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| **Project Title**  *Get Help App* |
| **Version Number:G.H.A. Ver 1.0**  **Change History**   |  |  |  | | --- | --- | --- | | **Date** | **Author** | **Comments** | | **07/02** | *Xie Xin* | Write initial summary and requirements. | | **14/02** | *Xie Xin* | Write Assumptions & Dependencies, Development Methods. | | **16/02** | *Salman Alsamiri* | Updated the initial direction for the app based on the feedback from week 3 meeting and the response followed a few days after. | | **17/02** | *Salman Alsamiri* | Confirmed changes with the team and Updated the design document Summary. | | **17/02** | *Nicolas*  *Condrea* | Created and included use case diagram | | **18/02** | *Antony Morris* | Added information in “development method” section | | **18/02** | *Rianlee Gabriel Pineda* | Created and added the entity relationship diagram. Also added was a corresponding description to the diagram. | | **18/02** | *Nicolas*  *Condrea* | Proof read and added additional information that was missing throughout the design document | | **18/02** | *Xie Xin* | Add class diagram and sequence diagram then write description. | | **18/02** | *Salman Alsamiri* | Added GUI Prototype and APP MAP to the Design document, and finished editing the design defend presentation | | **18/02** | *Rianlee Gabriel Pineda* | Added an appointment table to the ERD and a corresponding description. | |
| **Summary**  ***This project goal is to help people by making it easier to talk and connect to experts in different fields. User(s) can choose to register or login to this app using email or mobile number and after logging in they can see a number of help options on the main screen. When clicking one of them it will go to another list to choose the professional and be able to communicate by voice message, sending video, image or text , and then be able to get help.***  ***The calling options will be left out to allow the two sides to use their preferred voice or video calling method, the experts data could be added in by the user as it is the best choice, and finally a planner screen that help in planning and making appointment(s).*** |
| **Requirements**  *A complete requirements list:*   1. *Accessible and follow the principles of universal design.* 2. *Have the ability to upload photos and videos.* 3. *Be able to use the camera feature of the device to take photos and videos.* 4. *Be able to use the microphone to record and send audio.* 5. *Have the ability to use speech to text.* 6. *Have the ability to use text to speech.* |
| **Assumptions & Dependencies**  In this project, we use draw.io to design the prototype and we will use Agile to design this app which is available with Android System. This app is mainly for those who need help in life, such as making an appointment with a doctor and sports guidance. Users can find different fields in this app and find experts to contact with video call, voice call or text to make an appointment with experts. We may implement a calendar into this app based on the feedback we were given from the Men and Women of Saint John. |
| **Development Methods**  We will be following agile software development during the development of this app. We are using this methodology as it focuses on collaborative and cross functional teams between the development team and customer/end users and utilizes weekly meetings with the customer for requirements gathering. This form of methodology will allow us to be more responsive to requests from the customer and will also enable us to deliver high value features. |
| **High Level System Architecture**  The app will open up with the option of registering or logging in(assuming the user has an account of course), after that the user will be welcomed into the main screen where they are greeted with the messaging board, they will then see buttons that will help them go into other screens similarly to messaging apps (e.g. Facebook messenger and whatsApp).  The second main screen they can go to is the screen where they can see the help options where they can select the help they want or need (e.g. doctor or nutritionist)and then see, add, or remove experts and be able to contact and communicate with them and set up appointments.  The third main screen will be the planner where the user can view or edit appointments and their respected details if they wish to do so. |
| **Detailed System Design**    0. Use case diagram    1. Class diagram    2. Sequence diagram      3. Database design    4. GUI prototype    5. Information architecture (web sitemap) |
| **Related Documents**   |  |  |  | | --- | --- | --- | | Document Title | Author(s) | Description | | *GUI Prototype images(included in the layout design)* | *Salman Alsamiri* | The prototype takes inspiration from Microsoft windows startup menu, universal design, messaging apps, and apps that helps in communication. | | The Layout design showcase | *Nicolas Condrea* | The Powerpoint presentation is used to showcase the GUI prototype of the app, it shows the base design of the app and how it will function, feel and roughly look like once finally finished. | | The Use case diagram | *Nicolas Condrea* | The use case diagram was created using draw.io. The use case represents the list of actions which defines the interactions that will take place between our users and the system in order to achieve a goal. | | The class diagram | *Xie Xin* | The class diagram shows basic app work. Users will have the option to register accounts by Email and then can login. It will show the Chat Record and on the bottom which has Help Option, Calendar and Setting menu. | | The sequence diagram | *Xie Xin* | It basically shows how the class diagram for this app works. | | Database ERD | *Rianlee Gabriel Pineda* | The two main entities in question are the user (client) and the expert. The user table contains all the necessary user information, e.g., name, email, password. The expert table contains similar information including their profession. The relationship between the two entities is many-to-many, since a client may require help from more than one expert. Similarly, an expert may help more than one client. To resolve the many-to-many relationship, a weak entity is required. The weak entity in question is the message table. It contains all the obvious attributes, e.g., message body, date created and one to keep track if the message was read or not. The message table also references the user and expert tables through foreign keys. Finally, there is the appointment table, which deals with the date of a client’s appointment. The relationship between user and appointment is one-to-many because a user can make multiple appointments. | | The App Map | *Salman Alsamiri* | The app map is made using draw.io pre existing map template to showcase the screens that the app will use along with activities they interact with when using them. | | The Design Defend Presentation | *Salman Alsamiri* | In this presentation we will talk about the designing process and showcase the tools and files we used in the process of reaching the current design. | |