Mobile Electronic Training Jacket

Vision

Version 1.0

Date: October 21, 2016

# **1. Introduction**

Our project, provided by NTMPS team working at NUWC, is to design an android application for their sailors and staff. This application will be able to display the user’s trainings, qualifications, and accolades. The application must not use standard login schemes, a username and password, as they are not secure enough. Additionally, all the information must be downloaded to the phone for viewing without an internet connection and it must also be stored securely.

# **2. Positioning**

## **2.1 Problem Statement**

|  |  |
| --- | --- |
| The problem of | Active members of the navy not having a convenient way to access their training records. |
| affects | Active Duty, Reserve, Enlisted and Officers |
| the impact of which is | Major inconvenience to the affected parties |
| a successful solution would be | An android application by which a member of the Navy can access his records wherever he may be, print them and save them to his phone for offline access. |

## **2.2 Product Position Statement**

|  |  |
| --- | --- |
| For | Active Members of the Navy |
| Who | Need an easier way to access their training records and accolades |
| The Mobile Electronic Training Jacket | is a mobile application |
| That | Provides a secure, convenient and easy to use interface with the training record database |
| Unlike | The Electronic Training Jacket |
| Our product | Will be accessible on an android phone, rather than a commercial web browser and will be able to save offline records for access. |

# **3. Stakeholder Descriptions**

## **3.1 Stakeholder Summary**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| NUWC NTMPS | Navy Training Management and Planning System Team working under NUWC | This stakeholder develops the training applications for the Navy and will take our prototype and develop it into a finished application. They will also handle any questions our team has in the development process. |

## **3.2 User Environment**

There is one End-User per application session. The amount of time spent in the application is variable, depending on when and for how long the user needs their training information. The users will be able to use this on their mobile devices, with saving records for offline use due to sailors not having internet when out at sea. Currently, the only way to do this is with a computer with access to a commercial browser and a CAC card reading capability. This is extremely limited and the main reason why we are doing this project. Other than this, there are no other applications in use and no planned future platforms. Our application needs to be able to read off the same database as the other application, but we do not need to integrate the other application into ours.

# **4. Product Overview**

## **4.1 Product Perspective**

The product is an interface with the training database. The interface will also be able to store personal training information. The interface should be secure -- with user verification in the form of PIN numbers, Fingerprint readers, and CAC card scanning. Also, the information stored on the phone should be secure, using encryption.



## **4.2 Assumptions and Dependencies**

-Android operating system is available

-Android supports Fingerprint reading  
-Android supports CAC card reading

-Android supports sqlite

-Android OS’s are backwards compatible from most recent Android OS

## **4.3 Needs and Features**

|  |  |  |  |
| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
| Proper Screen Management | High | Easy to use GUI | Spring 2017 |
| Secure Access without username/password | High | Card Reader / Fingerprint Reader | Spring 2017 |
| Encrypted offline file storage | Medium | Secure local files on android phone | Spring 2017 |

## **4.4 Alternatives and Competition**

There are no notable alternatives or competitors to our project due to our constraints. The stakeholder does not want an app with a traditional login scheme of username and password, which is why we have been tasked with developing an alternate login method.

# **5. Other Product Requirements**

-Works with the most recent android OS, high priority, low risk assuming backwards compatibility to older android OS

-Automatic Inactivity Log-Off to ensure security, medium priority, low risk  
  
-Must perform smoothly on any android OS, high priority, low risk

-Crashes should be handled securely and gracefully, medium priority, high risk

-Code must be secure -- if there are any faults they should be handled in a way that will not result in a breach of information, high priority, high risk

-UI interface must be intuitive, high priority, low risk

-UI graphics must be uniform, low priority, low risk

-Installation of third party app documentation, low priority, low risk