

Serendipity

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The Motivation



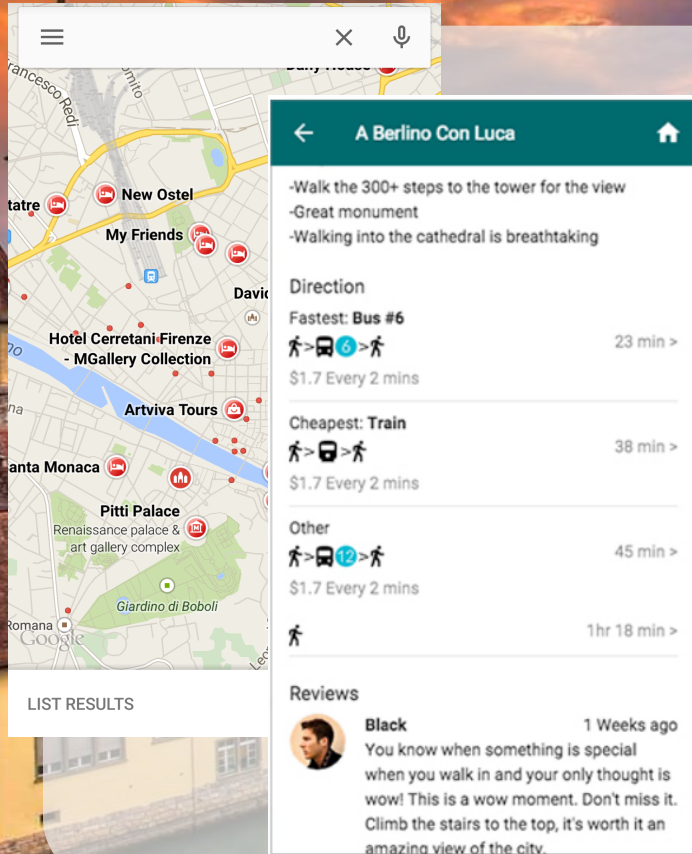
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The screenshot shows a mobile application interface. On the left is a map of Florence, Italy, with various landmarks marked, including the Arno river, Pitti Palace, and Santa Monaca. On the right is a detailed view for a location named 'A Berlino Con Luca'. The interface includes a title bar with a back arrow and a home icon. Below the title, there are three bullet points: '-Walk the 300+ steps to the tower for the view', '-Great monument', and '-Walking into the cathedral is breathtaking'. The 'Direction' section lists three options: 'Fastest: Bus #6' (23 min, \$1.7 every 2 mins), 'Cheapest: Train' (38 min, \$1.7 every 2 mins), and 'Other' (45 min, \$1.7 every 2 mins). A fourth option shows a walking route (1hr 18 min). A 'Reviews' section features a profile picture of a user named 'Black' who posted a review '1 Weeks ago' stating: 'You know when something is special when you walk in and your only thought is wow! This is a wow moment. Don't miss it. Climb the stairs to the top, it's worth it an amazing view of the city.'

LIST RESULTS

A better way
to explore the
world around
you, on or
offline

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- ## Design Insights
1. Flexibility is paramount
 2. Intermittent Connectivity

Deliverables

The background of the slide is a scenic view of a European town, likely in Switzerland, featuring a river, a stone bridge with multiple arches, and buildings with red-tiled roofs. A church with a tall spire is visible on the left side. The sky is filled with dramatic, colorful clouds, suggesting a sunset or sunrise.

1. Working android application
2. Heuristic Evaluations of new designs
3. User studies on effectiveness of the app

Milestone 1 : Basic Maps

- Build a base android application that integrates with the Google Maps API and the Google Places API.
- Allow the user to select points on the Map near their location and add them to a “Current Journey” view.
- Digital Mockups of some of the newer features (Filtering & Navigation)
- Heuristic Evals of the above

Milestone 2 : Navigation

- Incorporate the Google Directions API into the android app to get simple navigation.
 - Bus
 - Walking
- Usability tests of navigation features

Milestone 3 : Finishing Touches

The background of the slide is a scenic photograph of a European town. In the foreground, a river flows through the town, crossed by a stone bridge with several arches. The buildings are multi-story with red-tiled roofs and light-colored facades. A church spire is visible on the left side. The sky is a mix of orange, yellow, and blue, suggesting a sunset or sunrise.

- Add various filters to the map to find specific types of places nearby (for example: Food, Hotels, WiFi)
- Set Home Feature
- Downloading extra data that the traveller didn't ask for

Out of Scope

The background of the slide is a scenic photograph of a European town, likely in Switzerland or France, featuring a river, a stone bridge, and a church spire under a dramatic sunset sky. The image is partially obscured by a semi-transparent white rounded rectangle containing the text.

- We will fake being offline (Stretch Goal)
- We will use only the 3 mentioned APIs and are limited to what they provide
- Narrowed focus of only walking and bus transit

What Success looks like

The background of the slide is a scenic photograph of a European town. In the foreground, a river flows through the town, crossed by a stone bridge with several arches. The buildings are multi-story with red-tiled roofs and white or light-colored facades. A prominent church spire is visible on the left side. The sky is a mix of orange, yellow, and blue, suggesting a sunset or sunrise. The overall atmosphere is peaceful and picturesque.

- A working application (if we engineered the offline portion) that would assist actual travellers
- Major Risk: Using the Google APIs proves to be much more difficult than our research suggests.

Questions?

