

Deliverable for our Weather App for UTM CSCI 352

Andrew Newbill, Joshua Chamberlain, Aaron Alden

Abstract

This computer application uses a weather API to collect certain weather data such as temperature, humidity, etc. to predict the weather forecast throughout the day. It also uses weather conditions to predict traffic delays. The target audience are driving adults who need to know the weather conditions to get to work on time. The progress on the project is that we have selected a specific API to collect weather data.

1. Introduction

1.1. Background

1.1.1. Terms to Know. The reader should be familiar with the general terms used to refer to various weather patterns. We plan to use a tiling system for this project. A tile in the context of our program will be a drag-able object that contains information on the weather for specific city or town. You will be able to organize these tiles with folders, which are simply containers for tiles.

1.1.2. Personal Connection. We came up with the idea for this project because most weather apps are integrated into operating systems and as such they have limited functionality for users who may travel between large areas or are simply interested in following the weather on a large scale. One strong inspiration was the recently unpredictable weather in Tennessee. It would be good for users working on the desktop to be able to check the weather as they work with a simple and fast app that does not run as a system service.

1.2. Impacts

We hope that our project we impact the safety of its users in a positive way. A user could be working at their computer, blissfully unaware of a coming storm. We hope that our user would happen to check the app and decide not to leave their home on that day. This common situation could also impact the safety of the general public since more people on the road during a dangerous storm leads to a higher chance of accidents. It could happen that a social get-together that was planned gets canceled once one user sees coming poor weather and notifies their friends. We also hope that working on this project impacts us positively by furthering our experience at proposing projects and working as a group.

1.3. Challenges

The first major challenge will be getting a C# WPF application to interact with the OpenWeather API. Once we can call the api and receive data the next major challenge will be organizing this data into something that is easy for the user to view and interpret. After that we will have to overcome the task of implementing 'tiles' that allow the user to organize more than one location's data. We plan to overcome the challenges by first reading the XML data into variables that can be married to fields in the tiles. Getting the data organized into something that is pleasant to view and organize will be by far the biggest challenge of this project. The free tier of OpenWeather does have certain limitations

2. Scope

We understand that in 2022, most weather apps have the same features we come to expect. The main way we can make our app different is by focusing more on the aesthetics and graphics of the app. We want to take a minimalist, tile approach to our app. We also want to implement our radar. Whether we will have it dynamic (a looping map) or static is still to be decided. For our stretch goals, we want to implement severe weather alerts and also "pre-alerts". For the pre-alerts, the idea is to give users a heads-up alert up to a week before severe weather occurs. For example, if meteorologists are predicting a nasty storm front next week, the user should be alerted that there is the possibility for severe weather. Sometimes, just a tornado warning pushed to your phone as the storm is happening is too late to seek shelter.

Use Case ID	Use Case Name	Primary Actor	Complexity	Priority
1	Add item to cart	Shopper	Med	1
2	Checkout	Shopper	Med	1

TABLE 1. SAMPLE USE CASE TABLE

2.1. Requirements

The requirements were acquired with all of us talking in class about the function and non-functional requirements as well as further communication through discord about both types of requirements.

2.1.1. Functional.

- The User should have the ability to pick what location they want to get the weather from – allows the User to get particular information for their use.
- The User will be able to see all weather information provided by OpenWeatherAPI.
- The User will be alerted when bad weather will possibly delay traffic.
- The system will connect to the OpenWeatherAPI.
- The User will be able to put locations into folders.
- The system will be able to store the locations previously searched by the user.
- The User will be able to search for a location.

2.1.2. Non-Functional.

- Privacy - The user's current location will be protected and not given to any third parties. The user will have an option to not allow the app to track their location.
- Reliability - The app will work with a proper internet connection.
- Capacity - The app will have the same capacity as the storage on the computer i.e. The user will be able to have as many locations as their phone or computer can fit.

2.2. Use Cases

This subsection is arguably part of how you define your project scope (why it is in the Scope section...). In a traditional Waterfall approach, as part of your requirements gathering phase (what does the product actually *need* to do?), you will typically sit down with a user to develop use cases.

You should have a table listing all use cases discussed in the document, the ID is just the order it is listed in, the name should be indicative of what should happen, the primary actor is typically most important in an application where you may have different levels of users (think admin vs normal user), complexity is a best-guess on your part as to how hard it should be. A lower number in priority indicates that it needs to happen sooner rather than later. A sample table, or Use Case Index can be seen in Table 1.

Use Case Number: 1

Use Case Name: Add item to cart

Description: A shopper on our site has identified an item they wish to buy. They will click on a “Add to Cart” button. This will kick off a process to add one instance of the item to their cart.

You will then go on to (minimally) discuss a basic flow for the process:

- 1) User navigates to page listing desired item
- 2) User left-clicks on “Add to Cart” button.
- 3) User cart is updated to reflect the new item, this also updates the current total.

Termination Outcome: The user now has a single instance of the item in their cart.

You may need to also add in any alternative flows:

Alternative: Item already exists in the cart

- 1) User navigates to page listing desired item
- 2) User left-clicks on “Add to Cart” button.
- 3) User cart is updated to reflect the new item, showing that one more instance of the existing item has been added. This also updates the current total.

Termination Outcome: The user now has multiple instances of the item in their cart.

You will often also need to include pictures or diagrams. It is quite common to see use-case diagrams in such write-ups. To properly reference an image, you will need to use the `figure` environment and will need to reference it in your text (via the `ref` command) (see Figure 1). NOTE: this is not a use case diagram, but a kitten.

After fully describing a use case, it is time to move on to the next use case:

Use Case Number: 2

Use Case Name: Checkout

Description: A shopper on our site has finished shopping. They will click on a “Checkout” button. This will kick off a process to calculate cart total, any taxes, shipping rates, and collect payment from the shopper.

You will then need to continue to flesh out all use cases you have identified for your project.



Figure 1. First picture, this is a kitten, not a use case diagram

2.3. Interface Mockups

At first, this will largely be completely made up, as you get further along in your project, and closer to a final product, this will typically become simple screenshots of your running application.

In this subsection, you will be showing what the screen should look like as the user moves through various use cases (make sure to tie the interface mockups back to the specific use cases they illustrate).

3. Project Timeline

Go back to your notes and look up a typical project development life cycle for the Waterfall approach. How will you follow this life cycle over the remainder of this semester? This will usually involve a chart showing your proposed timeline, with specific milestones plotted out. Make sure you have deliverable dates from the course schedule listed, with a plan to meet them (NOTE: these are generally optimistic deadlines).

4. Project Structure

At first, this will be a little empty (it will need to be filled in by the time you turn in your final report). This is your chance to discuss all of your design decisions (consider this the README's big brother).

4.1. UML Outline

Show the full structure of your program. Make sure to keep on updating this section as your project evolves (you often start out with one plan, but end up modifying things as you move along). As a note, while Dia fails miserably at generating pdfs (probably my fault), I have had much success with png files. Make sure to wrap your images in a figure environment, and to reference with the `ref` command. For example, see Figure 2.



Figure 2. Your figures should be in the *figure* environment, and have captions. Should also be of diagrams pertaining to your project, not random internet kittens

4.2. Design Patterns Used

Make sure to actually use at least 2 design patterns from this class. This is not normally part of such documentation, but largely just specific to this class – I want to see you use the patterns!

5. Results

This section will start out a little vague, but it should grow as your project evolves. With each deliverable you hand in, give me a final summary of where your project stands. By the end, this should be a reflective section discussing how many of your original goals you managed to attain/how many desired use cases you implemented/how many extra features you added.

5.1. Future Work

Where are you going next with your project? For early deliverables, what are your next steps? (HINT: you will typically want to look back at your timeline and evaluate: did you meet your expected goals? Are you ahead of schedule? Did you decide to shift gears and implement a new feature?) By the end, what do you plan on doing with this project? Will you try to sell it? Set it on fire? Link to it on your resume and forget it exists?

References

- [1] H. Kopka and P. W. Daly, *A Guide to L^AT_EX*, 3rd ed. Harlow, England: Addison-Wesley, 1999.