**SURVIVAL DOCUMENTATION**

1. **Main activity**

[add explanation]

1. **Questionary activities**

When accessing to an emergency button, there is a list of questions that the user is going to answer. Each of these questions is a variable of the questionary that will have its corresponding value (or null, in case of absence of answer). For each emergency button, there is three possible variables list that can be sent to the server.

In the following subsections there are detailed lists with each variable name, type and its possible values.

* 1. **Earthquake Variables List**

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Values** |
| injured | boolean | True/False |
| stuck | boolean | True/False |
| urgentHelp | boolean | True/False |
| buildingDestruction | int | 0 – None  1 – Some minor destruction  2 – Several affected buildings  3 – Most of the buildings |
| survivalDays | int | 0 – Less than one  1 – 1-2 days  2 – 3-4 days  3 – More than 4 |

* 1. **Tsunami Variables List**

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Values** |
| injured | boolean | True/False |
| stuck | boolean | True/False |
| urgentHelp | boolean | True/False |
| buildingDestruction | int | 0 – None  1 – Some minor destruction  2 – Several affected buildings  3 – Most of the buildings |
| survivalDays | int | 0 – Less than one  1 – 1-2 days  2 – 3-4 days  3 – More than 4 |
| waterLevel | int | 0 – None  1 – 1-3 meters  2 – 3-5 meters  3 – More than 5 |

* 1. **Terrorist attack Variables List**

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Values** |
| injured | boolean | True/False |
| stuck | boolean | True/False |
| urgentHelp | boolean | True/False |
| potentialDanger | boolean | True/False |
| buildingDestruction | int | 0 – None  1 – Some minor destruction  2 – Several affected buildings  3 – Most of the buildings |

1. **Sending data to Nervousnet**

Once the send button is pressed, the app comes back to the main activity and the user is done with the questions. Then, a package with all the variables and values is sent to Nervousnet servers and the data is processed to create custom maps.