Project plan

Group 8

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Project Name: Artsdatabanken Project sponsor: Artsdatabanken

1 Pre-Study

1.1 Tech comparison

1.1.1 Android

Android is an operating system developed for a variety of mobile devices. It is based on the linux kernel, and provides a developer-friendly framework for app development (Dalvik virtual machine). Most of it's code is released under the Apache Licence, a free software licence.

- Can be developed using any major operating system (linux, windows, ...)

- Does not require any specialized hardware

- Android devices can be emulated (AVD). This allows for testing on different screen sizes, etc.

- Open source

1.1.2 iOs

- iOs development requires

  - Macintosh running Mac OSX
  - iFamily device for testing

- iOS based applications can be developed on iPad or IPod Touch, but these devices lack accelerometer, compass, build-in GPS and camera accessibility facilities

- Apple is not fond of GPL or free software, this makes it problematic to use and develop open source solutions

1.1.3 Phonegap

- Applications can be developed for Apples iOS, Googles Android, Microsofts Windows Mobile, Nokias Symbian OS, RIMs BlackBerry and bada.

- Enables developers to take advantage of JavaScript, HTML5 and CSS3, which they might have already been familiar with.

- Access Native features such as compass, camera, network, media, notifications, sound, vibrate and storage etc.

- Open source

2 Requirements Specification

2.1 Revision History

Name	Date	Reason for change	Version
Initial	06/09-2011	-	1.0

2.2 Introduction

2.2.1 Purpose

The purpose of this section is to outline the needs of the application. Map the flow of use to specific requirements and guidelines. The goal is to deliver an application that will satisfy the customers expectations.

This application is meant to be a facilitator for the users of Artsdatabanken, that will make the registration of an observation simpler and more effective. Now the observator have to make notes (in a book) while observing, and then enter the noted data on Artsdatabanken's web page. This applications purpose is to replace the notebook, so users can make notes in the application. By this way the observator does not need to use time to enter the observation data on the web page manually. That will be done by the mobile application (saved data on the mobile, will easily be exported to the web page when the mobile has access to internet).

To reach this purpose, the application needs to be simple to use and have sufficient functions so the user will prefer it instead of a notebook. To

2.2.2 Target Audience

The Application is targeted to both professional users who will "use whatever they're given", yet have different main focuses than more casual users.

The (main) target of this application will be a group that already are familiar with the Artsdatabanken. They will have much or less knowledge about making species observations. In general they will have enough knowledge of registering data on the webpage, and will therefore not have difficulties with the use of this application. Also the possible new user groups who might start using the services of Artsdatabanken if given an easy to use interface.

2.2.3 Project Scope

The application will be used to enter data of observations done. One observation will have sufficient data fields that is necessary. And it will be possible to make multiple observations. Stored observations in the mobile can be exported to the web page. Earlier made observations may also be edited and re-exported. This projects scope is to deliver the correct data to the web page. The further process is not covered in this project.

2.3 . Functional Requirements

2.3.1 "System Feature 1"

- Description

- Complexity

- Priority

2.4   Use Cases

2.5 Other Nonfunctional Requirements

2.5.1 Performance Requirements

2.5.2 Safety Requirements

2.5.3 Security Requirements

2.5.4 Software Quality Attributes

2.6 Other Requirements

3 References

References

[1] Richard Gaywood. The gpl, the app store, and you. *http://www.tuaw.com/*, 2011.

[2] Mark H. Goadrich and Michael P. Rogers. Smart smartphone development: ios versus android. Technical report, Mathematics and Computer Science Centenary College of Louisiana and Computer Science Information Systems, Northwest Missouri State University, 2011.

[3] Wikipedia. Android (operating system), 2011.