

# DP Map

## Interactive Design Requirements Specification

Version: 1.0

Date: 09/10/2018

Presented by: DP Map Team

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## 1. Revision History:

- 09/10/2018 Revision # 1

## 2. System Concept

*DP Map will be an Android application that allows users to input the room number of their class and get a map identifying the room they need to go to. The app will cover UNT's Discovery Park campus.*

## 3. Interview/observation Notes

Who: The primary users of this application are freshman and transfer students who may be unfamiliar with the campus.

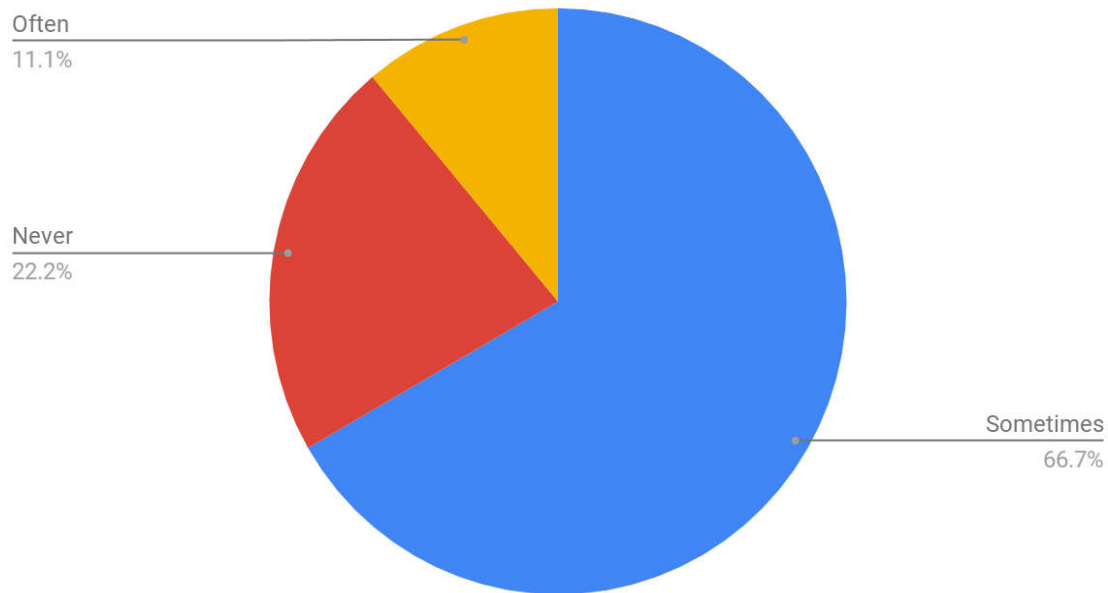
Interview questions:

- How often would this app be useful to you?
- Would you prefer to add all your classes at once, or add your classes individually?
- How would we best indicate the location of your class?
- Would it be useful to highlight the path to your class?
- How do you get to school?
- On a scale of 1-5 how technically savvy would you rate yourself?
- What is your grade classification?
- Do you use any other apps for a similar purpose?
- Are you a transfer student?
- Would an app like this be useful to you?
- What is your age/background?

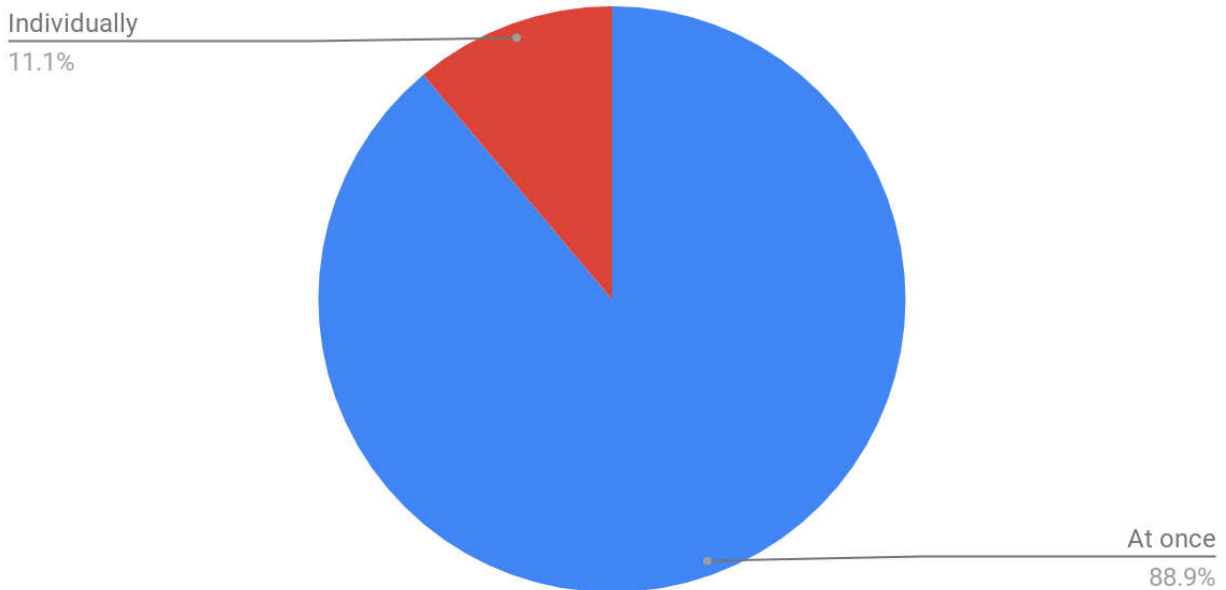
Observation Notes:

We used a google survey to collect information about our users. These are their responses.

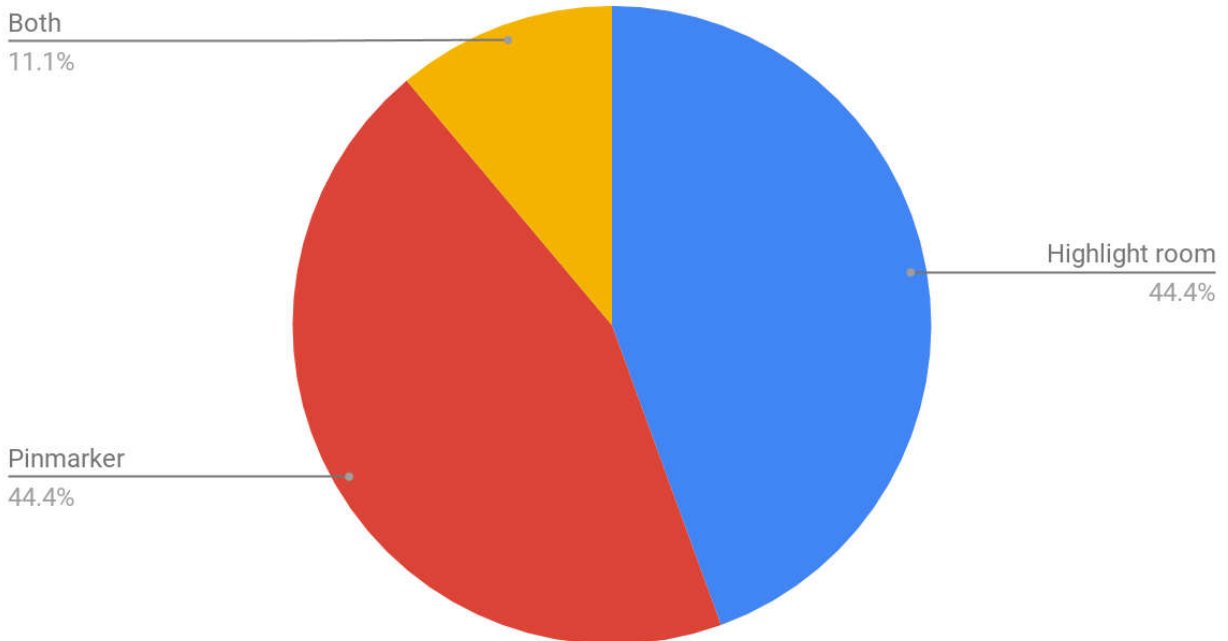
How often would this app be useful to you?



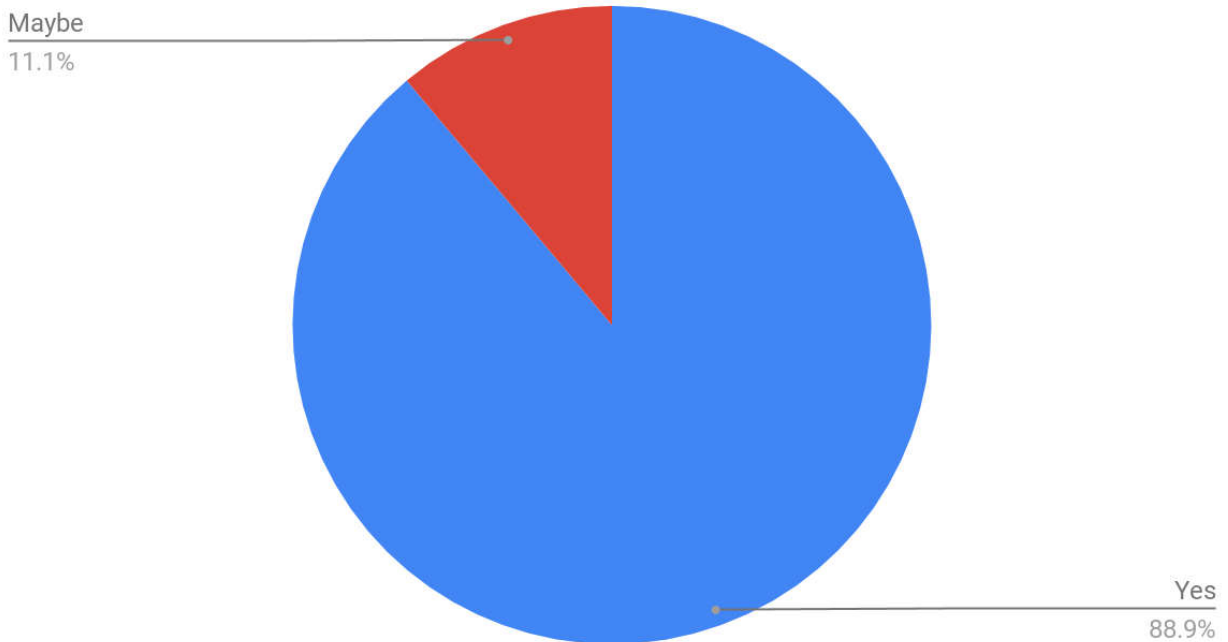
Would you prefer to add all your classes at once, or add your classes individually?



How would we best indicate the location of your class?



Would it be useful to highlight the path to your class?

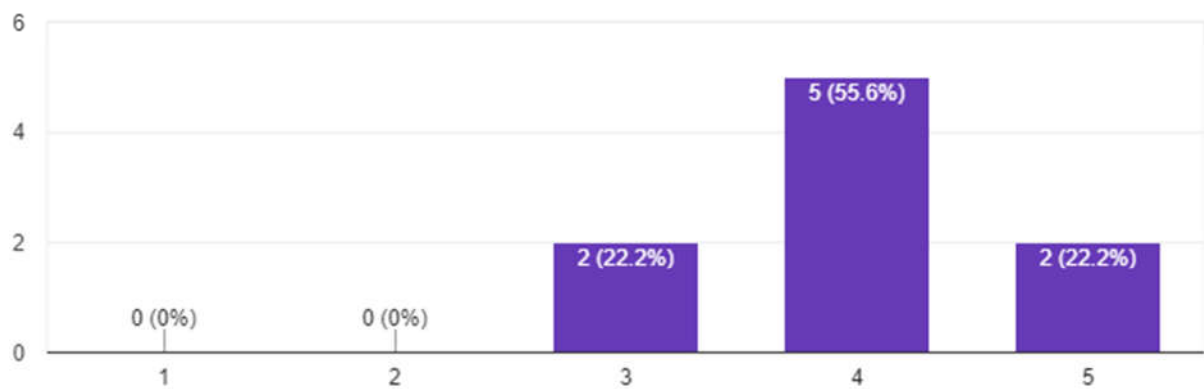


How do you get to school?(transportation)

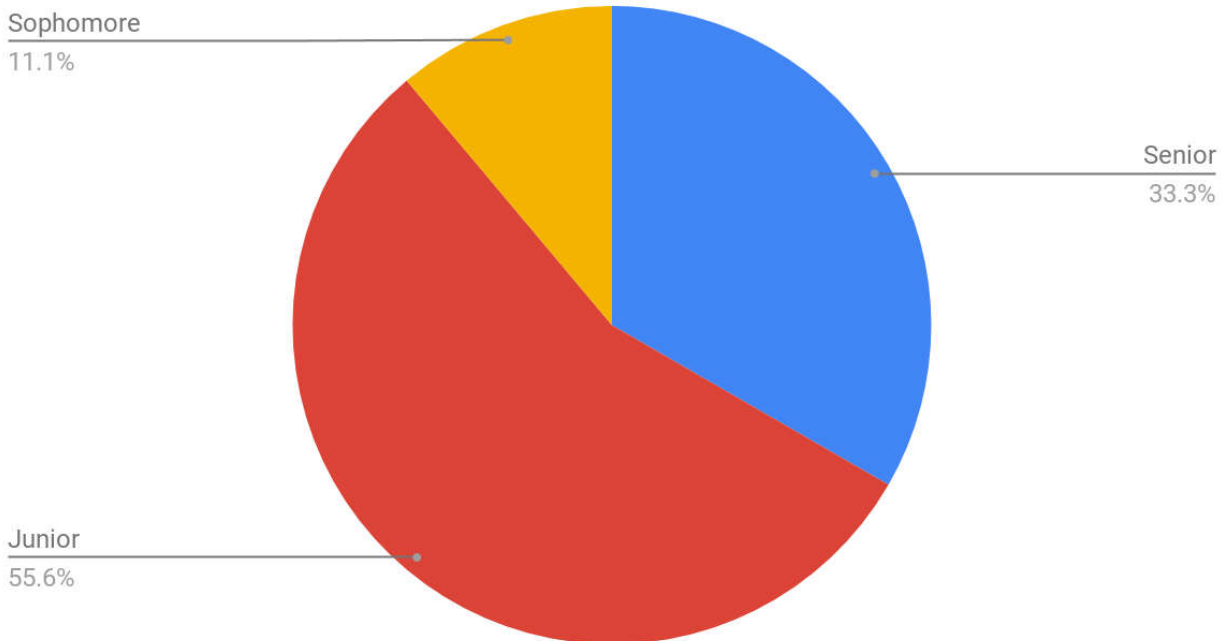


On a scale of 1-5 how technically savvy would you rate yourself?

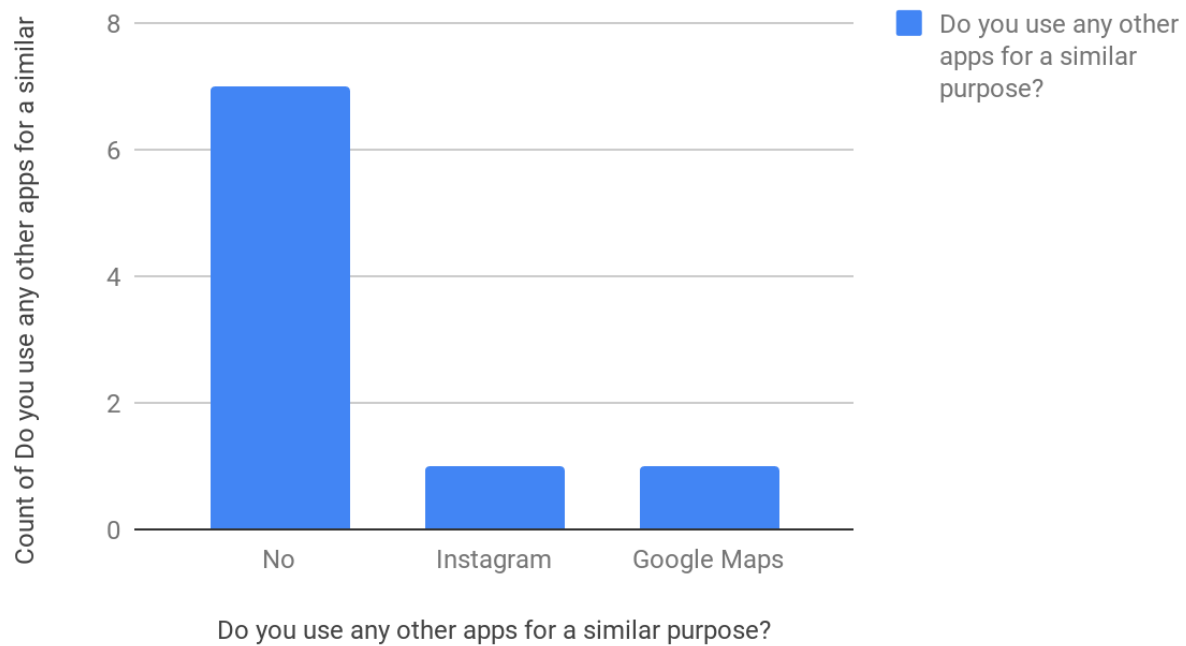
9 responses



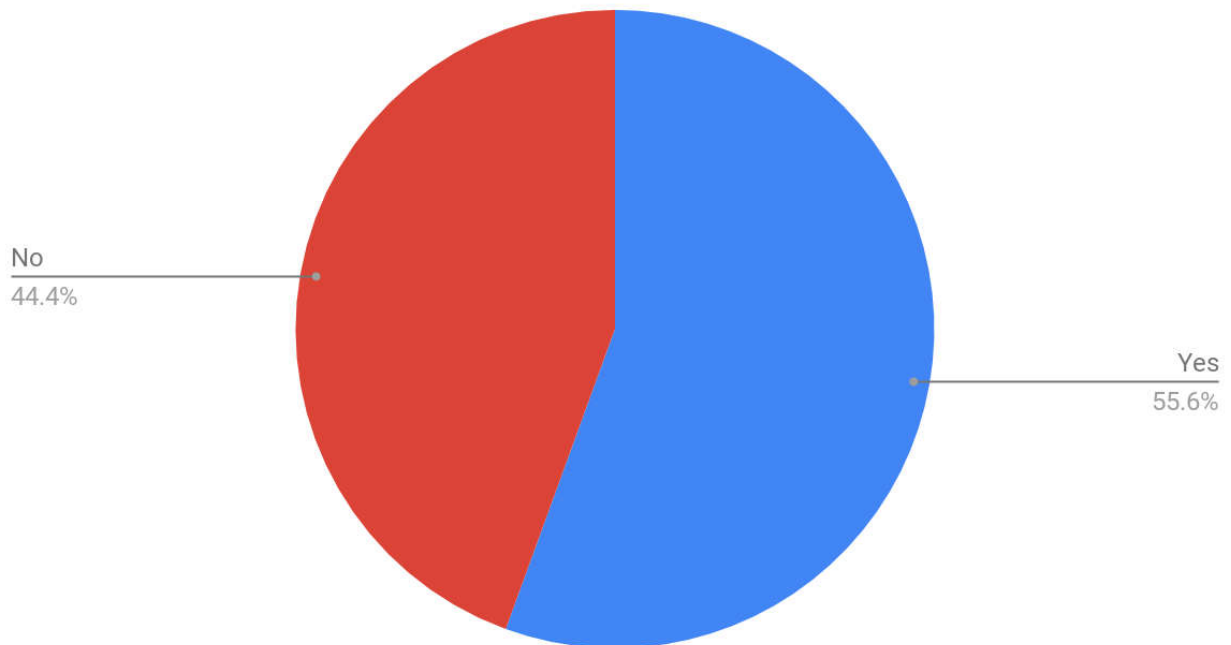
## What is your grade classification?



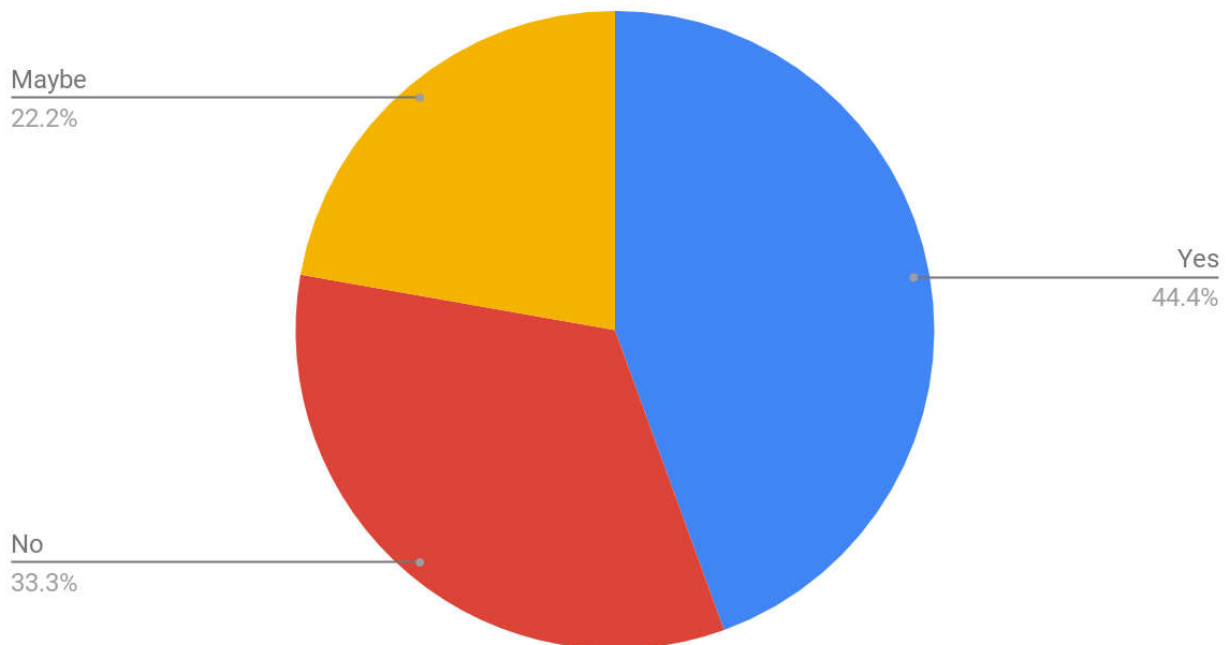
## Do you use any other apps for a similar purpose?



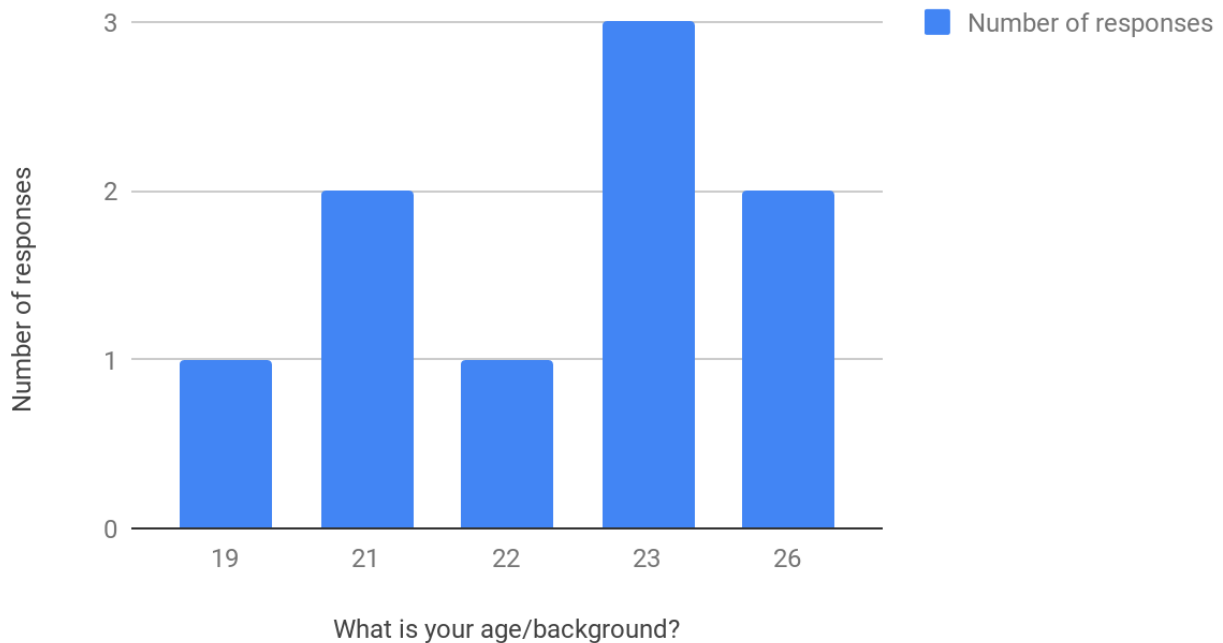
Are you a transfer student?



Would an app like this be useful to you?



### What is your age/background?



## 4. Work Roles

Work Role: Freshman or Transfer Student	
Context of use	Used to find their classes.
Goals	Want to find their classes, but the existing apps only help them find the building.
Frequency of use	Used to find their classes during the first week of class.
Work responsibilities	The user would upload their class room numbers.
Work environment	At school, or at home.
Abilities	Literate in English. Familiar with using apps on a phone.
Personal	18-30 year old college student.

## 5. Functional Requirements

### Primary:

- 1: The system shall be able to read in the room information from the user.
- 2: The system shall be able to find that room number on a previously loaded map.
- 3: The system shall be able to indicate to the the room number on the map.

### Secondary:(Not a primary concern)

- 1: The system shall show the optimal path way between classes



## **6. Usability Requirements**

UR1: The system shall be learnable in five minutes or less by most adults of college age.

UR2: The system shall be usable with one or two hands.

UR3: The system shall support both left-handed and right-handed use.

UR4: The system shall follow UI guidelines for Android applications.

UR5: The system shall provide a keyboard prompt when opted to enter text.