Life Mobile Application

APPLICATION PROGRAM INTERFACE: Research

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# Document Control

## Change Record

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Changes |
| 1.0 | 01-25-15 | Colin Man | Draft following overview + description |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## Definitions

|  |  |
| --- | --- |
| Term | Definition |
| LMA | Life Mobile Application |
| LBS | Location Based Services |
| API | Application Program Interface |
|  |  |
|  |  |

Note: “LMA” is consistently used throughout all documents as the name of the mobile application, although it is understood that another name will be chosen for branding purposes.

# Introduction

## Scope and Purpose

This document contains a description of third party API’s that may potentially be incorporated into LMA, in terms of contribution to the business model as well as technical functionality and constraints.

The API’s outlined allow interaction with a variety of third-party products that do not define LMA individually, but come together to form a unique platform that encompasses the totality of the mobile user’s needs.

The existence of this document is imperative to the success of the product as it clearly defines the constraints of each interface and the extent to which we can leverage the product to create a novel platform. It is crucial to the development of a business plan with a clearly defined direction as well as a viable and efficient implementation. Without such definitions, it is easy to design a product that is impossible to develop on the technical side or assumes third-party functionality that does not exist.

A description of the API’s will also help in defining and outlining a minimal viable product, a subset of LMA’s features that form the core functionality and can stand alone if necessary.

As such, each third-party API description contains the following components:

* **Overview** – Summary of the features and purpose. This includes a description of the functionality encompassed in the API as well as its contribution to the system.
* **Structure and API Calls** – A technical description of the API and the structure of its interface. Since the way information is obtained varies widely depending on the design of each API, this is vital both in extracting constraints for the business model as well as development of the actual application in the implementation stage.
* **Technical Constraints –** Detailed summary of constraints in terms of information that can be obtained through the application user interface. Includes information such as maximum volume of requests that is critical to making important design decisions.

# API: Google Maps

## Summary

The Google Maps API is divided into four main types of interfaces, depending on the technology used to implement the product as well as to access the data.

The four API interfaces are:

* **Embed API** – The simplest of the four, which simply uses HTML and iframes to embed content into any website.
* **Web API** – Provides a set of functionality that can be accessed using standard RESTful calls. These calls can be placed from web applications (AJAX) or native applications.
* **JavaScript API –** Provides extended maps functionality in visualization and map content. Can be integrated into platforms that run mainly JavaScript.
* **iOS API** – Native integration of functionality that interfaces with the operating system directly. Can only be used by iPhone applications, but has similar functionality to the “JavaScript API”.

## Embed API

### Overview

### Structure and API Calls

### Technical Constraints

### Summary

## Web API

## JavaScript API

### Overview

### Structure and API Calls

### Technical Constraints

### Summary

## iOS API

### Overview

### Structure and API Calls

### Technical Constraints

### Summary