

### **Feature: Map Interface**

- Surrounding area - 1 mile radius.
- General safety rating of area
- Notifies whenever the user is at a destination for more than 5 minutes (interpreted as “reaching a destination”) about the safety rating of the surrounding area.
- “Safe” areas nearby marked on map
- Somewhere to enter destination if we have routing feature
- Offline mode

### **Map Interface Use Case**

**Use Case 1:** Displays the safety rating of the surrounding area

**Actor:** User wanting to know how safe their location is

**Use Case overview:** User is going to a destination and/or is already at a location and wants to know how safe the location is.

**Trigger:** The user feels the need to be aware of their safety.

**Precondition 1:** User wants to be aware of how safe their location is.

#### **Basic Flow:**

Description: Happy Path. Display the safety rating of a surrounding area

1. User opens the app
2. User logs in
3. User selects the “Current Location Safety Rating” feature of the app.
4. The app confirms their location by showing them a map and pinning their location.
5. The app then spits out a rating based on multiple factors about the safety of an area and recommends if the user should stay in the area and how long they should be there.

**Termination Outcome:** The user is aware of how safe the area is.

#### **Alternative Flow 4A:**

Description: There are no safe areas around

1. User opens the map interface and finds there are no safe surrounding areas.

2. Users click on the deadman's lock feature of the app and use it until they reach their destination or more safe areas are available.

**Termination Outcome:** The user finds safe areas or they arrive at their destination

**Alternative Flow 4B:**

Description: The User's phone has no service or the internet disconnected

1. User's phone is not able to update the current location
2. The app will load the last updated version of the Map Interface for the user.
3. Continuously check for a network connection and if found, update the Map to current location.

**Termination Outcome:** The network connection is reestablished or User no longer needs to check the Map Interface.

**Use Case 2:** Maps the safest route to a “safe” public place.

**Actor:** User wanting to go to a safe location

**Use Case overview:** User feels unsafe at a particular location/area/setting/party and wants to go to a safer location where they feel safe. User opens the app and selects to find the safest public location nearby

**Trigger:** User felt unsafe at a particular location/area/setting/party.

**Precondition 1:** User is at a location where they do not feel safe.

**Precondition 2:** User wants to find a safe location.

**Basic Flow (Option 1):**

Description: Happy Path. App finds a safe location to go to and the user reaches the safe location.

1. User opens the app
2. User logs in
3. User selects the “Safety Routing” feature of the app.
4. User selects from a list of safe locations nearby.
5. The app then returns a safe path to the location.
6. The app tracks and confirms the user's safety through the safety check feature while the user is headed to their destination.

**Termination Outcome:** User reaches a safe location