Project Prototype

for

Gesture-based Smartphone Application for Visually Impaired

Version 1.0

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Revision History

Name	Date	Reason For Changes	Version

1. Introduction
1.1.   Purpose

The purpose of this document is to facilitate the user with the idea of environment of the system that is being designed. This will result in improved design quality and will be far closer to what the user needs. Any misunderstandings will be identified and sorted out early on in the process This document clarifies the user to identify possible improvements which can be made before the system is completed.

1.2.   Acronyms & Abbreviations

There are no acronyms, and abbreviations which complicate the understanding of this document.

1.3.   References

There are no references in the document.

2. User Stories and Epics

#	As a	I want to	So that	Epic Title
1	User	open call app	I can dial a number to call	Open call app
2	User	Dial a number	I can call on the selected number	Phone call
3	User	End call	I can end a call	End call
4	User	Open message app	I can read a message	Open message app
5	User	Open message threads	I can read unread/read messages	Read message
6	User	Open Contact app	I can select a contact	Open contacts
7	User	Select a contact	I can view that contact	Select contact
8	User	Call the selected contact	I can call the contact	Calling selected contact

3. Story Board

Narrative: This is the main home page screen with a large button on it

Narrative: This is the messaging app which contains threads of messages

Narrative: This is an open thread of message which shows messages that are shared between them

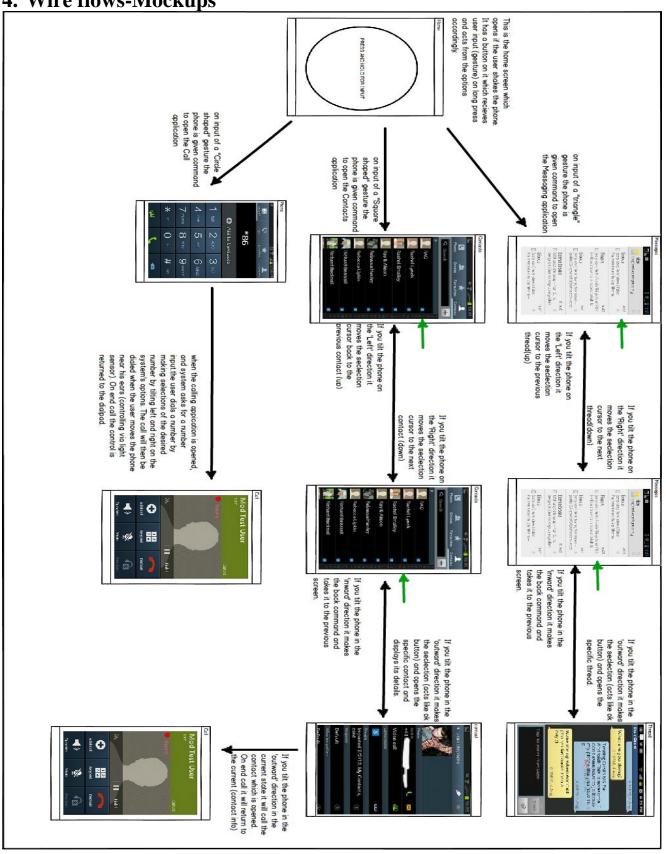**Narrative:** This is the main page of contacts which shows all the contacts in a list

Narrative: This is an open contact which shows the details of this contact

Narrative: This is the page for dialer

Narrative: This page shows an ongoing call

4. Wire flows-Mockups

This is the home screen which opens if the user shakes the phone. It has a button on it which recieves user input (gesture) on long press and acts from the options accordingly.

PRESS AND HOLD FOR INPUT

on input of a "Circle shaped" gesture the phone is given command to open the Call application

on input of a "Square shaped" gesture the phone is given command to open the Contacts application

on input of a "Triangle" gesture the phone is given command to open the Messaging application

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Add to Contacts

when the calling application is opened, and system asks for a number input the user dials a number by making selections of the desired number by tilting left and right on the system's options. The call will then be dialed when the user moves the phone near his ears (controlling via light sensor). On end call the control is returned to the dialpad.

If you tilt the phone on the 'Left' direction it moves the seclection cursor to the previous contact (up)

If you tilt the phone on the 'Right' direction it moves the seclection cursor to the next contact (down)

If you tilt the phone on the 'Left' direction it moves the seclection cursor to the previous thread (up)

If you tilt the phone on the 'Right' direction it moves the seclection cursor to the next thread (down)

If you tilt the phone in the 'outward' direction it makes the seclection (acts like ok button) and opens the specific contact and displays its details.

If you tilt the phone in the 'inward' direction it makes the back command and takes it to the previous screen.

If you tilt the phone in the 'outward' direction it makes the seclection (acts like ok button) and opens the specific thread.

If you tilt the phone in the 'inward' direction it makes the back command and takes it to the previous screen.

Mod Test User

Mod Test User

If you tilt the phone in the 'outward' direction in the current state it will call the contact which is opened. On end call it will return to the current (contact info)

5. Conclusion

As mentioned in our document there is a main screen of the application which opens other applications using specific gestures. There are eight gestures in total which include 3 separate gestures (circle, square and triangle) for Call, Contacts and Messaging application and 4 basic gestures of tilt right, tilt left, tilt inwards and tilt outwards, for moving right, left, making section and going back. The eighth gesture is for dialing a number which the user enters. Furthermore there will be training of this application in which the application will adjust (learn) to a specific user for gestures.