Notes on calculating the scope creep.

P FR_ ID	*Preliminary FR Description*
PFR1	Accepting from the user the destination location to go
PFR2	Figuring out the routes to reach each destination
PFR3	Informing the user of the routes to reach the destination
PFR4	Informing the user to walk a certain distance
PFR5	Informing the user to stop at the right place to turn
PFR6	Detecting obstacles and informing the user how to avoid them
PFR7	Placing emergency calls and messages
PFR8	Detecting when the user falls
PFR9	Predict the user's next actions based on the user's schedule and habits

Functional Requirement	*Category*	*Complexity (Rate 0-10)*
PFR1	External Inputs	5
PFR2	Internal Logical Files	9
PFR3	External Outputs	3
PFR4	External Outputs	3
PFR5	External Outputs	3
PFR6	External Inquiries	10
PFR7	External Interface files	5
PFR8	External Inputs	10
PFR9	External Inquiries	10

Type of Component	*Complexity of Components*		
	Low (x3)	Average (x4)	High (x6)
External Inputs	45	60	90
External Outputs	27	36	54
External Inquiries	60	80	120
Internal Logical Files	27	36	54
External Interface files	15	20	30
Total	174	232	348

Boundary will potentially be any third-party software we integrate with.

Data is the route to the destination (ILF). This will be one of the hardest, most complex elements to be implemented.