

AirSave



Keith Lowney

Information Architecture

Business Proposal

Table of contents

Table of contents	2
Business Case	3
Target Audience	4
Mission Goal.....	5
Competitive Analysis Introduction	6
Overview	6
Goal	6
Methodology.....	6
List of Competitors that were analyzed.....	6
Competitive Analysis research.....	7
Features breakdown Chart	8
Features worth emulating	9
Features that are not needed.....	10
Innovations	11
Deployment.....	12
Business Users List and roles	13
User Access	15
User research Plans.....	17
Use Case Diagram	19
Functional Requirements	
Gamers.....	20
Developers	23
Guest.....	26
Help Desk	27
Tech Team.....	28

Site Map	30
Wireframes	
Guest	31
Gamer	32
Developer.....	35
Admin Account.....	37
Gamer app	38
Ontology Report.....	39
Logic Chart	40
Methodology.....	44

Business Case

Overview:

This is a new company with a new service concept that does not currently exist. The Business is based off of a gaming company that offers an online storage solution for their customers. In terms of the structure the business model has two different customers. The first is the Application Developer that pays the subscription based on their number customers. The second is to allow the Application Developers Clientele to access their stored data for free and for a subscription. This will allow a quicker method for data recovery and transfer.

Problem identified:

The current Problem in the applications market is lacking an effective storage and cloud service solution where they can store their clientele's data as an added feature to complement their services. As a result the client's data is not static and it is restricted to the device that the application is stored on. Because of this if the Client loses their data they stop using the service and their faith in the applications Developer is lost. If the Application Developer did have a form of cloud service then the clientele's faith would have not been lost and the clientele would have continued using the service. A large portion of the service is going to be involved with the clientele interacting with the web site.

Proposed Site Development Solution:

The site will let users create and interact with their accounts. The way that data will be backed up is by storing all the data to an app on the client's device. An app will handle data backup and will communicate to the server and store the data. The app will also let premium players switch between data channels so they can have multiple save files.

Target Audience

The site users would be people who play game apps on their Android Devices and do not want to lose their save data if their device gets lost or broken. The biggest customers would be people who spend real money on in app purchases because the service would back up their purchases into a cloud server. The reason why this is my target audience is because these are the most common people who spend over \$40 on in app purchases, because with this service their purchases would be saved they would benefit the most.

Mission Goal

The mission goals for the site would be to allow people to sign up for this service. It would also be to create a way for customers of this service to be able to acknowledge that their data is indeed being backed up. This could be shown with something as simple as a list of the supported apps that have been backed up and when they were last backed up. Another Mission for the site is to only show the user a small amount of cloud storage with an option to get a larger account. There would be a profile so that each customer can have an accurate account. Finally the site would have to let people link their devices to their accounts easily. The best way to describe my business is a contractor that would handle the save data for apps, allowing the app company to focus on creating the app and not having to worry about handling servers and the data for their apps. For their clients it would be like insurance against losing your money and your time from in app purchases.

Competitive Analysis Introduction

Overviews:

Our company is a new idea that has not been created. Because of this there are no direct competitors. However this document will list what features other companies have in their sites that AirSave can incorporate into our site that would make AirSave a valuable service for application developers. This Document will then explain how AirSave will use these features and possible improve upon them.

Goal:

AirSave plans to create a competitive edge by offering a feature to current Application Developers that would add value to their apps at a cheaper price then they could. AirSave will also add value because then the application developer can focus less on data management and more on creating apps.

Methodology:

This analysis is looking at features of current existing sites that AirSave can incorporate into the service that will add value to it.

Competitors that were analyzed:

- Xbox
- Apple
- Netflix

Competitive Analysis Research

The first Web site that I found that is like what my idea is www.xbox.com the reason why I think it is like my idea is because Microsoft has cloud storage for their Xbox. The site lets you have a free account or a paid one. Another way that Xbox live is like my site idea is that Microsoft lets you back up your data to cloud storage, this includes how much money is on your account and how and what downloadable games you have purchased.

The second example of the site that I have found is what apple is doing with the iPod touch and I phone you can view more information about it on www.apple.com What they do is they let users back up the data on Apple Touch Devices onto a computer or onto a cloud server. . What I am thinking is the same concept but it would be used for people who own Android Devices. Also My idea would be better because I would let you view your Account information and your app data in the cloud. This means that you can see and know that the process is working instead of just playing a wait and see game.

Another Example of what I am thinking of doing for the app sync process is very similar to what Netflix is doing on the site www.Netflix.com Whenever you want to sync a phone or a Mobile Device to your account all that you need to do is go to the Netflix site, the site gives you a code and then the code links your device to your Netflix account. I believe that doing something like this would make my service very competitive and I believe that it would make it more secure and more interesting than it would be if I just had someone use their Username and Password to link their app with their account. I also think that it would make it easier to link a account with a device especially if the user has many apps that they want to link to their account.

Depending on if I want to make them download one app that would affect multiple apps or if I want to make them link each app individually. I have not fully decided which one I should do because they all have their own strengths and weaknesses. That was my project idea I look forward to your feedback.

Features Breakdown Chart

Competitors	Features	Description	Include in design	Reason
Xbox	Account system	You can create and edit an account online; you do not need an Xbox.	Yes	So the user can see their account on the web and change it.
	Cloud backup	This lets the Xbox live account sync between multiple devices.	Yes	This lets the user back up data. It would be the backbone of my service.
	Viewable data	If you go into the Xbox settings you can see in some form	Yes	To make it so the user can view what has been backed up.
	Web component	The website lets users use Xbox live without an Xbox.	Yes	To make it easier for a user to be able to get an account.
	Playing Video games	You can play games and apps in it.	No	This is a service to support other apps.
Apple	Cloud backup	You can back up data to a cloud server.	Yes	It is simple enough to check off items on a list.
	Music Features	The ability to purchase music	No	It is not needed.
Netflix	Simple site	The site is reduced to a few web pages	Yes	This service should be simple too.
	Passkey Account	This service lets you link to other devices with just one Passkey	Yes	It makes it easy to link to other devices.

Features worth emulating:

Xbox

The Account Feature is very robust
It lets you back up game data in the cloud
It lets you view you data that is in the cloud
There is a heavy web component

Apple

It lets the user back up iOS devices into the cloud
The account system is watered down
You cannot view you backed up data
It does not have a web component

Netflix

This Service has account systems that is not complex but not watered down
It backs up playlist into a cloud like server
It uses a code to link to multiple devices

Features that you like or made them successful:

Xbox

The account is very robust and it lets you view all about your account data
It is easy to switch between devices

Apple

It is the only example of backing up App save data

Netflix

It uses a code to link to multiple devices

Features that are not needed:

Xbox

I do not need the social Media aspects of this service. Those would still be handled by the maker of the apps. Although data like friends list from the apps will be backed up to the site will not feature any way to interact with the data directly.

Apple

Even though Apple does have a way to back up their apps, you cannot view what data is backed up. It is almost too minimalistic you can view when the data was last backed up and you can view what is set to back up but you cannot physically see what is backed up. Apple does not have anything like a checklist to view the data.

Netflix

I like how simple this site is, I like how this site links to other devices. However I am not going to be streaming movies. Even though I may be able to use a grid like format to display the app data, the feature of displaying movies is not needed by my site. Nobody will be able to watch movies on my site so this feature is not needed.

Innovations for our site

There are many innovations that AirSave will use to make it unique and give it the competitive edge. The first is that through the web component AirSave. On the website customers will be able to manage their app data. The second innovation is that for a premium price customers can switch between data trays. This means that they can have more than one save file per game. The third is that all these features support more than one android device. This means that multiple Android devices can share the same save file so if a gamer has a 7 inch and a 12 inch tablet they can share the same save data file. The final innovation is that just the save data is going to be backed up. This is done to save space on the server.

Feature	Description
Website integration	The user can view their save data and manipulate their account on any computer
Multiple save data	Paid users can have multiple save data files.
Multiple platforms	You can share save data between different Android devices.
Quick backup times	The App only backs up the save file not the whole app

Deployment

My Site is going to be deployed in English across the United States of America. There will be a full website a mobile site and an app that users can access. The app will also be part of the service. The app is going to let the user control what gets backed up. It will also let the user change between data trays. It will also send the servers information like what apps the user is accessing. The service is designed so that a user has the same functions regardless of what device you are using. The only thing that is different is that the website cannot be used to back up the apps. Only the AirSave app can back up the game save data from other apps.

Business user list and roles

The main purpose of this document is to list the business units and to list their roles. Other business roles such as accounting will only be done on a yearly basis or as needed Business

Internal Business Units:

- **Technology:**
 - **Help Desk:**
 - **Phone operator:** Answers the phone and helps the clients with trouble
 - **Email analyst:** Answers Emails that are sent to the inbox
 - **Development:**
 - **Software Engineer:** They create the software that runs the servers
 - **Information Architect:** Directs who does what in any project
 - **Website designer:** They Designs how the website is going to look
 - **App Development:** They create the apps that the company uses
 - **Enterprise:**
 - **IT Technician:** installs and removes software on workstations
 - **Sever Technician:** Maintains the servers
 - **Workstation Technician:** Maintains the workstations
 - **Deployment:**
 - **Networking technician:** Makes sure that the network is running
 - **Installation Technician:** installs new systems and hardware
- **Customer Relations:**
 - **Help Desk:** Answers any questions from the customers and directs them to the right help line
 - **Sales Representatives:** Contacts the app company and helps them sign contracts with AirSave
 - **Business representatives:** Represents the business and tells app companies the wonderful benefits of letting AirSave take care of their Data
- **Accounting:**
 - **Accounting consultant:** Reads the Accounting Reports and consults with the Software engineers to make sure that the website is working properly
 - **Payroll:** Makes sure that all employees are paid once a month.

External Business units

- **Customers**
 - **Future customers:** They have an account with AirSave and can view presentations and videos about the benefits of AirSave. They can also Video Chat with Representatives.
 - **Paid customers:** They pay to keep the feature in their app.
- **Clients:**
 - **Clients with Free access :**
 - **Visitors:** Visitors with only one app backed up : They can take surveys on future features they want and future apps that they want supported.
 - **Clients with Subscriptions:**
 - **Members:** Visitors with only one app backed up : They can take surveys on future features they want and future apps that they want supported.

User Access

- 1) **Gamers**
 - a) These are the people who have their apps backed up on the site. Their Role on the site is to View the apps that have been backed up to the server. Another roll that they are going to have is to give their input for what apps they want the service to back up in the future.
 - b) The area that this user is going to access is the gamer area. This area is going to contain five pages. The first page is the id page it will display all of the user information. The second page is going to display the apps that have been backed up on the service through widgets. The third web page that is going to be displayed is the Petition page which will let them sign a list for what apps they want to see support AirSave. The fourth page is going to be an account recovery page so they can recover their passwords if they need to. The fifth page that they are going to be able to view is the account creation. This will let them create an account, they do not need to prove that they own any apps before they can use the service.
 - c) This user is going to use the system to back up their apps.
- 2) **Data Management**
 - a) These are the people who manage the data a prints it so that it goes to the right department. They send reports to other departments.
 - b) They are going to access the statistics and analysis pages. They are going to view the site information and send it to other departments. They would send accounting reports to the accounting team. They also might send User numbers to the Sales team.
 - c) They are going to be able to see figures and analytical data and print them out in reports and then send them to the proper department.
- 3) **Tech Team**
 - a) They manage the servers and make sure that there are no glitches in the software that the servers use
 - b) They are going to see everything. They are going to see all the gamer pages in a virtual environment so that they can check the data but they do not need to create an account. They are also going to have an area so they can create an account for other business units. They are also going to have access to an area so they can view crash reports.
 - c) They are going to be fixing any glitches and reading crash reports.

Business units that read reports

4) **Server Maintenance**

- a) This user is going to be in charge of keeping the servers running smoothly.
- b) They are going to need to get the crash report from the Tech Team. This business unit is going to work directly with the tech team to make sure that the glitches and crashes are not caused by a server Malfunction. There will be a TV in the server room that will display a Java Powered Equipment warning Hub so that they can View Hardware Crashes in real time. The Hub will include an errors page where they can read what hardware is being rejected by the server and the Hub will also display what hardware is failing at any time. If there is not any problem the server will display will turn green and will show a system Operation Normal Message.
- c) These users are not going to be interacting with the system directly, however if they need to they will be able to access failure warnings page on the server information Hub, and they can access server information at any time through the Tech Team.

5) **Sales Team**

- a) This business unit is going to be in charge of contacting app companies and convincing them to support our service.
- b) This business unit is not going to be able to access the system directly they are going to get a weekly sales report full of information like what is the name of the app that the gamers are asking to have support this service. The report will also contain how many gamers total are using the service on a daily basis. And what the current rates are that AirSave is charging for the service.
- c) This user is not going to be able to access the system directly they are going to receive reports from the Data management team.

User Testing Plans

User Research Based on Business units, departments and User roles.

Goal: the goal of this section is to identify the means of distilling the system requirements from all identified users of the system. Both internal and external.

Internal Business Units:

Broken down by Business units. Then By departments, Then by roles, they the user research methodology is described.

- **Accounting:** Surveys to be given to the Manager of the business unit?
 - **Accounts Payable :** Focus groups shall be organized to collect department feedback
 - **Accountant:** Job Description review, Observation, and structured interview.
 - **Accounts Receivable:** Job Description review, Observation, and structured interview.
 - **Accountant:** Survey
 - **Payroll:** Job Description review, Observation, and structured interview.
 - **Bookkeeper:** Job Description review, Observation, and structured interview.
 - **Tax Department:** This is to be outsourced to a Contractor.
 - **CPA** This is to be outsourced to a Contractor.
 - **CEP** This is to be outsourced to a Contractor.
 - **Tax Attorney** This is to be outsourced to a Contractor.
- **Technology:** Job Description review, Observation, and structured interview.
 - **Help Desk:** Job Description review, Observation, and structured interview.
 - **Analyst:** Job Description review, Observation, and structured interview.
 - **Phone operator:** This is to be outsourced to a contractor.
 - **Development:** Job Description review, Observation, and structured interview.
 - **Software Engineer:** Job Description review, Observation, and structured interview.
 - **QA Engineer:** Job Description review, Observation, and structured interview.
 - **Information Architect:** Job Description review, Observation, and structured interview.

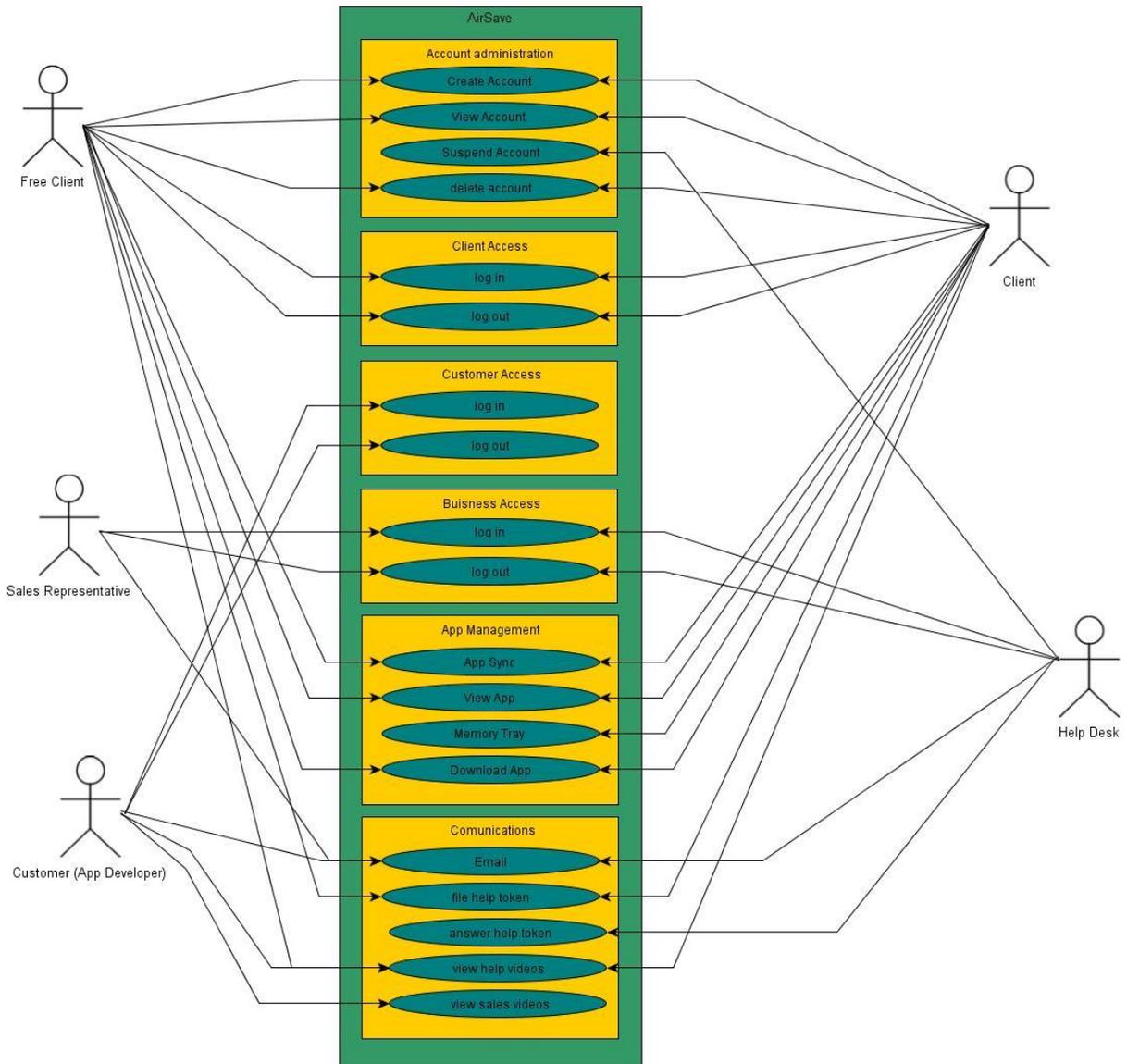
- **Website designer:** Job Description review, Observation, and structured interview.
- **App Development:** Job Description review, Observation, and structured interview.
- **Enterprise:** Job Description review, Observation, and structured interview.
 - **IT Technician:** Job Description review, Observation, and structured interview.
 - **Sever/Workstation Technician:** Job Description review, Observation, and structured interview.
- **Deployment:** Job Description review, Observation, and structured interview.
 - **Networking technician:** Job Description review, Observation, and structured interview.
 - **Installation Technician:** Job Description review, Observation, and structured interview.
- **Customer Relations:** Job Description review, Observation, and structured interview.
 - **Help Desk:** Job Description review, Observation, and structured interview.
 - **Sales Representatives:** Job Description review, Observation, and structured interview.

External Business units:

- **Customers:** Job Description review, Observation, and structured interview.
 - **Future customers:** Job Description review, Observation, and structured interview.
 - **Paid customers:** Job Description review, Observation, and structured interview.
 - **Large clients access :** Job Description review, Observation, and structured interview.
- **Clients:** Job Description review, Observation, and structured interview.
 - **Clients with Free access :** A online Survey that will ask for feedback 1 time a quarter. (3 months)
 - **Visitors with only one app backed up :** Job Description review, Observation, and structured interview.
 - **Clients with Subscriptions:** Job Description review, Observation, and structured interview.
 - **Members:** Job Description review, Observation, and structured interview.

AirSave use Case Diagram

User Access:



Functional Requirement

Perspective – Perspective Details

A) Process – **Note for Programmer**

- a. Elements / Controls
 - Description / Details

- 1) **Games/Clients** – These are the people who back their app up on the system. There are two different account types free and premium. The differences between the two is that premium users will have access to different data trays (lets them hold multiple save files) other than that the accounts are the same

A) Create Account

- a. Text box first name – mandatory field – 20 characters Max
- b. Text box last name – mandatory field – 20 characters Max
- c. Text box AirSaveUserName – mandatory field – 30 characters Max
 - Will be checked to see if the username is in use
- d. Text box email
 - Check to make sure that it is a email address that was entered in real time
- e. Text box email check
 - Check with Text box email to make sure that it is entered correctly
- f. Text box password encrypted not visible – max 45 characters
- g. Text box password check encrypted not visible – max 45 characters
- h. Button Submit
 - When the user clicks submit the system will check to see if the username is already being used. If the username is in use the site displays the message sorry the username is already in use. If the username is not in use then the data needs to be saved onto the system the user needs to be able to log into the account immediately afterwards.
- i. Button Clear
 - When the user clicks this then all of the text field will be cleared of all data.

B) Log in

- a. Text box AirSaveUserName mandatory field – 30 characters
- b. Text box Password – max 45 characters
- c. Button login
 - When the user clicks login the system needs to check to see if the account exist. If it does not then the site needs to display the message “sorry the password and/or username is incorrect.

- If the Account does exist then the system needs to log them into their account

C) Log off

- a. Button log off
 - When the user clicks log out the user is logged out of there account

D) Edit account

- a. Text box first name – 20 characters max – mandatory field
- b. Text box last name – 20 characters max – mandatory field
- c. Text box email address – 50 characters max - mandatory field
- d. Text box password – 45 characters max – mandatory field
- e. Text box password check – 45 characters max – mandatory field
- f. Button Change Avatar Opens up a view into the Avatar Creation
- g. Button Save
 - When the user clicks this button it changes the data that was entered.

E) Delete Account

- a. Button delete
 - It deletes the account from the server and deletes the data that is stored onto the account
- b. Message are you sure that you want to delete this account
- c. Image – a frown image picture

F) View data Page

- a. App widget screen
- b. Will display app widgets that will give them information about there app data at a glance. The widgets will be uploaded from the developers.
- c. Data tray circle buttons
 - Only available to premium account holders
 - Lets clients switch between Data Trays (lets them hold multiple save files)
- d. Button edit account
 - This takes you to the page that lets you edit your account page
- e. Button banking page
 - This takes you to the banking page where you can switch to a free account or where you can enter your credit card information so that you can continue the service.

G) Banking page

- a. Textfield
 - This will display the users credit card number encrypted.
- b. Button change account type
 - This button lets you switch from a free to a membership account. If the account type is switched to a free account the extra data is not deleted for 6 months.

- c. Link Change Card
 - This will link to the AirSaves Trial Pay account. There the user should be able to view their credit card information.

H) Voting Page

- a. Message “what apps do you want to see added to AirSave”
- b. Check box
 - List Created by research department.
- c. Button Send
 - Sends the page to the research department.

I) Linking page

- a. This will display a 16 character automatically created number if the number is entered into an app then the account will be linked if not the number is reset.

- 2) **Customers/Developers** – These are the people who are letting their apps have the feature of AirSave. Free Developers do not have access to anything but the help desk. Paid Developers have access to all of the following features.

A) Create Developer Account

- a. Text box Name of Company – Required – Max 30 characters
- b. Text box Password – Required – Max 20 characters
- c. Text Box Password check – Required – Max 20 characters
 - Checks the first and second password to make sure that they match
- d. Text box CEO of Company – Max 30 characters
 - This is optional, if the company chooses they can add this for more security
- e. Contact Number – Required
 - A automated system should call this number and give the user a secure pin
- f. Contact Email – Required
 - Check this field to make sure that it is a real Email address
- g. Contact Email check – Required
 - Check with the first email field to make sure that it is the same for both fields
- h. Button Submit
 - When the user clicks on this it needs to check to make sure that the company is not already a member.
 - If it is the site should display a message that says “This Company is already a member.
 - If it does not exist the system needs to create an account and save the data to the account.
 - Then the system needs to call the provided number and thank the developer with a thank you call.
 - After that the user is sent to the login page.
- i. Button Clear
 - When the user clicks this then all of the text will be cleared

B) Log in

- a. Text box Name of Company – mandatory field – Max 50 characters
- b. Text box Company Secure Pin – Max 5 characters
- c. Button Get Pin
 - When the user clicks this the system calls the user and tells then an automatically generated pin.
- d. Text box Password
- e. Button login

- When the user clicks this the system needs to check to make sure that the company is a member, then it needs to check to make sure that the pin and passwords are correct if they are not a message needs to be displayed that states “Some of the information was not entered correctly or the account does not exist”

C) Log off

- a. Button logout
 - Logs the user out of their account, should happen automatically within 30 minutes of login
 - This should appear in the top right corner of every page
 - This logs the developer out of the site

D) Edit account

- a. Text box Name of company – 50 characters max - mandatory
- b. Text box Password – 25 characters max - mandatory
- c. Text box CEO of Company – Optional
- d. Contact number - mandatory
- e. Contact Email - mandatory
- f. Contact Email check - mandatory

E) Delete Account

- a. Button delete account
 - This button will delete all of the account data from the server. The users that have their apps backed up to the service will no longer be able to back up there apps.
- b. Button Go Back
 - This button will take the Developer to the View Account page
- c. A frown face that

F) View Account

- a. Button Change information
 - This button will let them change their account data.
- b. This web page will list all of the developers account data
 - including the company
 - the CEO Name (if one is entered, if not then the field should say not entered.)
 - What date the service needs to be renewed by.

G) Banking page

- a. This will link to a web page service that lets them pay for the service using paypal

- H) **Developers dashboard** – this is only available to the paid developers
- a. Members Text Field
 - List all of the AirSave users that have your app data backed up
 - b. Button Customers
 - Shows a bar graph of the customers that use the apps that the Developers make or have not updated their apps recently
 - c. Text Field
 - Shows the number of people that have voted for the apps that they want to see use this service.
 - d. Checkbox in game purchase backup
 - It tells the site that the site needs to back up in app purchases and needs to save the money that is left
- I) **Developer's tools page** – only available to the paid users
- a. Upload button
 - Opens a widow that will display the server information that the developer needs to get their Widget running properly
 - b. Button Change File extension
 - This opens the text field that lets the developer change their file extension
 - c. File Extension field
 - This is where the Developer puts the information on where AirSave can find the needed save data.
 - d. Displays a list of the number of users that are using AirSave, that also user their apps
 - e. Button Code retrieval
 - Opens a window that will display a code that the developer can copy and paste into their apps that makes the app AirSave Compliant.

3) **Guest** – All accounts are considered guest accounts until the user logs into the system.

A) The Home Page – Site Landing Page

- a. 4 banners will be on this page. The banners will be created by the advertising Department.
- b. 2 Vertical Banners linking to the developers Opportunities Page
- c. 2 Vertical Banners linking to the customers Opportunities page

B) Developers advertising page

- a. This account will display videos that explain the benefits of having AirSave as a feature of your app.
- b. Button Sign up
 - This will take the visitor to the page to sign up for a developers account

C) Customer Advertising page

- a. This account will display videos that explain the benefits of having a AirSave account and of backing up your apps with
- b. Button Sign up
 - This will take the visitor to the page to sign up for a customer's account

D) Sign up page

- a. Button customers account
 - This button will link to the page that will let you make a customer's account
- b. Button Developers account
 - This button will like to the page that will let you make a developers account

- 4) **Help Desk** – They answer help tokens(people who need help) from customers. Each help Desk person will get their own account.

A) Log in

- a. Text box Name – mandatory field – Max 50 characters
- b. Text box Company Secure Pin – Max 5 characters
- c. Button Get Pin
 - When the user clicks this the system calls the user and tells them an automatically generated pin.
- d. Text box Password
- e. Button login
 - When the user clicks this the system needs to check to make sure that the person still works for the company, then it needs to check to make sure that the pin and passwords are correct if they are not a message needs to be displayed that states “Some of the information was not entered correctly or the account does not exist”

B) Landing page

- a. Get new tokens
 - Refreshes the screen so that any new tokens appear in the token bin
- b. Answer token
- c. This moves the tokens into the open cases box.
- d. Open cases box –
 - it is a list and when an item in the list is clicked it needs to open into the Answer token page.
 - This is a list of all of the cases that have not been completed yet.
 - Somewhere near the list it needs to display the message that all open cases that have not been active for 2 weeks can be closed by the help desk.

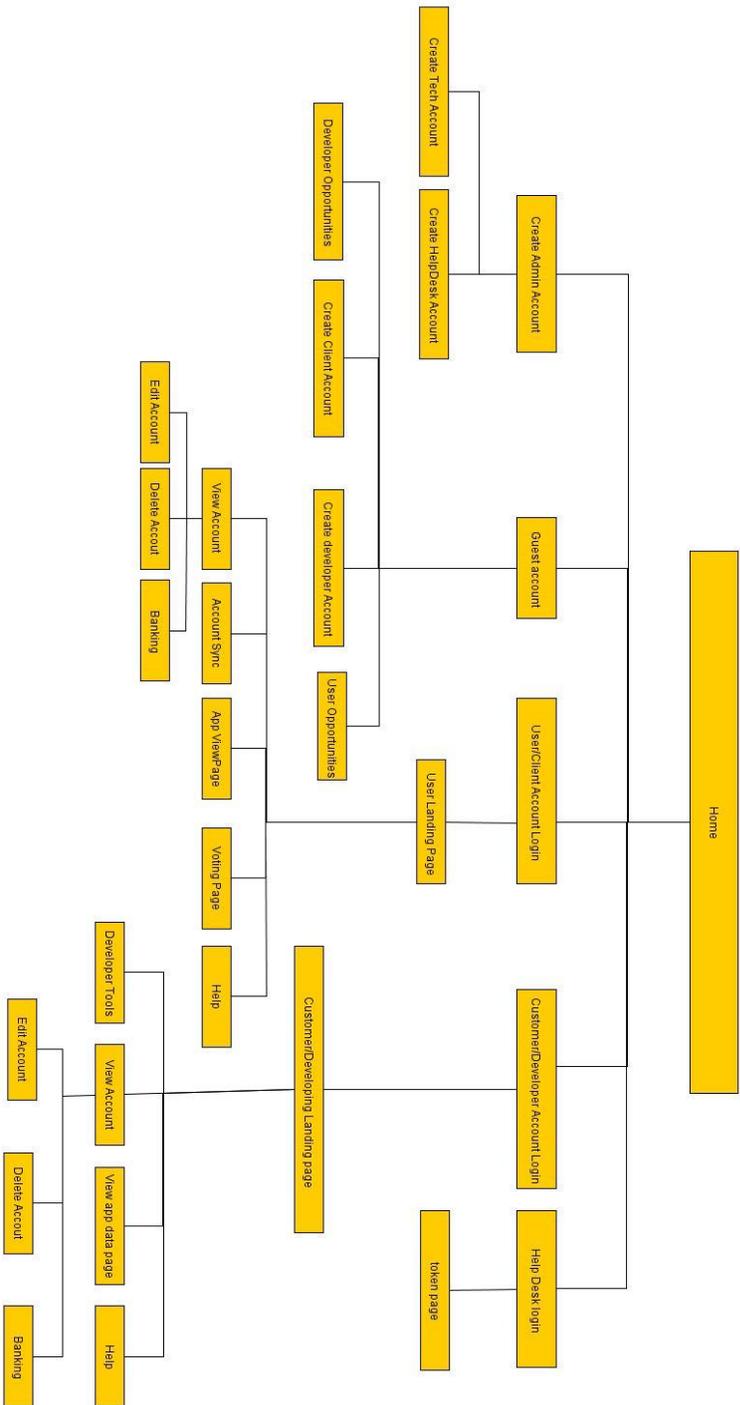
C) Answer token - This page will let the help desk answer the help tokens

- a. Answer box
 - This is a text box that the Help Desk can use to type the answer to a question
- b. Send
 - Sends the answer to the person who sent it.

- 5) **Tech Team** - (after they log in they will be able to view every different account type. To make sure that they are functional in a virtual environment. There will be a bar at the bottom of the screen that will let them switch between account types.
- A) **Management bar** – it is always at the bottom of the screen. No matter what page you are on.
- a. Guest account
 - Let's the Tech Team view the site like as If they were a Guest
 - b. Gamer/Clients free
 - Let's the Tech Team view the site like as If they were a Gamer/Client free
 - c. Gamer/ Clients paid
 - Let's the Tech Team view the site like as If they were a Gamer/Client paid
 - d. Developer/Customer
 - Let's the Tech Team view the site like as if they were a Developer/Customer
 - e. Help Desk
 - Let's the Tech Team view the site like as If they were part of the help desk

Site Map

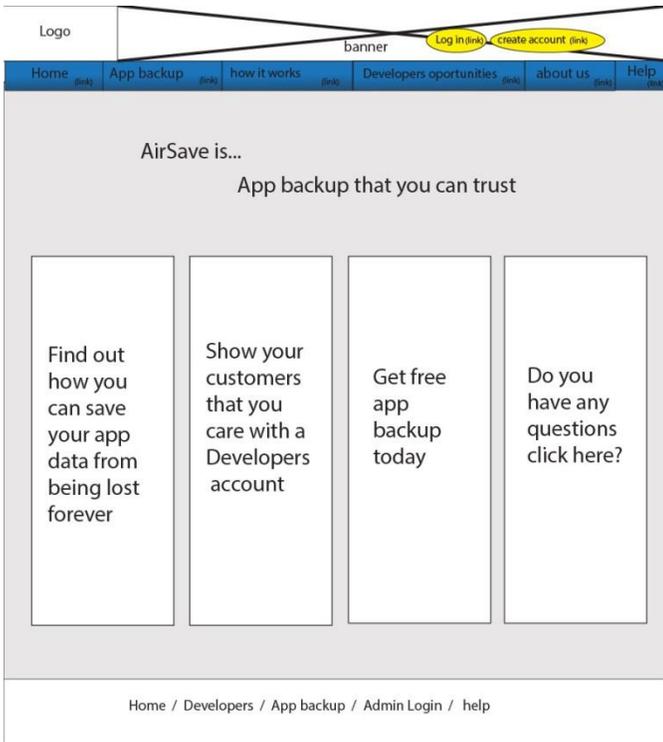
Keith Lowney (AirSave)



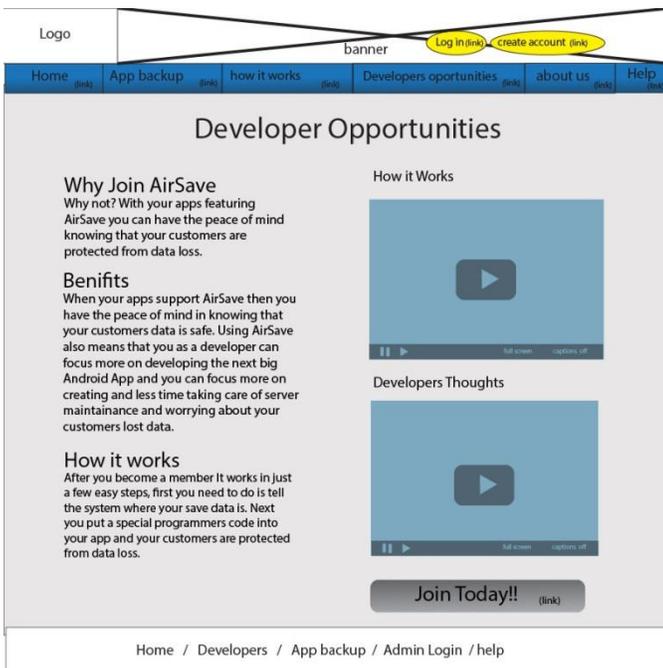
Wireframes

Guest Account

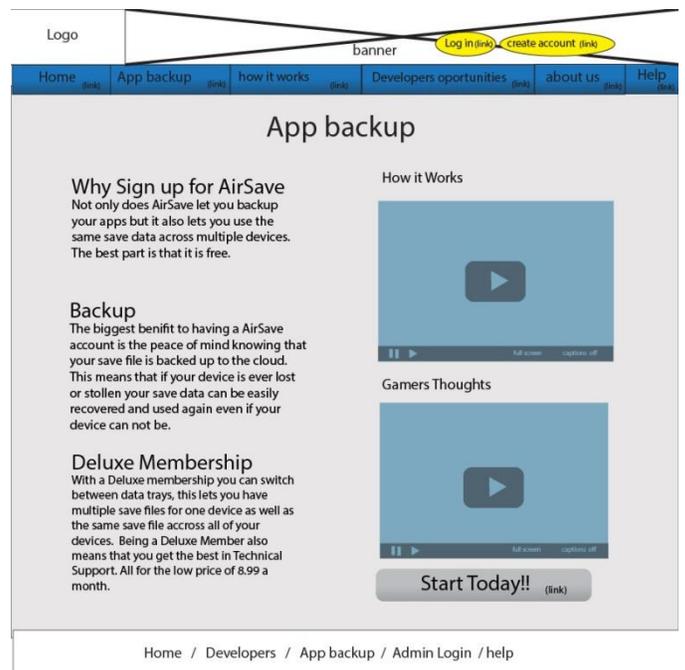
Site Home Page



Developer opportunities



Gamer Opportunities



Gamer

Create Customer/Gamer Account

Logo

banner

Log in (link) create account (link)

Home (link) App backup (link) how it works (link) Developers oportunities (link) about us (link) Help (link)

Create Gamer Account

for help you can call us at 1 (800) 888- 9999 on a toll free number

First name

last name

email

email

Password

Password

clear (button) submit (link)

Home / Developers / App backup / Admin Login / help

Log in Gamer Account

Logo

banner

Log in (link) create account (link)

Home (link) App backup (link) how it works (link) Developers oportunities (link) about us (link) Help (link)

Log in Gamer Account

for help you can call us at 1 (800) 888- 9999 on a toll free number

UserName

Password

Forgot password?

submit (link)

Home / Developers / App backup / Admin Login / help

View Account

Logo

Account Picture

My Account (link) Log Out (link) (\$GamerName)

Home (link) My Apps (link) Account Sync (link) Voting Page (link) Help (link)

Your Account Information

for help you can call us at 1 (800) 888- 9999 on a toll free number

First name : *\$List first name*

Last name: *\$List last name*

email: *\$List email address*

GamerName: *\$List GamerName*

Edit Account (link)

Home / Developers / App backup / Admin Login / help

Edit Account

Logo

Account Picture

My Account (link) Log Out (link) (\$GamerName)

Home (link) My Apps (link) Account Sync (link) Voting Page (link) Help (link)

Edit Gamer account

for help you can call us at 1 (800) 888- 9999 on a toll free number

First name

last name

email

email

Password

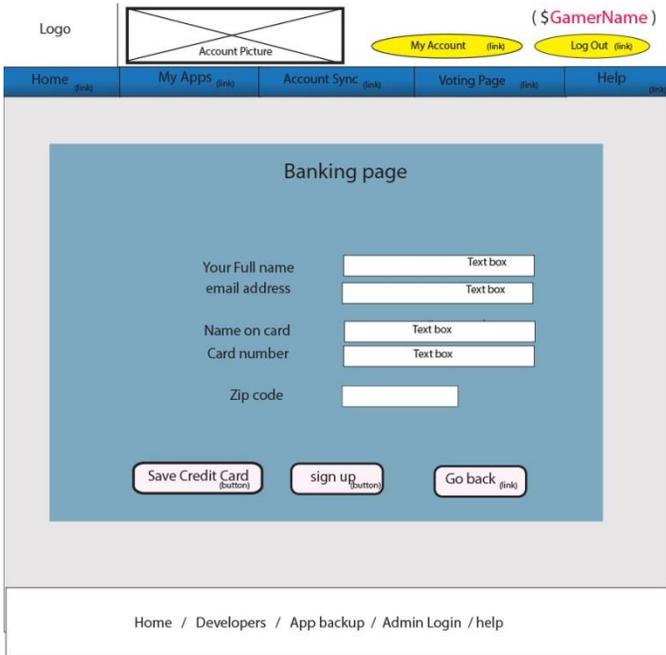
Password

Change Gamer Picture (link)

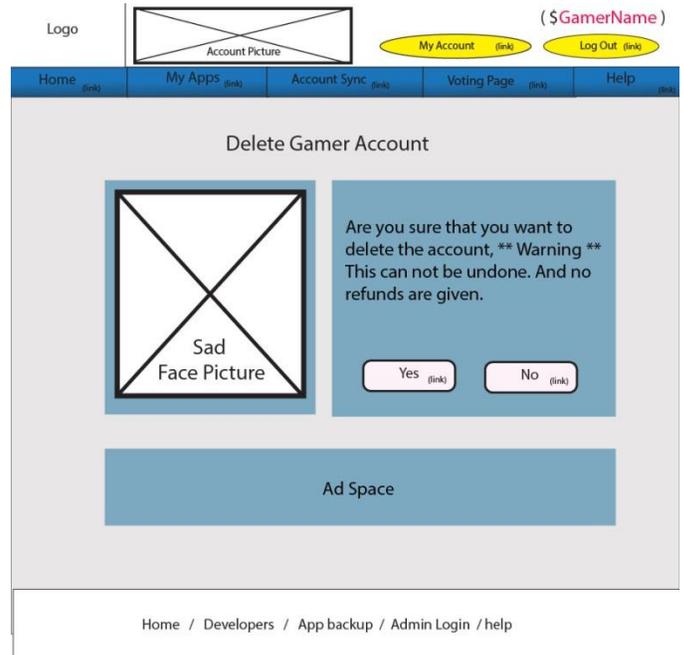
Cancel (link) Save Changes (link)

Home / Developers / App backup / Admin Login / help

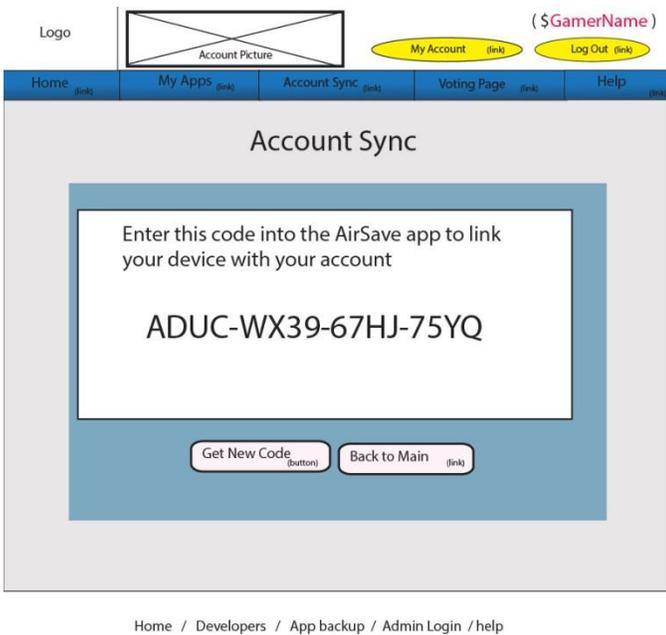
Banking Page



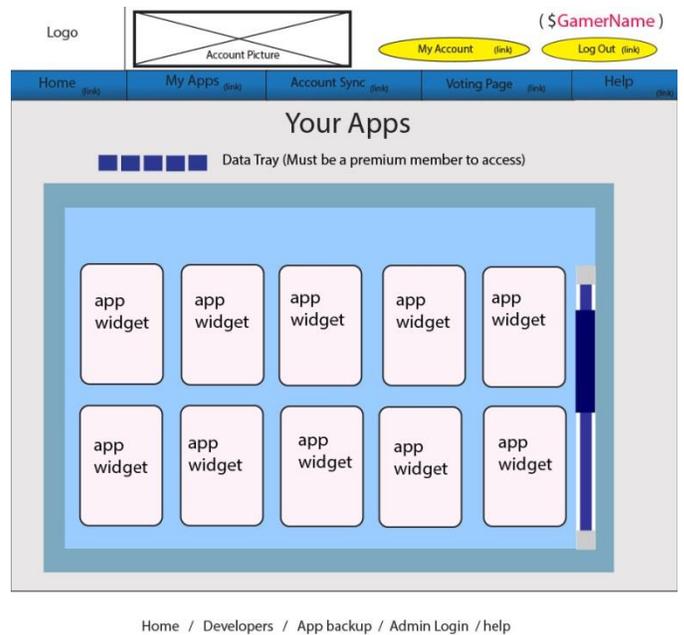
Delete Account



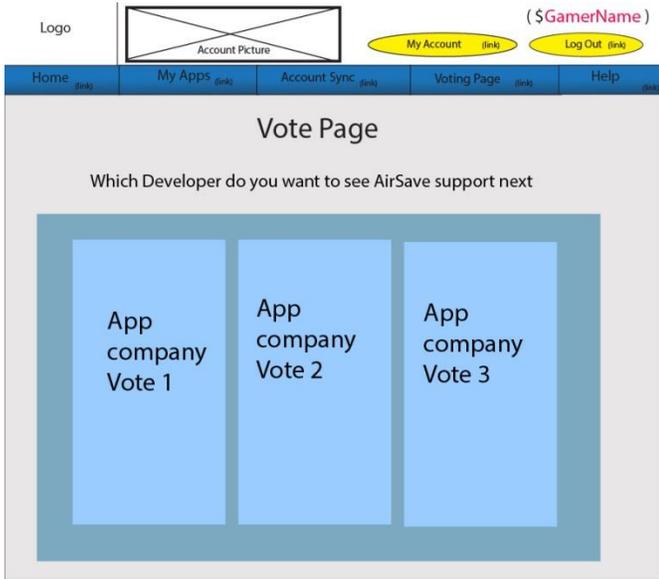
Linking Page



View Data

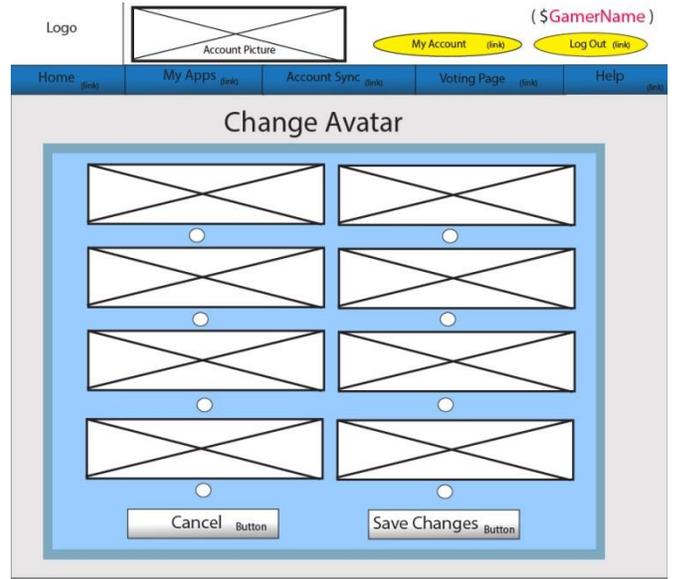


Vote Page



Home / Developers / App backup / Admin Login / help

Change Avatar



Home / Developers / App backup / Admin Login / help

Developer Log in

Logo

banner [Log in \(link\)](#) [create account \(link\)](#)

Home (link) App backup (link) how it works (link) Developers oportunities (link) about us (link) Help (link)

Log in Developer Account



for help you can call us at 1 (800) 888- 9999 on a toll free number

Developer Name

CEO Name

Password

Security Pin

Forgot password?

[get pin \(link\)](#) [submit \(link\)](#)

Home / Developers / App backup / Admin Login / help

Create Account

Logo

banner [Log in \(link\)](#) [create account \(link\)](#)

Home (link) App backup (link) how it works (link) Developers oportunities (link) about us (link) Help (link)

Create Developer Account



for help you can call us at 1 (800) 888- 9999 on a toll free number

Name of Company

Password

Password

CEO of company

Contact Number

Contact Number

Contact Email

Contact Email

[clear \(button\)](#) [submit \(link\)](#)

Home / Developers / App backup / Admin Logging/ help

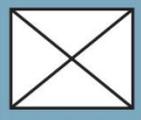
Edit Account

Logo

Developer Banner (\$DeveloperName) [Log Out \(link\)](#)

Home (link) View Account (link) Developer Tools (link) Dashboard (link) Help (link)

Edit account



for help you can call us at 1 (800) 888- 9999 on a toll free number

First name

last name

email

email

Password

Password

[Upload banner \(link\)](#)

[Cancel \(link\)](#) [Save Changes \(link\)](#)

Home / Developers / App backup / Admin Login / help

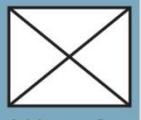
View Account

Logo

Developer Banner (\$DeveloperName) [Log Out \(link\)](#)

Home (link) View Account (link) Developer Tools (link) Dashboard (link) Help (link)

Your Account information



for help you can call us at 1 (800) 888- 9999 on a toll free number

Name of Company: *\$List the name of Developer*

Password: *\$List this for password *****

CEO of company: *\$List the CEO of the company*

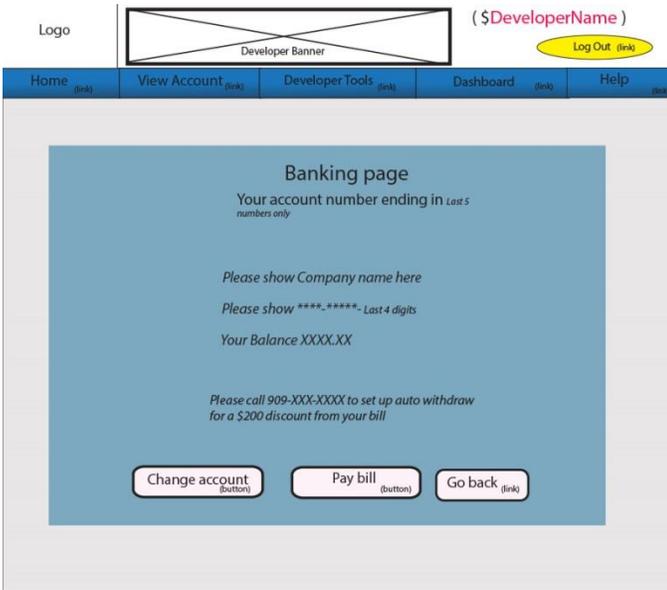
Contact Number: *\$List contact number*

Contact Email: *\$List contact email*

[Change settings \(link\)](#)

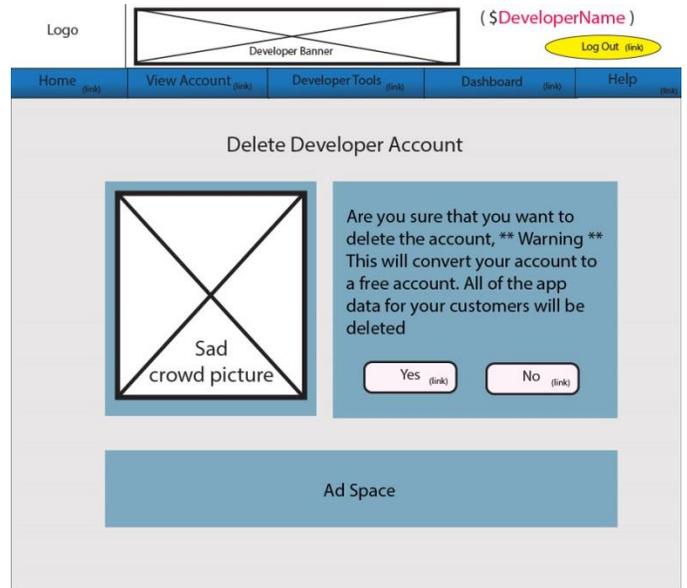
Home / Developers / App backup / Admin Logging/ help

Banking Page



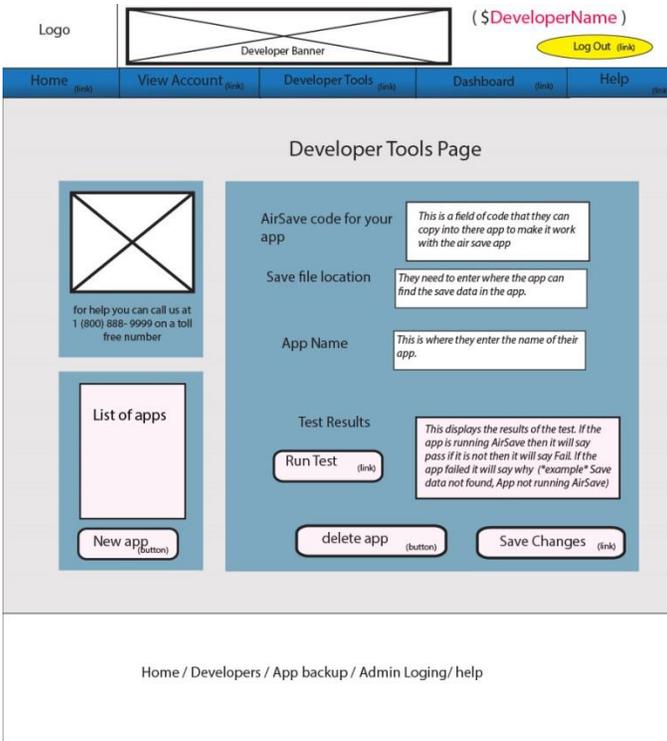
Home / Developers / App backup / Admin Login / help

Delete developer Account



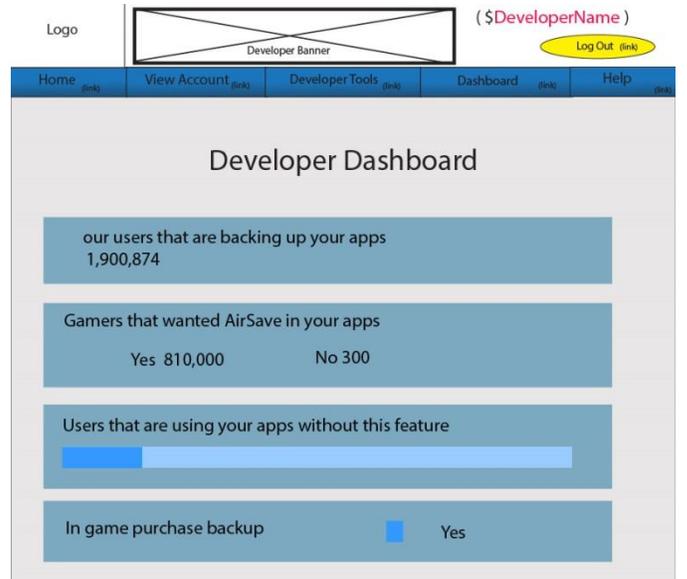
Home / Developers / App backup / Admin Login / help

Developers Tools Page



Home / Developers / App backup / Admin Logging / help

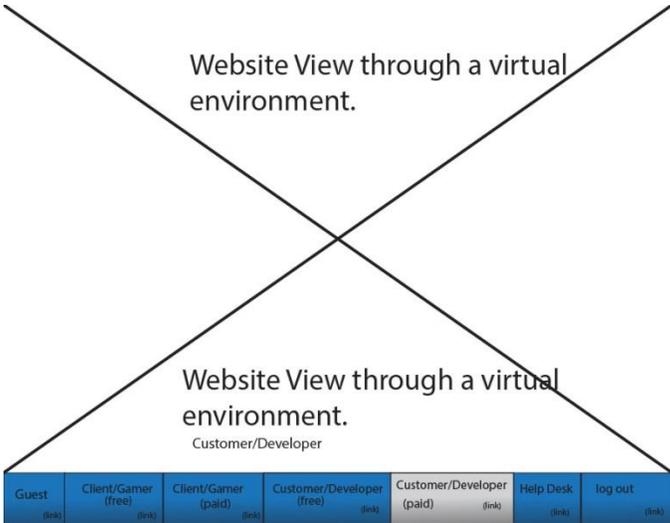
Developers dashboard



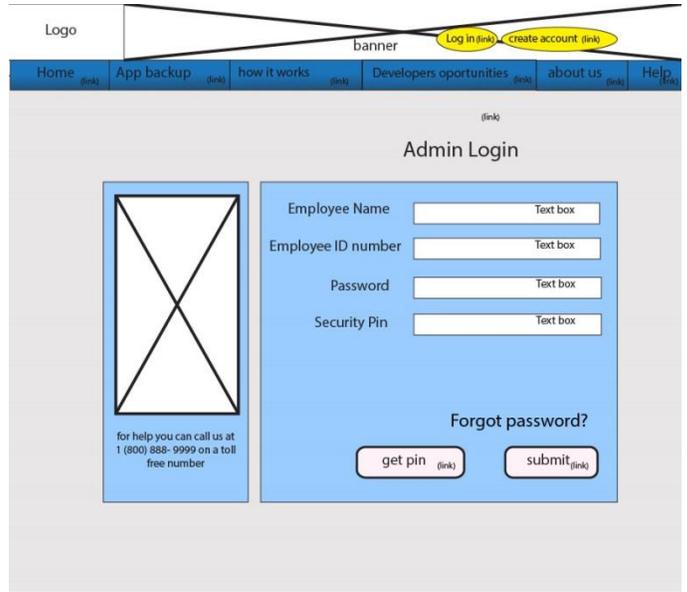
Home / Developers / App backup / Admin Login / help

Admin

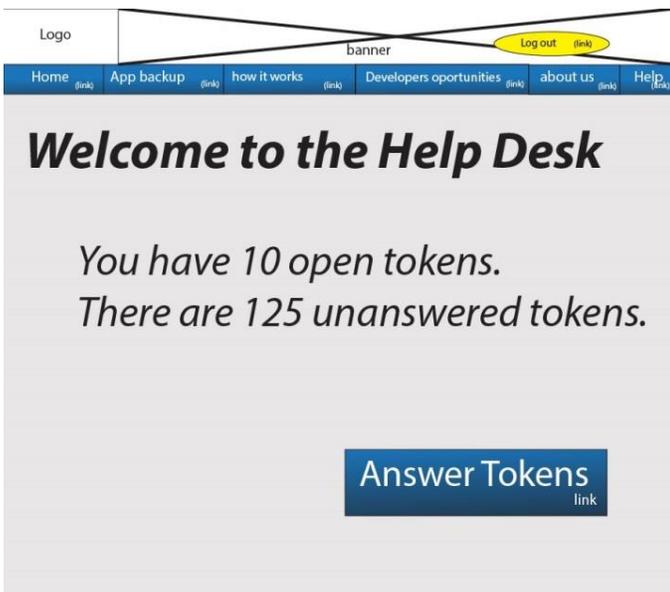
Tech Team Screen



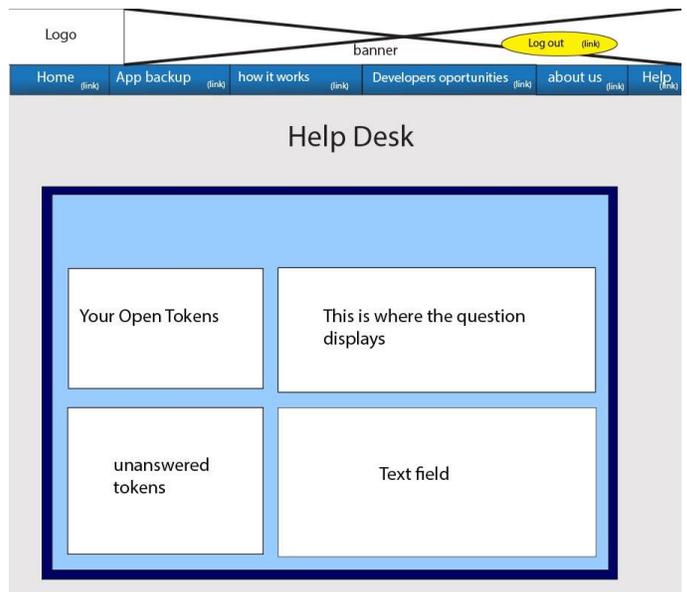
Admin Login



Help Desk Landing Page



Help desk Token answer



Gamer app

My Account

My Account

[My Account](#) (link) [App Data](#) (link) [App Sync](#) (link)

First name : *\$List first name*

Last name: *\$List last name*

email: *\$List email address*

GamerName: *\$List GamerName*

AirSave last run on *\$Last_Run_Date Should Look like this Month-Day-Year*

App Data

App Data

[My Account](#) (link) [App Data](#) (link) [App Sync](#) (link)

Data Tray (Must be a premium member to access)

[\(link\)](#) [\(link\)](#) [\(link\)](#) [\(link\)](#) [\(link\)](#)

Last used apps

app widget app widget app widget app widget app widget

AirSave last run on *\$Last_Run_Date Should Look like this Month-Day-Year*

App Sync before Sync

AirSave App Sync

[My Account](#) (link) [App Data](#) (link) [App Sync](#) (link)

Please enter the pin from the AirSave Website to Sync this app with your account

Text Field

**Note This Page would only show if the Gamer has not synced their app with their accounts **

App Sync After Sync

AirSave App Sync

[My Account](#) (link) [App Data](#) (link) [App Sync](#) (link)

This Device is Already Connected to a AirSave Account

Note Display this page if the app is already synced with their account

Ontology

Users = Developers, Companies who want to outsource their server functions to AirSave

Clients = Gamers, people who use AirSave to back up their apps.

Account Sync = Attaching any mobile device to an account so that the save data can communicate between the app and the AirSave Services

Widget = any web applet that lets the viewer access any form of data in real time.

Account View = A page that lets the viewer see an overview of what their account is, what Version their account is "free or Paid"

Data Tray = A easy switch system that lets the Clients switch between save files while being hot. It can be thought of like switching thumb drives. The data will change depending on what data tray you are on.

Hot files = Files that may be in the process of being accessed but need to be switched because the AirSave app unplugs the save data.

Unplugging data = This is what it is called when the AirSave app removes the save data and does not let the app access it anymore. Developers are told that their apps will be pinged and that their apps should save and shut down when the AirSave app pings them.

Pinging the app = Before the AirSave App unplugs the Save data from an app it will send a message to the Developers app and tell it to Save and shut down. This is known as pinging the app. Before the AirSave App does the switch it will wait for a ping back.

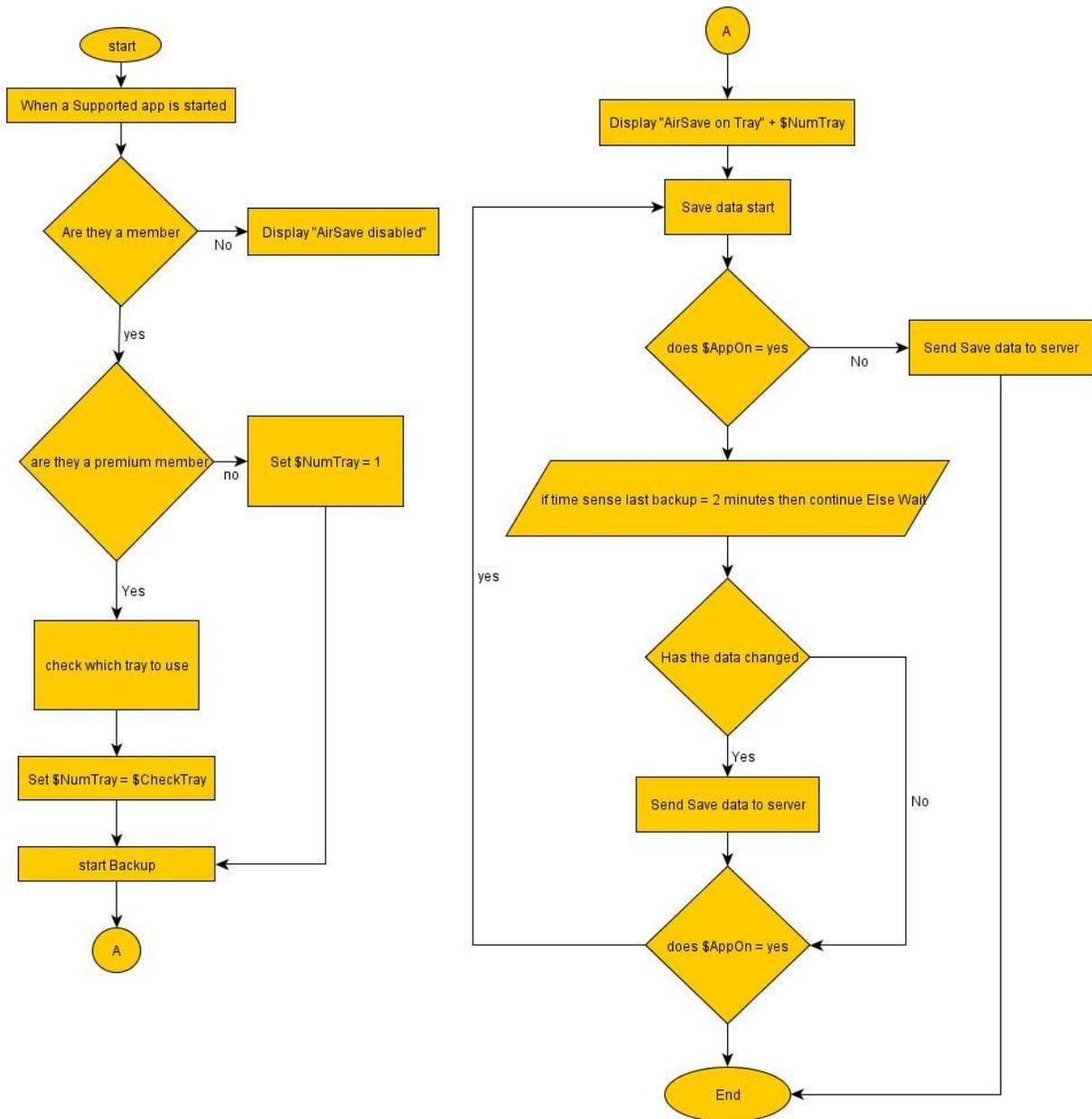
Ping Back = When the Developers apps tells the AirSave App that they are shut down and ready to be unplugged.

Admin account = Any Account that deals with the function of the web site or its services. After the user creates an account, the account type is set based on their Employee id. After they log in they will only see data that is related to their job functions.

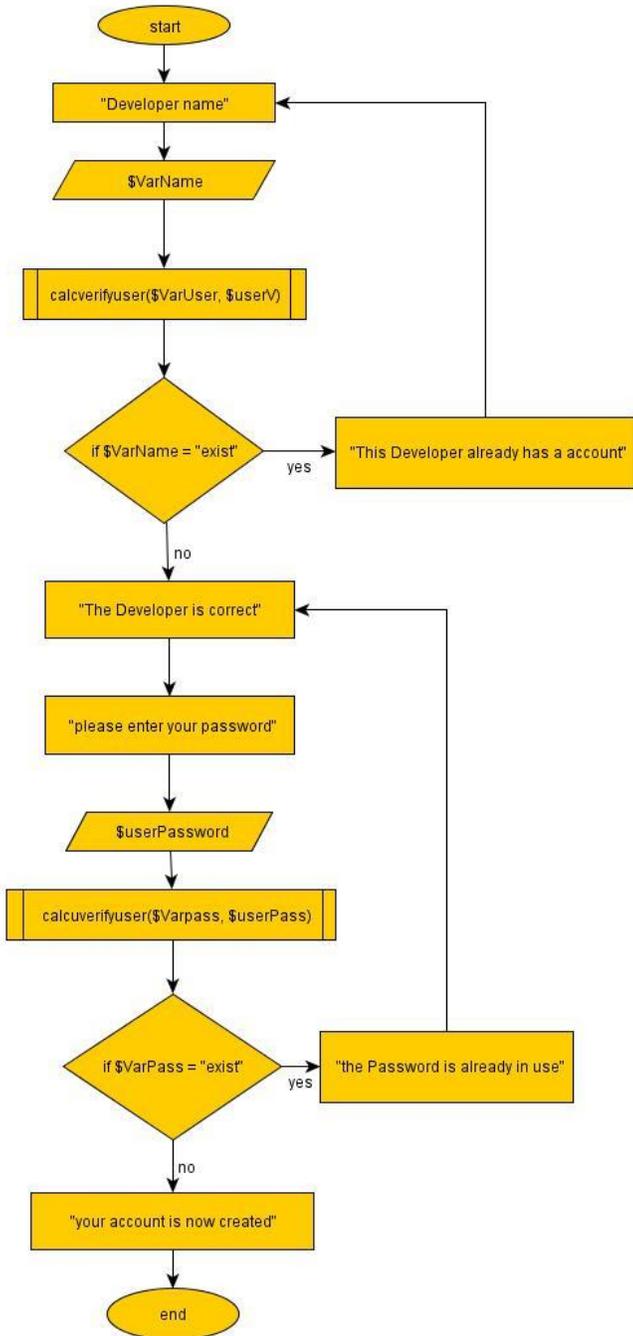
Saddling up = When an App That supports AirSave starts up it will send a message to the AirSave app and tell it that it should get ready to start handling the Save data. This dual boot system is called Saddling up.

Logic Chart

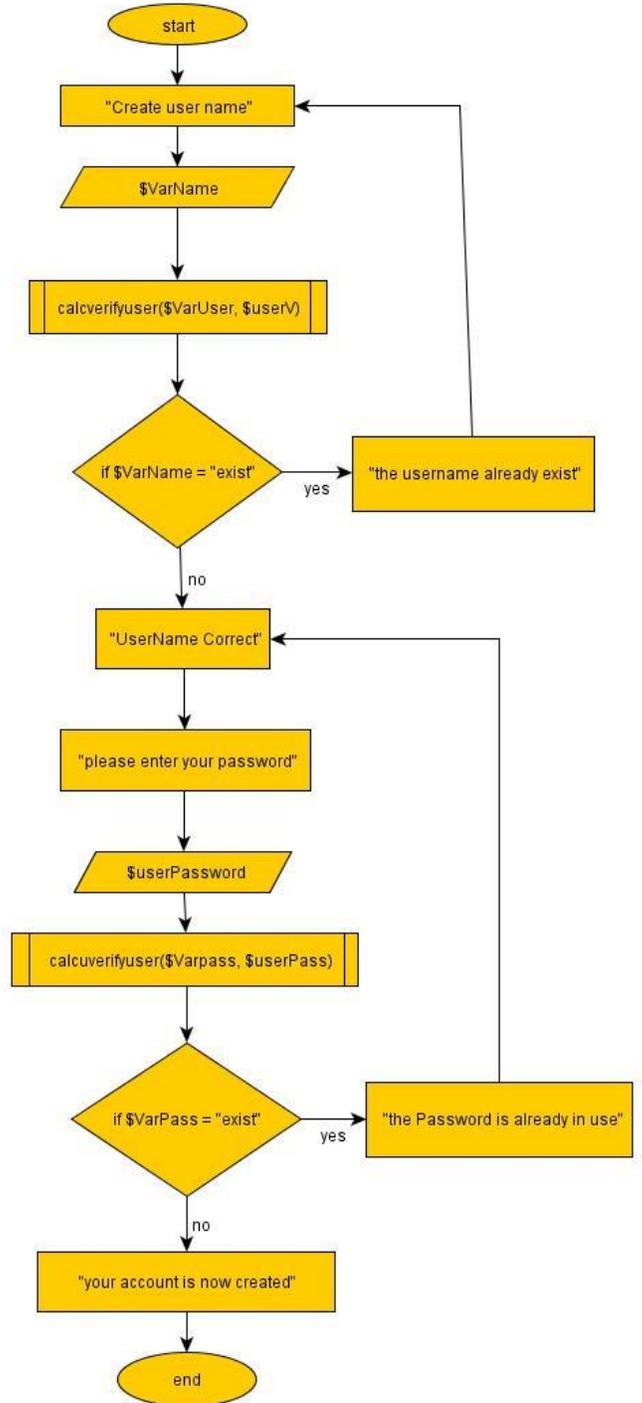
App Backup



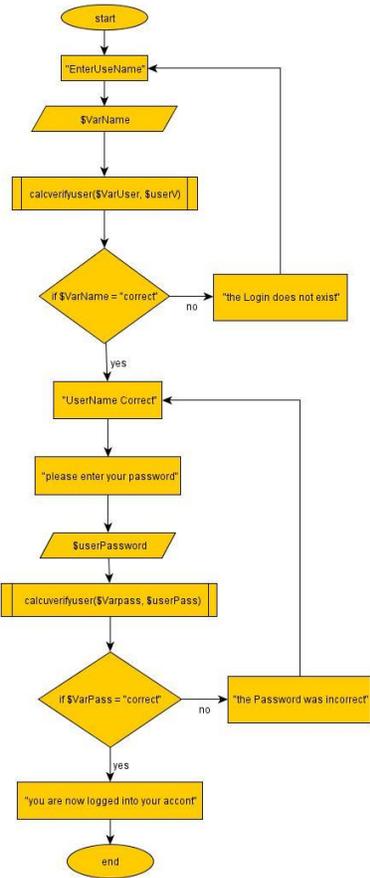
Create Developer



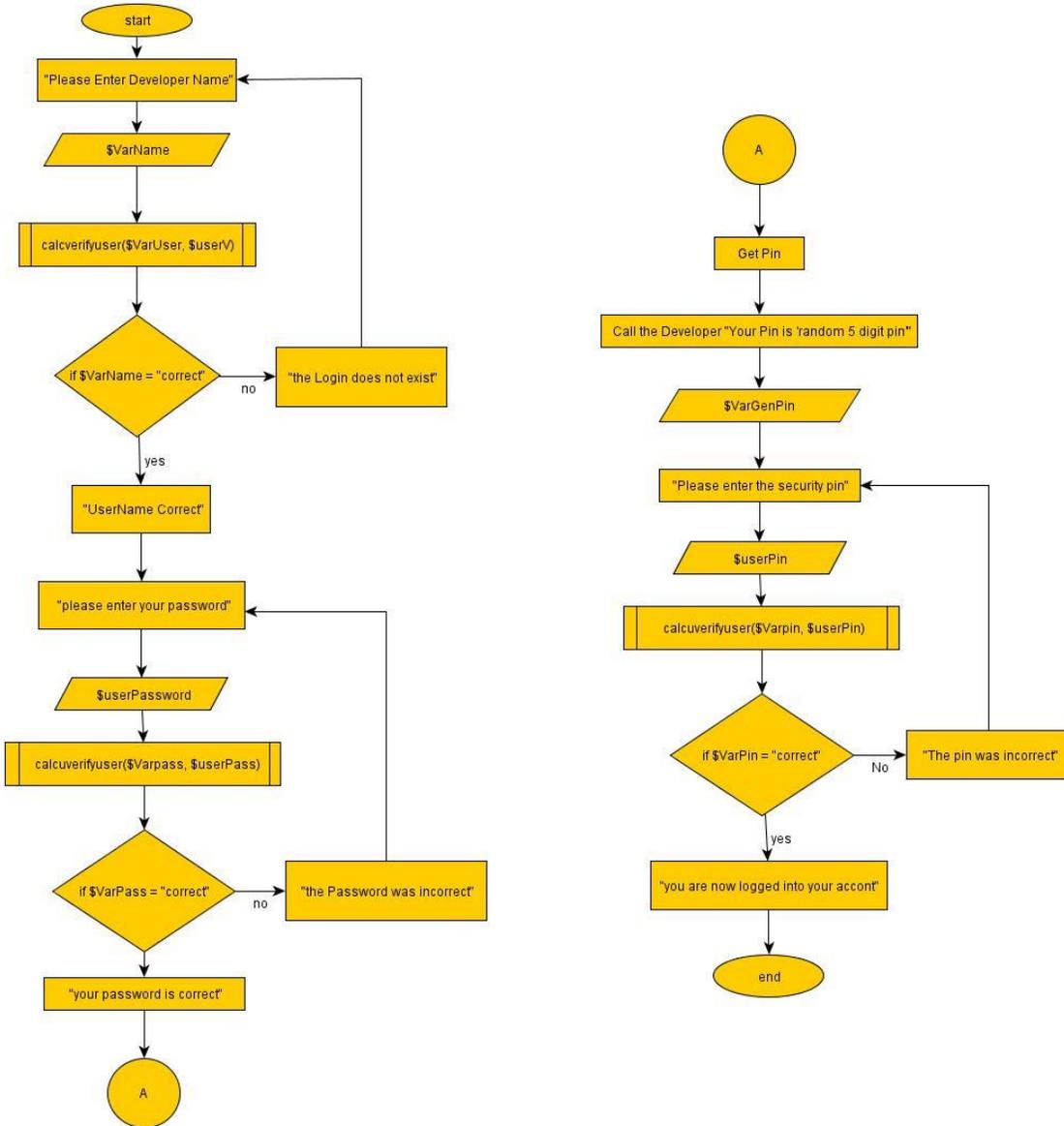
Create gamer



Log in Gamer



Log in developer



Methodology

