in the navigation section of the functionality
* The application should use a MySQL database
* The app should store all transactional and dynamic data in the database
* The app should retrieve the database information by using a PHP web service that converts SQL data into JSON data that the application will be able to interpret

## Communication interfaces