

Serendipity's target user = catering to people who don't plan ahead

GOAL OF 441: requirement is not to build a fully functioning app (that's something we can decide to do) but we *should* hack together a high fidelity prototype to *create/simulate the experience*

Key: Suggested Feature

Navigation

- offline → personalized tasks, puzzle hunt
 - ◆ **Passport** = take a picture at each location, then at the end of the day Serendipity would be able to export a video/storybook/insta-video/collage of their day's journey
 - idea stemmed from National Parks passport book and <https://plus.google.com/+anilsabharwal/stories/e39549b6-120c-3653-b456-2457c19f8e56?authkey=1iJx3GJh>
 - ◆ **Challenges** = unlocks when the user arrives at a place on their journey, pings users to whether they want to accept the "challenge", challenges would be required tasks ("Find this fountain") where the user would need to take a picture of the challenge.
- real-life interaction
 - ◆ geocaching
 - ◆ near you (google maps feature)
- **rich media about the place**
 - ◆ when user has online connection then Serendipity would pull rich information about a place
 - this would be a lightweight version of Triposo
 - ◆ in the offline case on the base information about the place will be displayed to the user
- **Provide suggestions for apps specific to a place** = each place has their own set of apps (i.e. OneBusAway) so provide some suggestions on what the user should download to get around the city

Offline

- public transportation
 - ◆ **Reference docs** = folder containing time schedules, stops, maps,
 - ◆ **Comparator** = compare the time and cost expense of using different modes of transportation
 - compare: walk, bus, train, uber/taxi
- **Wifi hotspot filter** = indicate which buildings/places have wifi
 - ◆ default coffee shops = wifi hotspots
 - ◆ maybe leverage Yelp API?

Places

- **Traveler Suggestions** = Serendipity have it's own DB where travelers can add new places/attractions they see on their travels and would like to suggest to other travelers
 - ◆ other travelers would be able to upvote or downvote the suggestion
 - ◆ other travelers can leave 140 char/twitter format comments about the place
 - ◆ there would be a filter for the suggested places
- Keeping track of previous visited places - where you add a place to your Journey and...
 - ◆ you go there and want to **Favorite** the place because you want to go back and visit it again
 - **Favorite** = save the place to the app
 - ◆ you end up not going there (maybe because you ran out of time)
 - **Wishlist** = the day before's My Journey list items that weren't reached would be marked on the map to indicate that you had previously selected the item but didn't end up going there, save the item to the city
 - My Journey would still flush at the end of each day
 - the app can tell if you went to the place or not by the GPS location of the individual