NASA SPACE APPs Challange
Brescia - 20th & 21st October
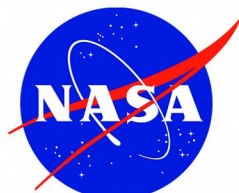

D.R.A.STICK

Analysis and Specification Document

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v. 1.0 - 10/21/2018

Team: DRASTICK
Brescia (IT)

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DOWNLOAD THE APP AT:

https://github.com/MontiniCristian/Drastick/

1. ORIGIN AND MOTIVATIONS

1.1 Title: Drastick

1.2 Mission

Help people to find easily what to do and what to have before, during and after disasters.

1.3 Areas

Safety & Security.

1.4 Why the project?

The "nasa challenge" provided us with several challenges to encounter, so we decided to take part the challenge "VOLCANOES, ICEBERGS, AND ASTEROIDS - Do not Forget the Can Opener!" and develop an app to serve the purpose of the challenge because it merges all the skills of our team mates.

Natural disaster are becoming more frequent which is evident from the geological data. Therefore it is necessary to find an easy way to convey the suggestions about the actions to be taken at the crisis time to the affects ones.

1.5 Goals

■ Keeping peolpe informed about the destructive impaccts of different types of major natural disasters.
■ Tell the affected people what to pack for a light emergency kit and what to do not freaking out at the situations.

2. <u>SYSTEM MODELS</u>

This section will list the actions to follow this particular application. Through the analysis of each of them, which consists of a brief description (Table 1) and a UML diagram, we want to show the different scenarios in which every user can interact with the system.

Name	
Goal	
User	
Precondictions	
Trigger	
Description	
Alternatives	
Postconditions	

Table 1: Template

We will consider a single type of user, generically called *User1*, which contains all kinds of users who can use the system.

2.1 Actions List

C0 : Check the to do list for that specific disaster which you want to know about

C1 : Check the to have list for that specific disaster which you want to know about

C2 : Look into the infos for that specific disaster which you want to know about

C3 : Search for Media

C4 : Check the Statics

C5 : Report Bugs

2.2 Description of DRASTICK

2.2.1 C0 : Check the to do list for that specific disaster which you want to know about

Name	Check the to do list for that specific disaster which you want to know about
Goal	To prepare for safety
User	*User 1*
Preconditions	Touch the icon of specific disaster
Trigger	
Description	1. Open the app 2. Select the specific disaster 3. Click on the right arrow 4. Click on the to do list
Alternative	-
Postconditions	You can give a tick in the checkbox

2.2.2 C1 : Check the to have list for that specific disaster which you want to know about

Name	Check the to have list for that specific disaster which you want to know about
Goal	To prepare the emergency kit to take with
User	*User 1*
Preconditions	Touch the icon of specific disaster, click on the right arrow and swipe once from right to left direction of the screen
Trigger	
Description	1. Open the app 2. Select the specific disaster 3. Click on the right arrow 4. Swipe and click on the to have list
Alternative	-
Postconditions	You can give a tick in the checkbox

2.2.3 C2: Look into the infos for that specific disaster which you want to know about

Name	Look into the infos for that specific disaster which you want to know about
Goal	To know about the disasters
User	*User1*
Preconditions	Touch the icon of specific disaster and swipe twice from right to left direction of the screen
Trigger	
Description	1. Open the app 2. Select the specific disaster 3. After swiping twice click on info
Alternative	-
Postconditions	

2.2.4 C3 : Media

Name	Media
Goal	To inform about the recent occurence of the disasters
User	*User1*
Preconditions	Go to the left drawer
Trigger	
Descriptions	1. Open the app 2. Go to the left drawer 3. Click on media
Alternative	-
Postconditions	

2.2.5 C4 : Check the Statics

Name	Check the Statics
Goal	To inform about the statistics of occurence of disasters
User	*User1*
Preconditions	
Trigger	
Descriptions	1. Open the app 2. Go to the left drawer 3. Click on statics

Alternative	-
Postconditions	

C5 : Report Bugs

Name	Report Bugs
Goal	To solve the problem faced in using the app
User	*User1*
Preconditions	
Trigger	
Descriptions	1. Open the app 2. Go to the left drawer 3. Click on report a bug
Alternative	-
Postconditions	

3. <u>ACTIVITIES</u>

3.1 Duration of the project

La fase di sviluppo e creazione dell'applicazione richiede circa un mese e prevede un continuo aggiornamento nel reparto grafico e funzionale.

3.2 Phases of the project

a. WP0: Gestione del progetto
b. WP1: BrainStorming
c. WP2: Analisi delle specifiche
e. WP3: Studio di fattibilità
f. WP4: Progetto logico-funzionale
g. WP5: Dimensionamento
h. WP6: Testing
i. WP7: Marketing e comunicazione (creazione del sito web, creazione delle pagine social e promozione dell'applicazione)

3.3 Table

WP0	WP0	WP0	WP0	WP0
WP1				
WP2				
	WP3			
	WP4	WP4	WP4	
		WP5	WP5	
				WP6
				WP7

4. <u>TARGET</u>

This app will help everyone who needs attention during disasters.

5. <u>BUDGET</u>

5.1 Cost & revenues

COST	REVENUES

6. <u>VALORI AGGIUNTI</u>

6.1 Novità

6.2 Risultati attesi

7. <u>FABBISOGNI</u>

8. <u>CRITICITA'</u>

9. <u>SYSTEM EVOLUTION</u>

9.1 Working of the system

9.1.1 Interent Connection

The application doesn't require interent connection after it is downloaded.

9.1.2 DataSet

The application uses data (images, videos and informations) only from NASA website.

9.1.3 Display

The application is optimized for being open in all kind of displays.

9.1.4 Versions

The application is suited for all operating systems.

9.2 Missing Features

During the development phase we realized that we would not have had enough time to include all the features that came to mind while I was writing code, so we tried to stick as much as possible to the challenge. Obviously we have included some customizations that have made the current application a sort of mock-up for its future evolution.