

Find A Room

Design Document

CS 307

Team 13(Snoxy)

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1 Purpose

A mobile application that will give directions indoors by scanning QR codes put on walls throughout a building. The app will direct them towards their destination from where they are.

2 Design Outline

2.1 Requirements

The design should meet the following requirements.

- Having a visual guide with photos for navigating me to destination.
- Navigating to the closest restrooms and water fountains and other destinations.
- Getting the current location.
- Automation adding my building map into an app and specify important destinations at ease.
- Response Time: The response time after user starts walking should not be more than 1 second

2.2 General Priority

The decisions that we make in this document are based on the priorities that we have set for the project. These are (in order of importance):

- **Reliability:** The app should lead the user to the destination as quickly and precisely as possible. We take it seriously since that's the most important part of our project.
- **Scalability:** The app should work with any building with basic structure.
- **Size:** The size of the app should be small, the user should download it quickly.
- **Supportability:** The app should work without having the developers add the map and checkpoints manually. We may add it if time allows.

2.3 Outline Figures

Figure here...

3 Design Issue

We run into several issues.

3.1 Functional Issue

3.1.1 Issue 1

Mobile app or Website app?

Option 1: Mobile

Option 2: Webapp

We choose option 2 since we can use XXX to transfer to a mobile program and it doesn't need native support for iOS/Andriod. ...

3.2 Non-functional Issue

3.2.1 Issue X

...

4 Design Details

4.1 Components

Diagram...

4.2 Process

4.3 UI mockup