General Design Goals

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1. Develop a completely standalone Apple WatchOS app for SwitchMaster devices
2. Allow control directly from the watch via BLE without requiring mobile phone
3. Keep the simple look and feel between the new Watch app and mobile apps
4. Must be able to select different SwitchMaster devices.

# Potential/Extra Functionality

1. Offer support for light and dark modes
2. Offer the possibility of different layouts:

- condensed (all on one screen)

- large mode (scroll through outputs 1 by 1 for people with vision issues)

# Notes

1. Existing iOS was from a previous developer before we ended up bringing app development in-house and re-writing in flutter. We do not have in-house experience with native code so we can’t provide any info on this code other than to say it worked.
2. Existing iOS code had only characteristics 1 and 2 implemented, so only code for this available, hence flutter/dart code snippets included.
3. Provided GUI design is a general guideline only, we are happy to take on any constructive criticism or ideas as long as it the look and feel is similar between the current mobile apps and the apple watch app.
4. The mobile app is designed to control devices with either 5 or 10 outputs. We have put the 10 output hardware version on hold for the time being, so the watch app only needs to support 5 outputs.
5. We are not users of Apple Watch products, so are not familiar on the best way to configure and pair with the device.
6. If you have ESP32 hardware available, we can offer a test firmware which will you to load onto a device and test general connectivity etc.