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Draft Functional Specification

Product concept

Our aim, as a company, is to develop and sell a visually appealing educational Android application to instruct students of campus-based universities or any curious person, about their campus wildlife. The interest in studying in a nature-surrounded environment is growing around the UK. By providing students some information about the wildlife that exists on the campus where they are going to be based in, we are giving the opportunity for future students to fall in love with the university even prior to beginning their studies, making it more appealing to study in.

By initially supplying data regarding wildlife at The University of York, we aspire to expand our database containing images, videos, text and sounds to virtually any university. Users would be able to benefit from the app as entertainment, going on a fun journey of discovering and learning about the different types of birds, their characteristics, diet, location, and fun facts; and free knowledge resource verified by experts. We also plan to allow users to load data delivered by third parties so that student societies and third-party providers willing to purchase a guide license could get involved.

Universities would benefit greatly by drawing a greater flow of potential students seeking to study in a calm, peaceful and natural environment that gives them the opportunity to release the stress associated with studying a degree, bird watchers and increasing awareness amongst students about wildlife.

Develop model

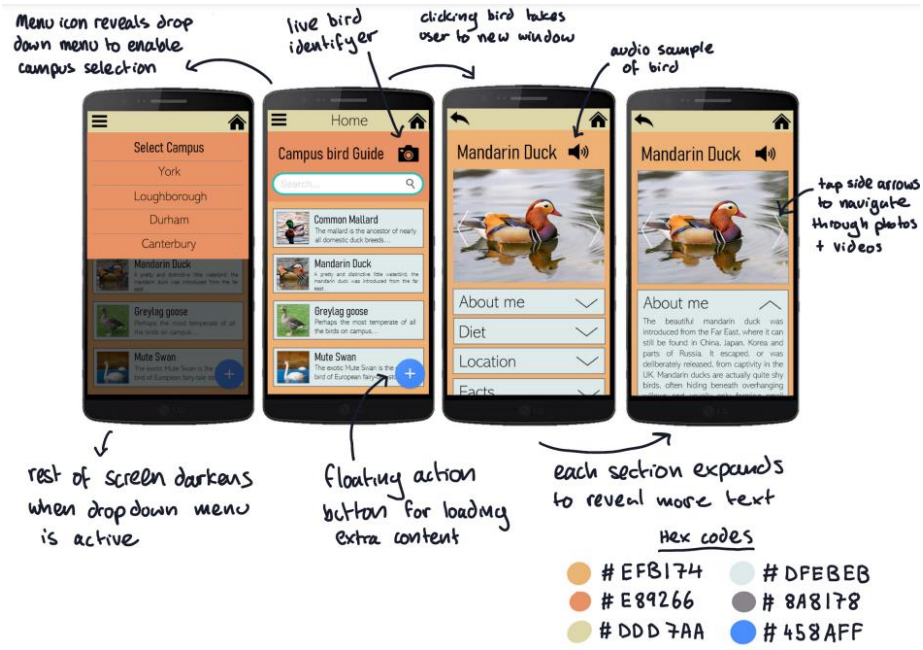
Conceptual model

The user opens the application. They choose the bird they want to know about from the list. They can then choose what information they want to see (e.g., about me, diet, location). The user can also choose to play the sound of the bird.

User stories:

- User can select what bird to look at
- User can choose what information to look at
- User can play a sound
- User can load a bird file provided by a third party
- User can see bird's last seen location

Designer's model
A visual diagram of what the interface will look like is inserted below:



The composing elements of the Android app will comprehend:

- Text:
  - Names of birds
  - Description of birds
  - Preferred location
  - Diet
  - Fun facts
- Sound
  - Characteristic sound of each bird
- Images & Videos
  - Appealing images and videos capturing each bird in its natural element

Navigational Elements & Functionality

The app will include three main pages:

- Loading Page
  - This is the page the user will see before the content of the app is loaded
  - It can interact with the user to prevent the loss of interest
- Landing Page/ Home Screen
  - Includes the list of birds
  - Includes a button that enables the user to load additional content (additional birds)
- Individual Bird Page
  - Includes all the information about the specific bird chosen by the user as well as some images and videos of the bird seen on campus
- Campus Selection Page
  - Allows user to switch location/campus

Features

- Clickable list items that will take the user into the individual bird's content page
- Buttons responsible for e.g., adding more information, returning to Home Screen, return to previous page, playing the bird's sound, etc…
- Search functionality that enables the user to search for a specific bird or identify birds within a category (using a filter feature)
- Campus Selection Icon that enables the user to change location. E.g., York, Bath, Exeter, Loughborough, etc…