

# Project Executive Summary: Cityzen Mobile

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## Overview:

Cityzen Mobile serves primarily to connect users to Cityzen's web service through a series of push notifications and location-based polls. It will serve as an interface between the mobile user and the web service, which contains the brunt of the functionality.

### User Experience:

1. User downloads Cityzen Mobile
2. User is greeted by a splash screen containing the Cityzen logo
3. When the main page loads, the user is directed to the webpage to login
4. On subsequent visits to the mobile app, the user will be able to do any of the following:
  - a. open their profile
  - b. view notifications
  - c. view the "about" page
  - d. update categories of interest

## Purpose:

The value of a mobile application for Cityzen lies in its availability and active presence for a wide range of users. It allows widespread receipt of polls directly to the user's mobile device through push notifications based on GPS location (or preset zip code) and user's interest preferences. This takes the burden of continued engagement off the user by placing the active responsibility of user-service interaction on the service itself.

## Technical Considerations:

- Platform: Cordova/PhoneGap - Since the primary goal of Cityzen mobile is to reach as many constituents as possible, cross-platform functionality and accessibility will be valued more highly than the native app experience.
- External APIs - Integration with Google, Facebook, and Twitter for the purpose of logins and user storage.
- External costs - All current databases are attached to and/or upheld by Cityzen, and should therefore incur no external costs.
- Automated user - In order to present the functionality of the web service in the form of a mobile app, the user's interaction with the app will instigate action on the part of a hidden automated user which will interface with the web service to return pertinent information.

## GUI draft:

