# Introduction

## Background

This project was inspired by my housemate during my second year. She was experiencing some relationship issues with her partner at the time and after a long teary chat with her the primary cause of the issue was revealed – she felt that with her partner working long hours with his independent business and being out of contact with him for much of this time, that he would not think about her (it is worth noting that this is at time in history when most people have smart devices and are rarely unreachable).

This got me to thinking that a discreate device without the distraction abilities of a smartphone or computer could fill this void in the technological landscape while also being able to provide secondary useful functions to a user.

## Direction

Thinking on this subject further drew me to the concept of a simple low-cost device that can provide notification and potentially response to a user about an extremely limited number of matters without the user needing to actively seek out this information or be concerned with the devices upkeep or setup.

From this I noticed the ubiquitous appearance over the last decade or two of rubber wristbands worn by people to show support for various causes such as Cancer Research and Help for Heroes. These bands were inexpensive and did not require maintenance from the wearer as per other forms of jewelry.  
With this in mind, I wondered if my notification idea could be integrated into a band like this in such a way that the band maintains its key plus points – low cost, zero maintenance and robustness.   
I have an interest in mechanical watches and wondered if that kinetic (often described as ‘automatic’) mechanisms used to power many high-end watches such as those by Rolex, Omega and Patek Philippe could be adapted to provide power to the device allowing the user to never have to perform maintenance for the life of the device.

## Objectives

* Low cost
* Low power requirements
* Short range communication with a more powerful device
* Haptic feedback