Design Requirements

The purpose of these design requirements is to give us guidance as we begin to think about what our final product should look like. Specifically, these are the elements that our product has to have in order to meet the needs of our users.

	Action	Object	Context
Users should be able to call someone while they're walking	Talking to someone on the phone	Cell phone	Walking outside at night or in the dark alone
Users should be able to edit and select their safety community	Selecting people from their contacts list that they want to keep updated on their location or edit the people on their safety list	List of contacts on phone	Feel safer walking alone at night knowing that trusted others know walker's location
Users should be able to protect themselves from other people	Protecting themselves (self defense)	Pepper spray, keys, other people	Walking around in the dark, predominantly when alone. If they are attacked when they are out walking
User should be able to send immediate alerts to authorities	Send immediate alert. Know that the message went through and received	Phone alert	In a dangerous situation and need immediate help. When passing someone else in a dangerous situation and they want to notify the authorities (such as police)
User should be able to notify their safety community of important events	Notifying safety community	The alert on the phone	To make sure that friends/family in safety community know when user is safe (or not) while walking at night

	Data	Function	Contextual
User should be able to share location	Location	Share with friends	When user leaves to walk in the dark user can share location information with friends, friends are able to check on the person walking
Users should be able to check for the fastest, safest and most well lit path	Area location based on safety, efficiency, and brightness	Show various path options	While walking back home alone at night, need updated and current information on the fastest and safest route
User should be able to see the areas that had recent crime incidents	- Unsafe areas and dangerous incidents (from UW Alerts) - Areas that are commonly known as “sketchy” that most students try to avoid at night. - Police records of where incidents were reported	Show on map which areas are best to avoid during the night.	While walking, at home, at school, etc. crime information is up to date and accurate
Users should be able to easily access bus times and locations	Bus schedules: arrival and departure times	Show on a map where the nearest bus stops are. Shows what bus stops to use to get home the quickest based on starting location, end location and the bus schedules	Checking which bus to take in order to provide the safest and fastest route. Must have real time updating location and bus schedule information
Users should be able to locate the nearest emergency services	Location of police stations, campus emergency phones, and communication systems	Show on a map where there are police resources near the user’s location	While walking in the dark/at night users should be able to easily navigate to the service. Map has location data of different emergency services