1 Transmission Format

patient side sends

RESCUEME;*[telephone]*;*[lat]*;*[lon]*
CANCELRESCUEME;*[telephone]*

volunteer side sends

LOCATION;*[telephone]*;*[lat]*;*[lon]*
DECLINEREQ;*[patientTel]*;*[volunteerTel]*
ACCEPTREQ;*[patientTel]*;*[volunteerTel]*

server side sends

UPDATERESCUERS;*[numAccepted]*
REQUEST;*[telephone]*;*[lat]*;*[lon]*
CANCELRESCUEME;*[telephone]*

2 Behaviour

Throughout the lifespan of the event, a volunteer will receive notification of a event if and only if

> This is the first time he is found to be entering the range of interest

We achieve that by:

- volunteers regularly report their locations
- for each location report, check if it's within any event range
  - if it is and he is not informed (here we check it in server so that minimize network stuff): by check if he in the set of informed mans, send him the result: potential problem is very large amount of memory? assume 5e6 user all go through all 1e3 events creating 5e8 ints: ~1GB mem, should be fine
  - for each further update to event,
    - inform everyone who ever received notification.