GlassRx Executive Summary - Evan Kaplan, Will Knowles, Vincent Wang

1. Overview: The functionality of the app is going to be mainly focused on making it easy for patients to perform basic medication managing operations. In this day and age, it's easy to see how technology integrates into our everyday lives. We are constantly connected to everything, everywhere. Many of the things we connect to have little impact and significance on one of the most important things to our lives: our health. One of the fields where technology has not yet integrated as quickly or as smoothly as it has in other areas is in medical treatment. While there are obvious obstacles and challenges to providing technology solutions to medical problems, there are issues we can tackle with cutting edge technology. The problem of managing pill dosages and scheduling is one that can be done with relative ease using technology, and the main goal of this project is to adapt it to a new, user friendly platform, Google Glass.

2. Purpose: Many patients can have dozens of pills, some of which they need to take weekly, daily, twice a day, every other day, etc. Considering the difficulty of managing all of these pills without an application, our clients saw opportunity to solve this with a new technology that is easy to use and learn. This will be especially helpful for those who have issues remembering all the details and minutia of having a medication schedule. Seniors, those with illnesses involving memory loss, and others can all benefit from an easy to use app that interfaces with the Android platform seamlessly.

3. Functionality
    a. First and foremost, GlassRx is a medication management application. As such, it will focus on maintaining the user's (potentially complex) medication schedule. This will be accomplished through implementation of the following functionality:
        i.   Medication schedule creation/modification
        ii.   Alerts/alarms which notify the user when he/she must take a medication
        iii. Barcode scanning of medication bottles*
    b. Glass applications are voice- and gesture-driven. GlassRx will allow for:
        i.   Voice acknowledgment of medication alerts*
        ii.   Voice and gesture navigation through views

4. Technical Considerations
    a. GlassRx will be built on the Android platform using the Glass Development Kit. It will target API level 19 (Android KitKat 4.4.2)
    b. A database of medications will be maintained by the Nursing School's IT team. The client has indicated that the team is aware of the project's development and will be prepared to handle any of its database requirements.

5. GUI sketch
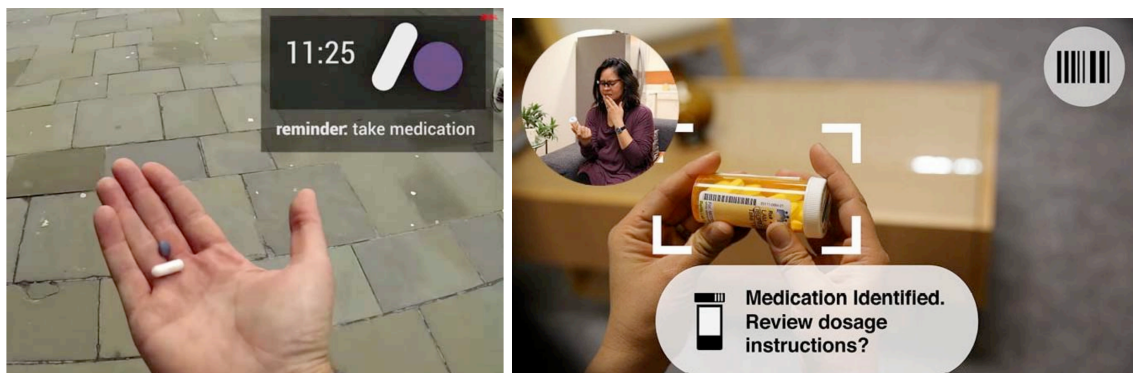
Very simplistic GUI: A notification will appear when it is time to take pills, along with a visual reminder of what the pills look like. Barcode scanning GUI is also quite straightforward.

*Indicates feature whose implementation is time-permitting