PROJECT DESIGN PHASE - II Project Title: Containment Zone Alerting Application

Team ID: PNT2022TMID24703

Browsing, booking, attending, and rating a local city tour





experience as they

Enter What do people



in the process, what



App runs in



Extend

What happens after the experience is over?

Safe



Steps

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No tension



Interactions

What interactions do they have at

. People: CVho dolievseeortalkto

pnyicatobjects nondlhey use2

















The GPS will be



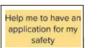
boats & motivations

At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")



Help me to avoid me from entering comtamin'ateo-zo'ne











Helps me by getting a notification when entering zones

used constantly to

Helps me by providing accurate information

Helps 'me.to'tradk thé::



Positive moments

What steps does a typical person find enjoyable, productive, fun, nolvatin .(leti:,hftL u:exciling7













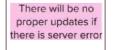


Negative moments

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?









Overlapping of 2 or more containment zones



Areas of opportunity

How might we make each step better? What ideas do we have? What have others suggested?









