Inception Documentation for Burglar Alarm
Code Name: Poplach

A. Project Vision:

We are going to create a software application that behaves as a burglar alarm for mobile phones. This application will sound when it detects and intruder or when the mobile phone is moved in an attempt to be stolen. It will also call, text, and email a preprogrammed number.

B. Project Scope:

This application will only run on Android devices. Movement will trigger the alarm, not sound level. There will be no attempt to permanently disable the device.

C. FURPS:

Should have a standard click through license / warranty disclaimer including

a. No warranty what-so-ever! If phone is stolen too bad. If you are robbed in your sleep at a hotel not our fault.
b. Should be bundled to sell in the Google Play store.

D. Project Risks:

a. Understanding and using and programming the accelerometer

b. Understanding and using telephone and text message interface
c. Understanding and using email interface

E. Glossary/Dictionary:

Alarm – a noise that is made when a trigger is hit.

Trigger – An amount of movement/level registered by the accelerometer.

Code – The numbers or letters a user has to enter to arm/disarm the application.

Arm – Enable the software to sound the alarm when triggered.

Disarm – Disable the software so no alarm will sound or alarm sounding will end.

User Stories

As a <type of user>, I want <some goal> so that <some reason>.
(from Mountain Goat Software)

User Stories

1. **As a** phone owner, I want to be able to enable an alarm on my phone using a five digit code so that I can hear an alarm if somebody takes my pone.
   Complexity: 3 points

2…many

Use Case

1. User Activates Application	2. Splash Screen Shown
3. User accepts agreement	4. Home Screen Shown
5. User requires instructions	6. System displays instructions
6. User wants to choose pin	7. System displays select pin screen.
8. User enters new pin	9. System saves pin
10. User wants to return to home screen.	11. Home screen displayed.
12. User selects arm	13. System asks for code from user.
14. User enters code	15. System is armed.
16. Thief grams device	17. System gives opportunity to disarm.
17. Thief enters bad code	18. alarm sounds, emails sent, texts sent.
19. User wants to change settings	20. System displays info for changing settings
21. User wants to select must for alarm	22. System displays list of available music.
23. User selects song.	23. System acknowledges and saves.
24. User wants to change sensitivity	25. System displays screen for updating sensitivity
26. User chooses value	27. System acknowledges and saves.
28. User wants to disarm alarm	29. System displays disarm screen.
30. User enters wrong code.	31. System displays feedback

32. User enters wrong code	33. System displays feedback
34. User enters wrong code	35. System displays feedback, 3rd try, locks the app and displays locked screen.
36. User indicates forgotten password/pin	37. System emails and texts password to user.
38. User wants to disarm alarm	39. System displays disarm screen.
40. User enters correct pin	41. System returns to home screen.

Complexity: 5 pts