

**Interacção Pessoa-Máquina
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Get up & Go

Fase nº 4

Realizado por:

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Briefing

GetUp&Go is an application that helps you find leisure places, such as Theaters, Parks, Restaurants, Cafés, Bars, and so on. It can be used to make plans and invite your friends to participate in them. A plan can consist in various activities or in a single one. An activity is a visit to some place.

The goal of this application is to make the users more active with their life. To achieve that GetUp&Go implements a reward system, where by completing a plan the user gains experience points which can then be used to unlock different functionalities with an avatar, as the users progress through the levels of the avatar.

When a user completes an activity or a plan he then has to check on the application that he followed the plan, and if he chooses to, take a memory of the activity which he can choose to share it or not. A memory is photo of the location where he currently is.

Scenarios

Scenario 1:

Ann is at home and she is bored of always going to the same place. She intends to find a parque near her to take a walk and read her book.

Scenario 2:

Rita and Claudio already know each other for 4 years now, but they never really spent much time together. So Rita decides to plan a visit to the Theater with Claudio. But she doesn't know any Theater near her. Name is Teatro, date is today at 8PM.

Scenario 3:

Mario had planned a visit to the FCT, and when he is there he intends to make a memory of the moment and share it with his friends.

URL of the prototype and project and instructions:

To test the application you should use your mobile device and enter the next link:

<https://getup-go.github.io/prototype/IPM/index.html>

You can checkout the website as well and then look for the prototype in the prototype section:

<https://getup-go.github.io/>

It is important to say that our “GPS part” is not implemented. We used images or gifs to simulate a GPS.