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| **Project Title:** The Wildlife Guide | | | | |
| **Project Description:**  For our EECS1022 group project our team will be creating a mini-database app that will feature general information on popular animals. The app will function like a digital encyclopedia where the user will be able to input the name of an animal into the search, and the app will display all information relevant for that animal. The user will also have access to a full list of included animals if they wish to browse using that method. The information will include all general information for the animal (size, location, etc.), as well as a photo.  When the user launches the app they will be brought to a screen where they can search for the animal they are interested in. If the animal is available in the database then the user will be brought to that animal’s page, if the animal is not in the database then the user will be notified on the search screen. Each animal’s page will provide general information for the animal, as well as suggestions for similar animals located at the bottom of the page. The user also will be able to control which sections of information are displayed on the animals’ pages, this gives the user the control to tailor their experience within the app to better suit their interests. With this app the user will be given the ability to quickly access information on their favourite animals with ease. | | | | |

**Requirements Definition:**

1. When the user launches the app they will be brought to the ‘Search’ screen where they will be able to search for animals by selecting the search bar displayed on the screen.
2. The user will be able to use the search bar to find the animal they are interested in by typing in the animal’s name.
3. When the user enters an animal into the search bar they will be shown a list of animals that closest match their search term.
4. If no animal in the database matches the input of the user, text will be displayed on the screen saying that their search was not found in the database.
5. Once the user selects an animal that exists in the database, the animal’s photo and information will be displayed on the screen.
6. If the user is viewing an animal’s page there will be a button available to take them back to the previous screen they were viewing.
7. If the user is viewing an animal’s page, other animals will appear as buttons at the bottom of the page which are related to the current animal (by biome, taxonomy, etc.).
8. The user will always have access to a widget which they can use to quickly pull up a search bar, and access the settings menu.
9. If the user clicks on the ‘All Animals’ button, they will be brought to a page listing all animals, with their pictures and names displayed for the user.
10. If the user is on the ‘All Animals’ page, a dropdown menu will be available to give the user the ability to sort animals by different search criteria (biome, sorted alphabetically etc.).
11. If the user clicks on the ‘Settings’ button, they will be brought to a page where they can adjust settings relevant to the animal’s pages, as well as user settings for the app.
12. The settings page will allow the user to toggle on and off what information is displayed on each animal’s page, this will include description, colour, size, etc.
13. The settings page will also allow the user to change basic user settings such as dark/light mode and text size to allow a more comfortable viewing experience.