### Project Part 2

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Title: What To Wear Weather

**Project Summary:** Most people do not care about about specifics of the weather like temperature and humidity but are more interested in things like what clothes to wear or how event plans may be affected. Our project is an Android application which tells users what kind of clothes they should be wearing based on the weather in their local area while not displaying information about the weather users are not interested in.

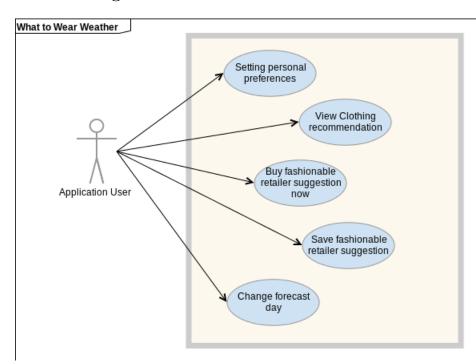
#### Requirements:

User Requirements			
ID	Requirement	Priority	
US-001	As a user, I want to see daily clothes recommendations when opening the app	Critical	
US-002	As a user, I want to select a recommended clothing item and be given shopping recommendations	Medium	
US-003	As a user, I want to be able to swipe the screen left or right and change the forecast day	High	

Functional Requirements				
ID	Requirement	Priority		
FN-001	On app startup, current GPS coordinates will be retrieved	High		
FN-002	App will move between portrait and landscape mode Medium			
FN-003	App will use weather API to get weather at current GPS	High		
FN-004	Use a relational database to hold user data (age, gender)	High		
FN-005	Use a relational database to have sponsored brands	Medium		

Non-Functional Requirements			
ID	Requirement	Priority	
NF-001	Coordinates will use the Android system's fastest "best guess"	Low	
NF-002	Storage of user's settings/locations/outfits will be persistent	Medium	
NF-003	App will respond quickly and precisely to user touch/interaction	Medium	

# Use case diagram:



## Use case documents:

Use Case ID:	UC-01
Use Case Name:	Setting Personal Preferences
Description:	User imputs personal preferences in settings when application is ran for the first time.

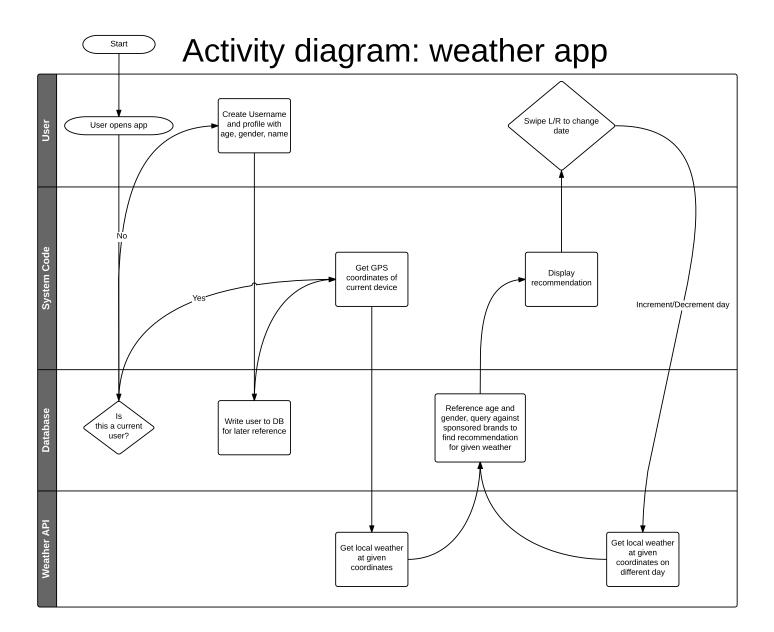
Actors:	Application User			
Pre-Conditions:		User personal preferences have not been set		
Post-Conditions:		User preferences set		
Frequency of Use:	One time			
		Actor Action	System Action	
	1	User Opens application	System sees empty profile preferences and takes user to profile screen	
Flow of events:	2	User enters personal profile preferences	System saves preferences in database	
	3		System takes user to home "clothes forecast" screen	

Use Case ID	UC-02	
Use Case Name	View clothes recommendations	
Use Case Description	User inputs personal preferences in settings when application is ran for the first time.	

Actors		Application User		
Pre-Conditions		User settings have been set		
Post-Conditions		User viewing clothing recommendations		
Frequency of Use	Every time application is opened			
		Actor Action	System Action	
Flow of events	1	User Opens application	System sees completed user preferences and loads clothes recommendations	
	2	User views clothes recommendations		

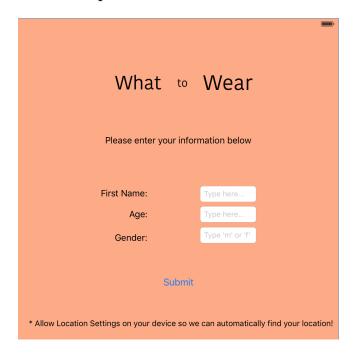
Use Case ID	UC-03
	View and save fashionable retailer suggestions
Use Case Description	User saves a fashionable retailer suggestion for purchase later

Actors	Application User		
Pre-Conditions	User viewing clothes recommendations		
Post-Conditions	User saved new fashionable recommendations		
Frequency of Use	As frequent as user chooses		
		Actor Action	System Action
	1	User views clothes recommendations	
Flow of events	2	User Selects clothing item to view recommendations for	System displays retailer page for fashionable clothing item
	3	User decides to save item for purchase later by clicking "save for later"	System saves retailer page in database

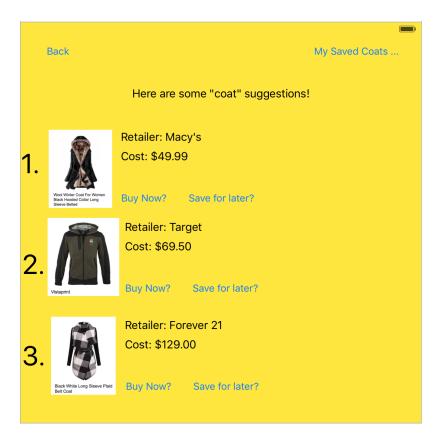


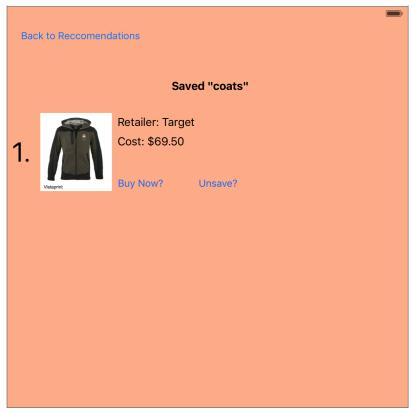
Data Storage: The application will use the Android internal storage in XML format. The storage requirements are not very large, in particular user preferences and saved clothing recommendations will needed to be stored, which we anticipate will be a few dozen items. The User Preferences class and Clothes Recommendation class will be retrieving and modifying data from data storage. If XML format ends up not being adequate we will use a SQL Lite database.

#### **UI Mockups:**



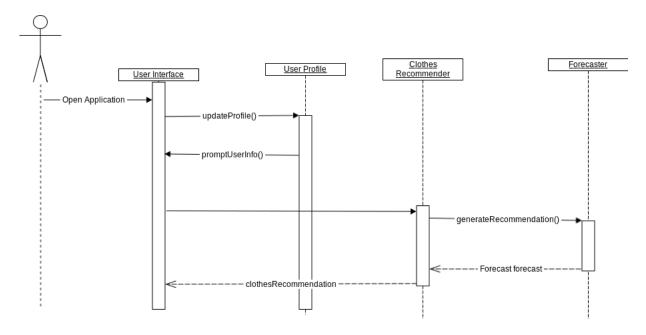




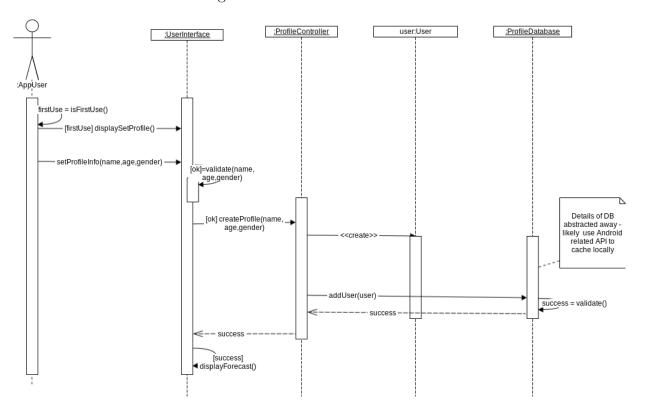


#### **User Interactions**

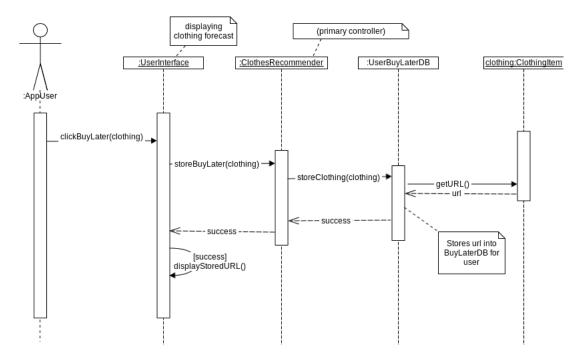
# User Interaction 1: Viewing Recommendations



## **User Interaction 2:** Setting Personal Preferences



## **User Interaction 3:** Setting Personal Preferences



#### Class Diagram:

