

Smartwatch tracking app

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Abstract

Goal of project is to create application, that will allow user to track his wearable devices. Application is supposed to generate map based on google maps engine, with drawn route and points, where device, that is being tracked was. Maps will be updated in real time, showing defined by user amount of most recent points with date of recording, and if user would like to keep eye on the latest point, Application will do it for him after selection of this option in option bar.

Requirements

Must have	Should have	Could Have	Won't have
Working location storing mechanism	Unnoticeable smartwatch background app	Solid authorization system	Multi OS support
Pretty device tracking screen	Low battery consumption	Fit features	Another wearable devices support
Login system		Generating user statistics feature	
		Anti-theft feature	
		Smartphone friendly web app	

Main scenario

1. User runs background application on smartwatch
2. Application sends device location to server
3. User runs tracking application on web browser
4. Login into web application
5. User selects device to track
6. Program displays map with wearable device locations over the time

Use cases

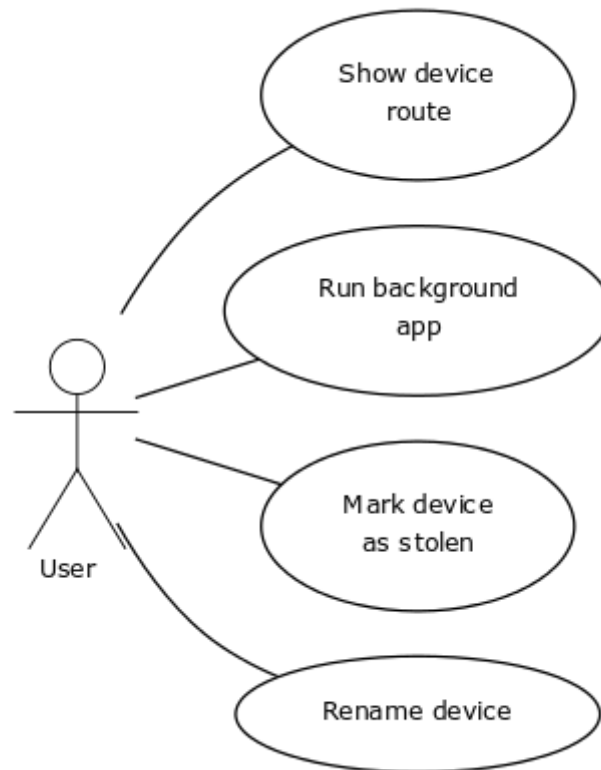


Diagram 1. Use case diagram

Use cases description

Code	UC-1
Name	Show device route
Actors	User
Initial condition	Internet connection
Description	1.User runs application 2.User logs in 3.User selects device 4.User clicks show route 5.Application generates map with route on it
Alternative	3A User adds new device

Code	UC-2
Name	Run background app
Actors	User
Initial condition	Internet connection Device location turned on
Description	1.User runs background application 2.Device gathers location 3.Device sends location to server
Alternatives	2A Location is turned off 3A Error with internet connectivity

Code	UC-3
Name	Mark device as stolen
Actors	User
Initial condition	Internet connection
Description	1.User runs application 2.User selects device 3.User clicks mark device as stolen 4.Application sends information to server
Alternatives	2A User adds new device 4A Error with internet connectivity

Code	UC-4
Name	Rename device
Actors	User
Initial condition	Internet connection
Description	1.User runs background application 2.User goes into settings 3.User selects rename device option 4.User selects new name 5.User hit apply button 6.Application sends information to server
Alternatives	4A Name not incorrect 6A Error with internet connectivity