

# Intro • Challenges

---

In this paper I review the challenges outlined through a review of the product under specifics described by Dr. Erwin Van Boxtel and propose/explore a possible solution specific to iOS devices.

## **Constraints**

UX Issues  
Physical issues  
Connectivity  
Platform (iOS)  
Production Roadmap



# • Challenges, Definitions

---

To address a proper solution we will be going through all system constraints, thus counterchecking our solution can be checked against all these aspects

## UX Issues

For instance, we could say, if we were to create a special torchlight with a touch button, most users would struggle to understand how and where to turn it on, for instance, as this will be an uncommon UX approach. Thus innovation/disruption comes at the costs of having to provide training as well.

