72 Angels

Requirements and Estimates

This document covers the requirements and estimates for the mobile application “72 Angels”.

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## Objective

The mobile application “72 Angels” will assist users in holistic healing through the 72 Angels. The application will provide functionality to query through the angels based off of different tokens, including but not limited to: qualities, calendar info, human distortions, and daily situations. A widget can also be placed on the home screen, displaying the current angel based on date and time, which, if clicked, will open up the app and display the current angel’s profile. The application will be for iOS & Android mobile as well as Windows & Mac desktop.

## Client Requirements

|  |  |
| --- | --- |
| Client Specifications | Comments |
| Splash screen | With artwork provided by the client |
| Main screen | Divided in 2   * Upper half presents the Angel of the Day (physical Angel Calendar) (or a custom Angel selection in settings). * Lower half presents the menu. * Menu expands to full screen when swiping up the menu. Upper half is restored when swiping down from Angel Name and Upper half can become full page if we swiping down also to create a full page visual of the Angel of the Day |
| Angel List | List 72 angels in numerical order.  List is scrollable, and clicking on a name opens the full profile page of the angel.  Sorted based off of Angel’s number |
| Angel Page | Individual Angel profile page.  Includes:   * Angel Number * Qualities * Distortions * Situations and Common Problems * Calendars and Residence * Audio file for pronunciation * Links to purchase related audio tracks * Links to related books in ucm.ca web store |
| Search | Search box at the bottom of the main screen to search by Angel name & number, qualities & distortions, situations, showing 'instant' search results as the user types |
| Calendar list | Displays 3 calendars: (see http://www.ucm.ca/en/info/angelic-calendars)   * Physical * Emotional * Intellectual |
| Find your Angels | Found via input of date (day & month) and optional time (hour & minute).  Three angels will come up: Physical, Emotional, and Intellectual. If no time is provided only Physical and Emotional (for dates that do not overlap) are shown, inviting the user to enter a time to be more precise. |
| Initial application localizations | English, French, German |
| Widget/Notification center | Option to have a widget and/or notification space to show the current Angels |
| News Page | RSS style feed of information  Data fetched online, sent via push notifications |
| Angel of the Moment | Notification of the 3 Reining Angels of the Moment  Clicking on the notification will open the angel’s profile page. |
| Settings Page | Settings include:   * Turn Reigning Angels display in the notification area on/off and select which ones to display (Physical, Emotional and Intellectual) * Meditation Reminder (every X minutes) using sound and/or vibration and/or notification * Select language of news feeds |
| Angel Prediction | Random selection of Angel by either clicking on a button or shaking the device, with accompanying text explaining how to use this function (ask a question to the universe first..., help in decoding the answer,...) |
| Angel Sharing | Share an angel on Twitter and Facebook  Send birthday Angels to your friends |
| Angel Work | Explanation on how to work with the Angels will be in the menu but also will be the first thing we see when we open the App (just for the first time) then it goes to Main screen |

## Analysis

## Search

Though an “instant” search is typically preferred over a “static” search, it is not always the most user-friendly. In this case, many lines of text are being parsed through searching for single keywords. Since the keywords the user may choose to search with are so broad, it may even become frustrating for the user as they might not know exactly what words were used to describe their Angel. Instead, they should be able to search for an Angel by their name or their number. If it is desired that the user be able to search for an Angel based off of human distortions, situations, and qualities, then perhaps a drop-down menu should be provided for each of these to provide them with options. This way, they will have the keywords at their fingertips or mouse-tip, instead of having to come up with the words or even try to figure out synonyms to match exactly what they’re looking for.

## Desktop Application vs. Web Application

## Accessibility

In terms of designing the application for desktop platforms, the question of “Why?” is raised. As current generations have become more versatile at technology, they are relying more on web-apps. For the most part, the only applications that are downloaded and installed on desktops are for more complicated tasks or for tasks that create a product. In this case, the user is simply being provided with information. Such applications are typically designed as websites. This also ensures accessibility as websites are more easily accessed by elderly people and people not familiar with the process of installing applications on desktops. It is also accessible anywhere in the world at any time, even from cell phones!

A web-application can also be run from any computer, ranging from a $100 one to a fully customized gaming pc. A minimum amount of available memory is not required as well. All of the points mentioned in this section allow the application to be accessed by the widest possible audience: which seems like an important factor as it seems, by the fact that you wish for the application to support 10-20 languages in the future, that you wish for the application to be accessed by people from all over the globe.

## Updating

Another important reason I would recommend steering away from desktop applications and towards a web-application is the problem with updating. It is much more seamless and effortless to update applications on the web, than having to patch every single individual user. This becomes especially pertinent to this application, as you wish to add additional languages later, or even change the Angels’ data. Doing this with software will be tedious, but with a web-app, users won’t even have to worry about having the latest version.

## Platform Independent

The greatest benefit of a web-application is that it is platform independent. This includes many different benefits, the biggest of which is the fact that the number of bugs and glitches that can arise is much less. This is simply because a web app does not depend on any hardware or environment settings on the OS, which could otherwise render the software glitchy. This also significantly reduces testing time. For adequate testing of a software application, it must be tested on many different machines with different hardware and environment settings. For a web-application, on the other hand, the only testing that will have to be done will be on different web browsers, of which there are much less than the total possible combinations of machine, hardware, and environment one can get with desktops.

## References

<http://www.magicwebsolutions.co.uk/blog/the-benefits-of-web-based-applications.htm>

<http://www.vinnylingham.com/top-20-reasons-why-web-apps-are-superior-to-desktop-apps.html>

<http://blog.inin.com/top-5-reasons-web-apps-are-better-than-desktop-apps/>

## Target Users

The application is to target people of all ages, genders, and work profiles.

## Non-Functional Requirements

#### 5.1 Security

All purchases that are made in the mobile app will be done through app stores. For Android this will be the Google Play Store, iOS the App Store. For this reason, no encryption will be required as no personal information will be entered in the app.

#### 5.2 Performance

When the application is opened, it will operate in real-time. This means, that when a user performs an action, the action will be immediately executed, as it is only processing one action at a time. There will be a 0% loss of information transferred when querying the database since it is local. As long as the user has background tasks and notifications enabled, the notification for the Reining Angel of the Moment and their Meditation Reminder will work. The information regarding the Angels will be stored locally in a relational database. Media files that will be purchased by the user after downloading the app will not be stored locally, and will therefore require an internet connection to download. After downloading, the file(s) will be available locally. Before downloading, however, the app will check to see if there is enough free space on the device to download the file(s).

#### 5.3 Scalability

The mobile application for Android and iOS may be expanded to work on wearable devices, such as the Android Wear and Apple Watch. Because the information on the Angels provided is static, it will be hard coded into the application.

#### 5.4 Internationalization

The default language of the application will be set when first opening it on a desktop application. On mobile devices, the language will be set to that of the system language of the device. The available languages are English, German and French.

#### 5.5 Orientation

The app will rotate and adjust to the orientation of the device. The layout will be the same when the orientation is changed, meaning that the visible components will remain the same regardless of the orientation.

## Functional Requirements

### Application Brief

The application will be provided for mobile iOS & Android, desktop Windows and Mac. On mobile devices, the language of the application will be the system language. On desktop platforms, the user will be presented with a prompt the first time opening the app, asking them their language choice. It will then provide the user with an introduction to the Angels. The home screen will then be presented, from where the user can choose to see a list of all the Angels, find the Angel associated with their birthday, see the Reining Angel of the Moment, shake for a random Angel, access their audio library, access a news page, and change their settings.

Since the data provided is static, it will be hard-coded into the database and a content manager will not be provided. This, of course, does not relate to the RSS feed style news page, as that will acquire its data online. The look and feel of the application will be as “Zen” as possible, with the main theme color being “sky-blue.” The design of the application will be provided by the Client.

### Application flow (Wireframes and Use Cases)

### Splash Screen

The introduction will be presented to users opening the application for the first time. On mobile applications, the language of the introduction and the rest of the app will be in the device’s system language. On desktop platforms, the user will be prompted the first time the app is opened for the language of their choice. A “Proceed” button will be displayed in the bottom right corner that will allow the user to proceed to the home screen.

### Home Screen

The home screen will be divided in 2 halves. The top half will display the Angel of the Day based off of the physical calendar. The bottom half will display the menu. The top half will simply display the name of the Angel along with its Angel Number in order to avoid clutter. The user may swipe down from it or tap on it to display more information on the Angel. This will push the bottom half of the screen to the bottom. On the other hand, the user may swipe up from the menu, minimizing the Angel half and presenting more options to the user.

### List of Angels

The specifics for the design and layout of this page will be provided.

### Angel Profile

The specifics for the design and layout of this page will be provided.

### Find Your Angel

The specifics for the design and layout of this page will be provided.

### Settings

The settings page will have settings with sliders that can be switched on or off, except for the settings for the language of the application (desktop) and the language of news feeds, which can be changed by clicking on them. One is “notifications,” which turns on or off the notification for the Reining Angel of the Moment in the notification center. Furthermore, the user can decide to display a custom Angel there instead of the current reigning Angel. The other setting is for a meditation reminder, which can be switched on or off. Underneath the meditation reminder, indented to the left a little bit, will be displayed the frequency of the reminder and it’s time. The user can choose to edit the time and frequency of the reminder. Underneath that is the language option. The user can select this, opening a list of languages they can choose from. From the start, the only languages available will be English, French and German. Choosing to go “back” from this page will go back to the home screen.

### Audio Library (mobile only)

Here, the user may listen to audio tracks from: Angelica Musica, Angelica Meditation, Angelica Mantra, and Audio Lectures. The page will have two tabs, one titled “Library” which will display to them the tracks they have already purchased. A swipe will take them to the next tab, “Store,” where they can choose to purchase single tracks or complete packs. Purchasing them will be handled through app stores, where the user will be redirected after selecting to purchase a track or pack. We will have also a function called **Book Library**… people can go to the library/store of UCM and see the books

### News

The news page will display to the user news articles retrieved from the UCM website ([www.ucm.ca](http://www.ucm.ca/)) in the form of a RSS feed. The language of the articles will depend on the language chosen by the user.

### Compatibility

The operating systems and their corresponding version are listed in the table below:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Platforms\OS | iOS | Android | Windows | Mac OSX |
| Version | 7 | 4.0 - Ice Cream Sandwich | Windows 7 | 10.6 - Snow Leopard |

## Project Estimates

The estimates presented in this section are rough estimates portraying the maximum amount of time it will take us to complete the applications. They have been edited with the addition of certain features and pages.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Features\Platforms | iOS | Android | Windows | Mac OSX |
| Pages | 15 | 10 | 10 | 10 |
| Database Connection | 3 | 2 | 3 | 3 |
| UI | 7 | 5 | 5 | 7 |
| Media Library | 10 | 7 | 10 | 10 |
| Testing | 1 | 1 | 3 | 3 |
| Deployment | 2 | 1 | ? | ? |
| Total | 38 | 26 | ~34 | ~37 |
| Cumulative Total |  |  |  | ~135 |

1. All numbers are in Person Days (4 hours/day).

### Overheads to Development Estimates

The following chart displays the possible overheads associated with the development of this project. They are rough estimates and will vary of course.

|  |  |
| --- | --- |
| Project Management – managing the team, fixing version-control errors. | 5% |
| Communication – communication between the team and the client. | 5% |
| QA – testing for usability, performance, functionality. User testing and surveying. | 5% |
| Business Analysis – requirement gathering and documentation. | 7% |
| Learning curve – learning iOS mobile and desktop development | 20% |
| Total | 42% |

### Complete Effort Estimates

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Platforms  | iOS | Android | Windows | Mac OSX |
| Total | 54 | 37 | 48 | 53 |
| Cumulative |  |  |  | 192 |

2. All numbers are in Person Days (4 hours/day)