

# Weather App - Product Spec

Nicholas Ivanecky

## Intro & Goal

The goal for the app is to build a simple weather app for iOS and watchOS. The secondary goal is learning to interface with Alamofire, Open Weather API, Swift 2.0, simple animations, and watchOS.

## Who's it for?

1. **Weather People** – people wanting to know the weather nearby.
2. **Apple Watch Users** – people wanting to experience weather on the Apple Watch

## Why build it?

1. Build my first Apple Watch app
2. Practice developing with APIs and Animations

## What is it?

## Glossary

1. **Main Weather View Controller** – Main View for daily weather/ 5 day forecast
2. **Choose Location View Controller** – Choose the location to view weather stats
3. **WatchOS View Controller** – The main view to show daily weather

## Main Weather View Controller

This view will show the main weather of the day followed by a forecast for 5 days in the future. We will use the Open Weather API to connect with the stats in realtime with the ability to refresh with a button on the upper right side. Animations will be completed using the Spring Framework.

### *Data to be Shown*

- Current Date
- 5 day forecast
- Current Weather in Celsius
- Weather Description

## Choose Location View Controller

This view will allow the user to type a location and update the Main Weather View Controller. You can segue back to the Main View.

## WatchOS View Controller

The main view will display the current weather, weather icon, current time and date, temperature in Celsius, and weather description.

## Email Notifications

Users receive no email notifications in this iOS Client.

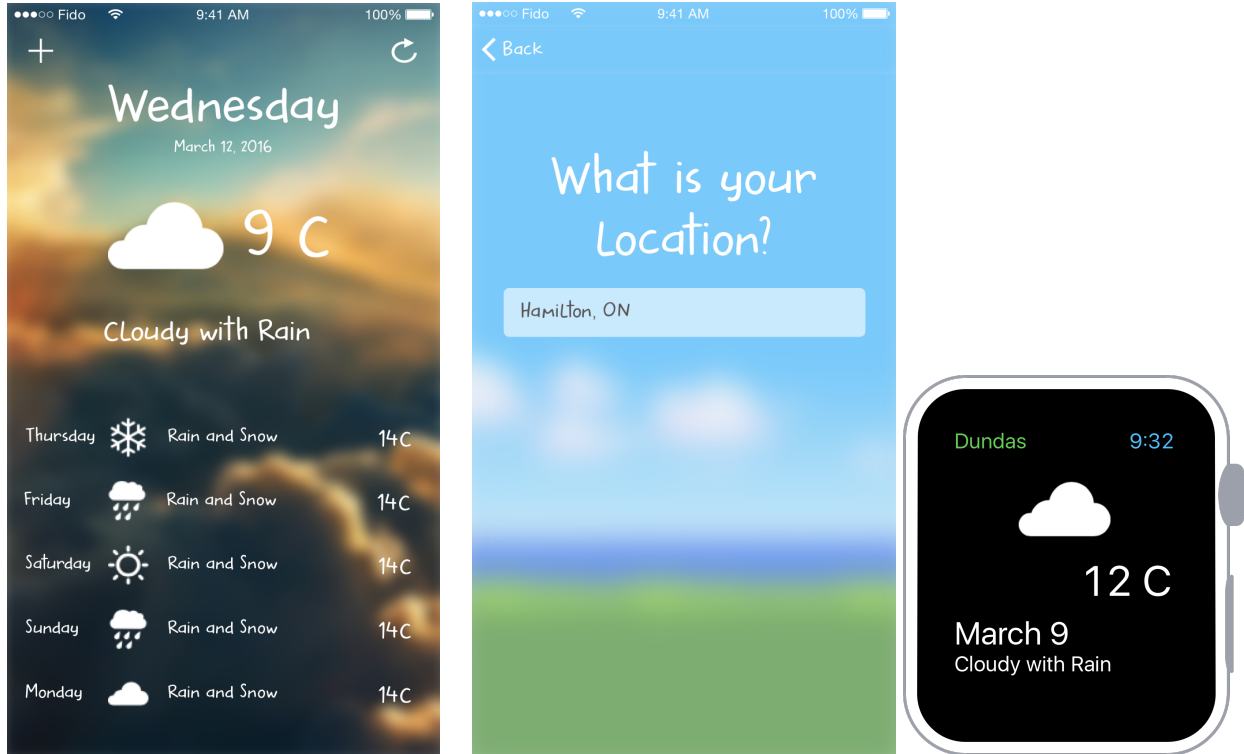
## Registration

No registration required to use the app. However, to be able to like and reply to comments will require a login.

# Competitors & Product Inspiration

1. **iOS Native Weather App** – Apple's simple approach to telling the weather, no user install
2. **Yahoo Weather App** – You need to install from the app store, nicely designed
3. **Weather Network App** – Personally use daily, enjoy the detailed information given

## Mockups



## Go to Market

1. **Post on LinkedIn**
  - a. Reach out to press contacts in my LinkedIn/Twitter Network
2. **Post on Github** – Push code for Github audience
3. **Share with iOS Friends** - Ask for direct product feedback