



# Project Process

---

## Team Safety Squad

Jonathan Florus

Laura Godfrey

Mashal Joyaa

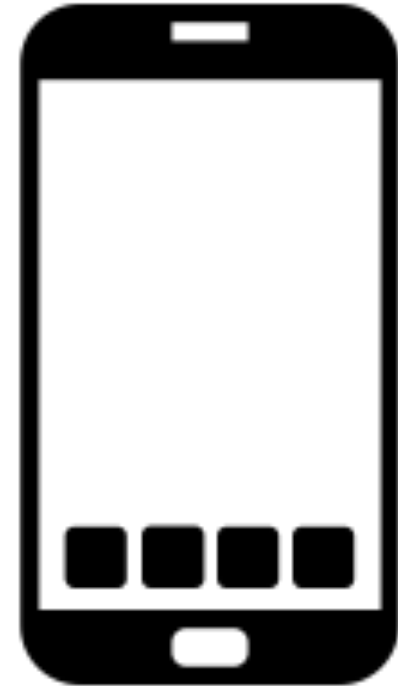
Bonnie Lin

Quinn Murnaghan

# Background

---

- Elderly client living alone
- Frequent unaccompanied activities
- Mobile application to send check-in reminders



# Customer Statements to Needs

*"Text ... is [ideal]"*



Send messages via text (5)

*"I want the app to ... contact me [first]"*



User confirmation before sending an alert (5)

*"I am not technologically adept"*



Application is easy to use (4)

*"Things ... similar in colour don't stand out"*



Application has good contrast (2)

·  
·  
·

·  
·  
·

# Problem Statement

“The client is in need of a simple personal safety application compatible with iOS that has fundamental functionalities, such as daily reminders, check-ins, customizable timers, and message alerts capable of being sent to the user’s contacts in cases of emergencies.”

# Metrics

Client Need	Unit
<b>Functional Requirements</b>	
Application is compatible with iOS	N/A
Application is able to send messages using different methods, such as text or phone calls	N/A
Application has the ability to send the user messages asking if they are ok with the option for the user to respond if they are	Characters
Application can send messages to user's contacts in cases of emergencies	N/A
Application has a customizable timer feature that allows users to indicate their estimated time of completion for a certain activity. The application will ask for an update status if the user has not checked in by the estimated time of completion.	minutes, hours
<b>Non-Functional Requirements</b>	
Application is easy to use/user-friendly	N/A
Application has colours that have good contrast	N/A
<b>Constraints</b>	
Development costs	\$
Storage space (app size)	mb

If I don't hear from you,  
I'll alert your emergency  
contacts by text message  
or phone call...



The Snug Dispatch Center  
(included with paid plans) is staffed  
24/7 for your safety

## Process

1

### Benchmark

- Snugsafe
- Life 360

2

### Target Specifications

- Focus on functionality

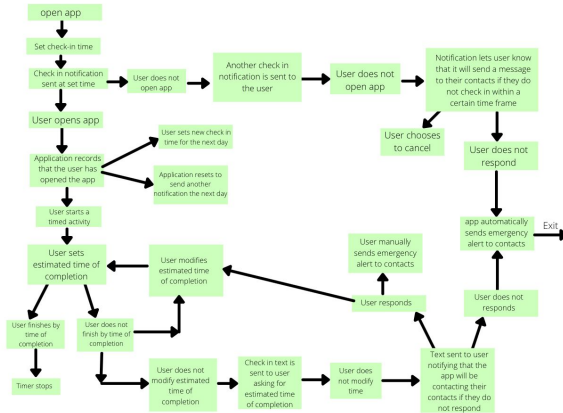
3

### Concept Generation

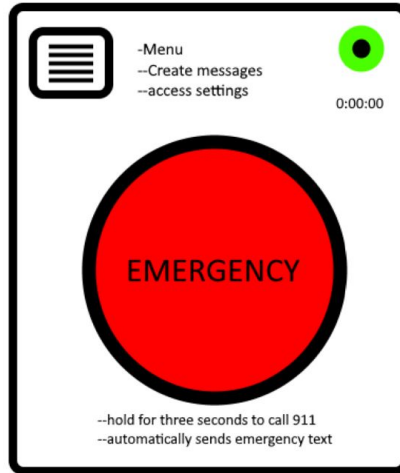
- Overall UI
- Subsystems

# Concept Generation Ideas

## Functionality



## UI Layout

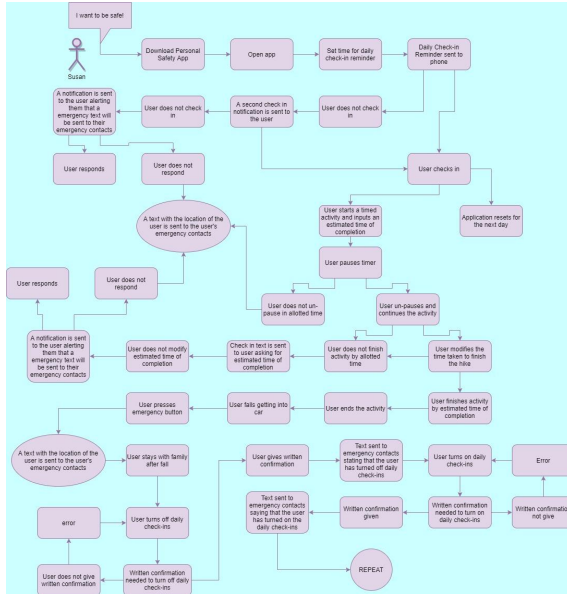


## Decision Matrix

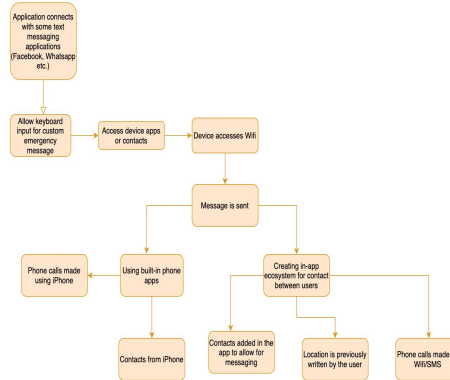
Selection Criteria	Weight	Jonathan's Concept		Bonnie's Concept		Laura's Concept	
Contrasting Colours	0.1	4	0.4	2	0.2	2	0.2
Ease of Use	0.4	3	1.2	5	2	3	1.2
Big Buttons	0.2	4	0.8	5	1	3	0.6
Emergency Functionality	0.3	5	1.5	5	1.5	5	1.5
Total	1	3.9		4.7		3.5	

# Updated Design

## Functionality



## Messaging Subsystem

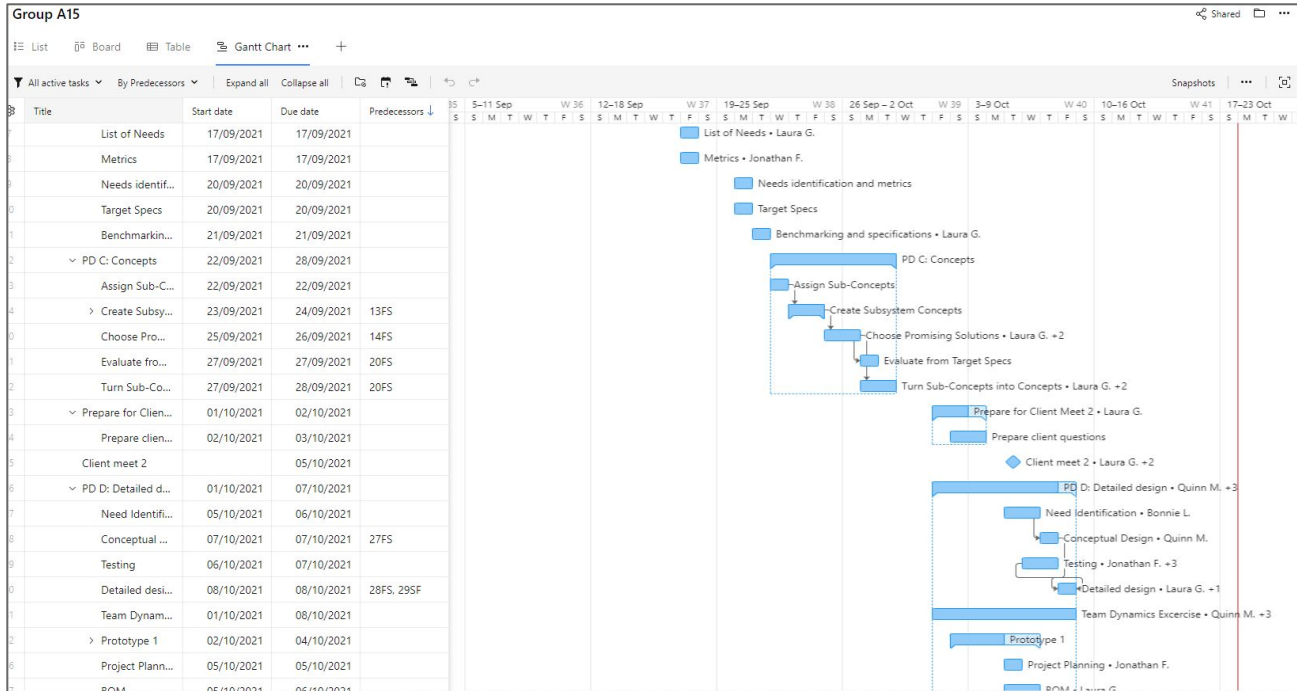


## BOM

Item Name	Description	Quantity	Unit Cost	Extended Cost
Xcode	Development environment	5	\$0	\$0
Android Studios	Development environment	5	\$0	\$0
Flutter	UI software development kit	5	\$0	\$0
Bluestacks	Android Emulator	1	\$0	\$0
Visual Studio Code	Development Environment	2	\$0	\$0
<b>Total</b>				<b>\$0</b>



# Project Plan

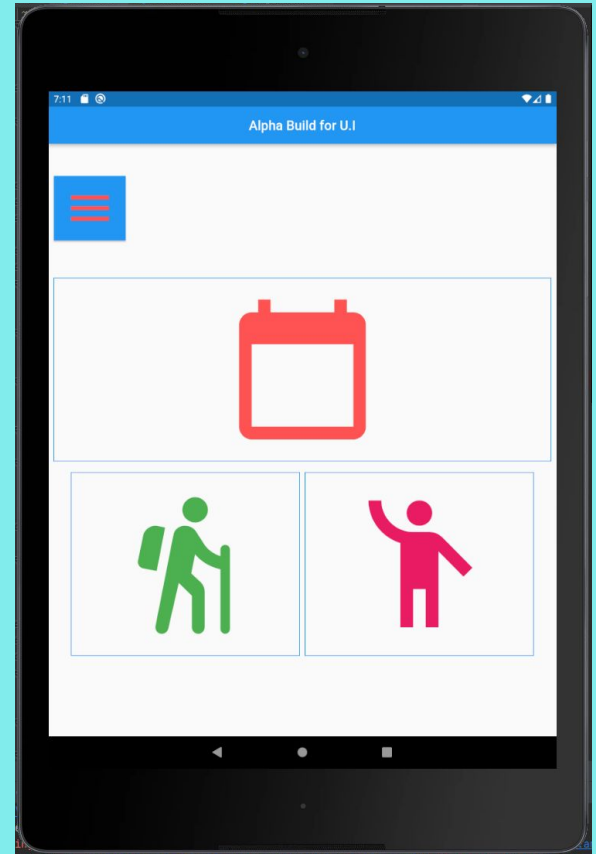


# Important Deadline: Client Meeting 2

## Client Meet 2 Questions

1. Would you be okay with the application only being on your iPad?
2. How do you feel about the number of confirmation notifications being asked before the application sends an alert?
3. How long after not responding to a check-in notification would you like another notification?

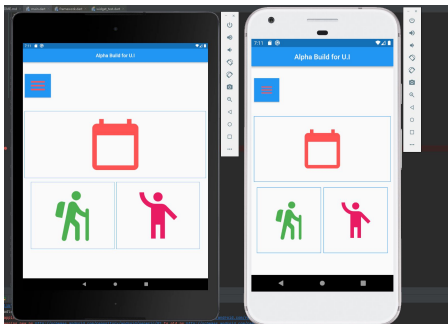
•  
•  
•



# Client Feedback on First Prototype

---

- UI icons
- Check-in reminders
- Time intervals between check-in reminders and alerts
- Written confirmation



## Changes to be Made

---

- UI buttons will remain the same with the addition of text and a change of icons
- Check-in reminders only sent twice before alerting emergency contacts
- Time intervals of 30 mins between alerts and check-in reminders
- Written confirmation required to check in

# Development of Prototypes



## Concepts to be developed in future prototypes

---

CHECK-IN FEATURE

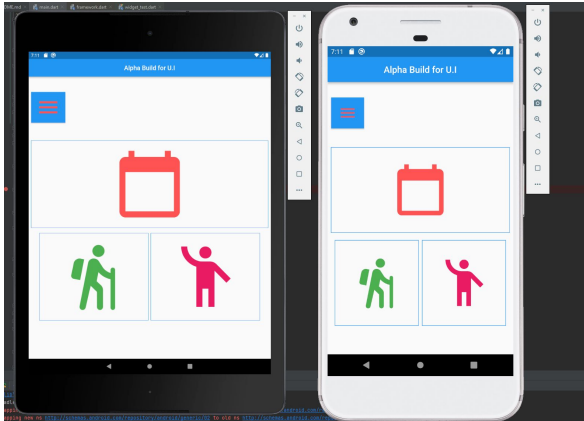
TURN-OFF  
FEATURE

HIKE FEATURE

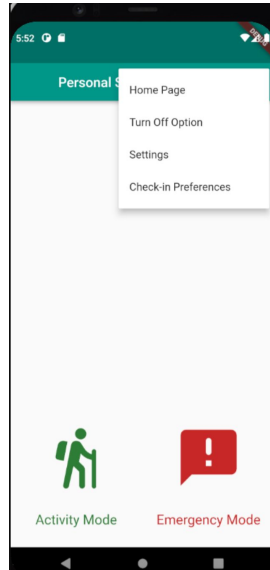
EMERGENCY  
MESSAGING  
FEATURE

# Prototype: User Interface

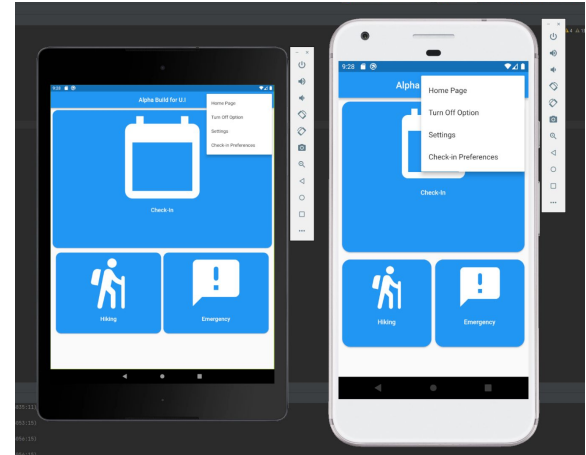
## Prototype 1



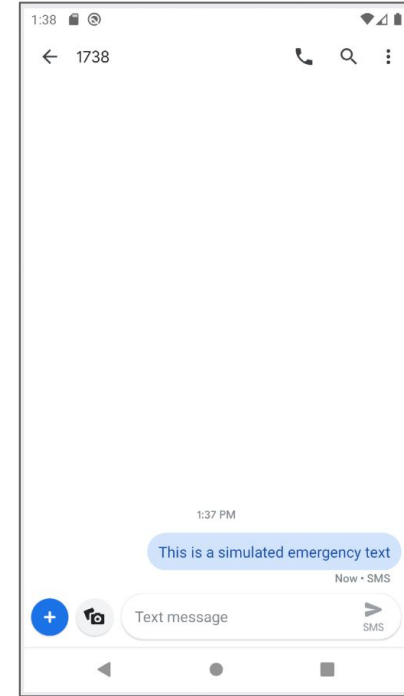
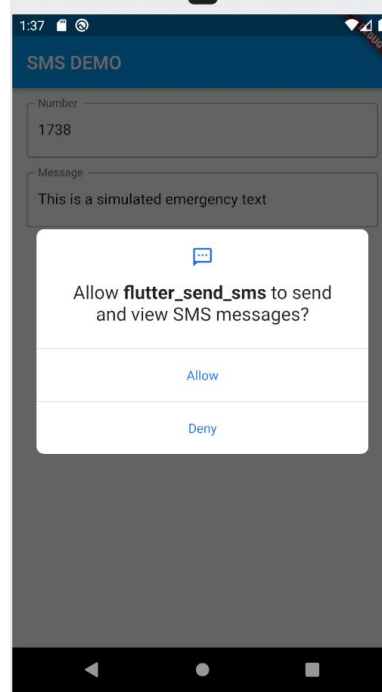
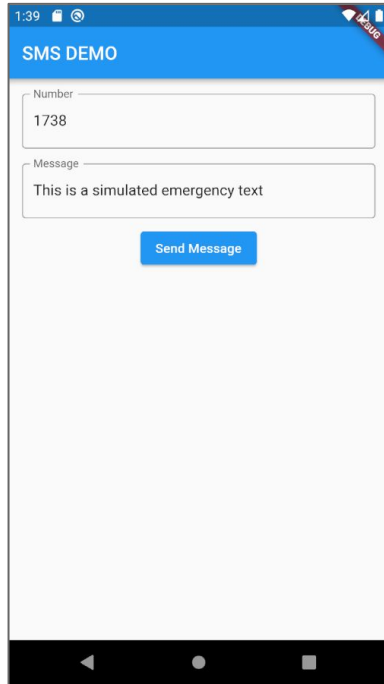
## Prototype 2



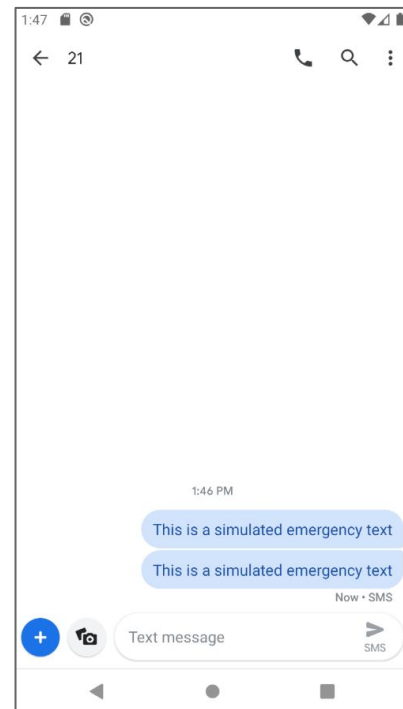
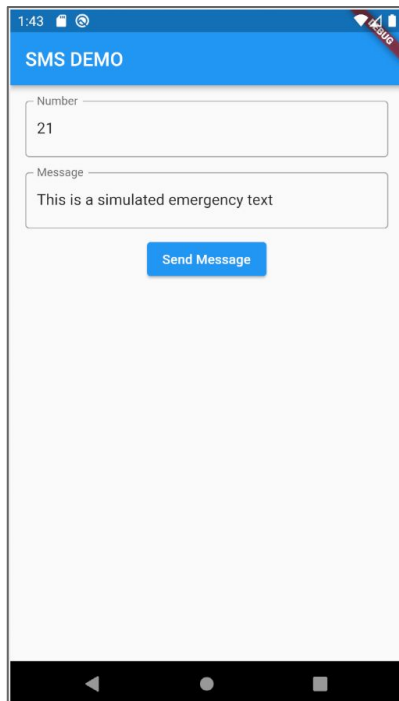
## Prototype 3



# Prototype: SMS Messenger



# Prototype: User Input Bypass





**Main focus is to make a product the client can use regularly**

**Begin main subsystem development**

**Comprehensive prototype by next client meet**

**Use and implement client feedback**

**Questions?**