

# CSCE 190

Assignment Name: Storyboard

Group Name: CSCE 190 Group #1

Team Members who contributed:

First Name	Last Name	Email
Jacob	Robertson	jmr40@email.sc.edu
Braeden	Hodges	bahodges@email.sc.edu
Charles	Henley	cdhenley@email.sc.edu
Cameron	Osterholt	osterhoc@email.sc.edu

**Problem Statement:** Mapping apps (Google, Apple Maps) are unreliable giving accurate ETAs for walking. Our solution is to create a more accurate algorithm to estimate that time.

1. Who experiences this problem?
  - Anyone who frequently walks in an urban setting
2. What is the problem?
  - The fact that current mapping apps (google maps, apple maps) do not have any way to accurately measure their users walking speed and/or terrain. When driving there is a set speed limit so many people go around that speed whereas for walking, everyone walks at a different pace changing how long it takes to walk somewhere.
3. Where is the problem presenting itself?
  - Urban areas, more specifically college campuses
4. Why does it matter?
  - For example, you had a class that was .75 miles away and google said it would take 17 minutes to get there, but it was all uphill and you are a slower walker than the average walker, you won't make it in 17 minutes. This would most likely make you late for class. Basically just more accurate ETAs for walking places.