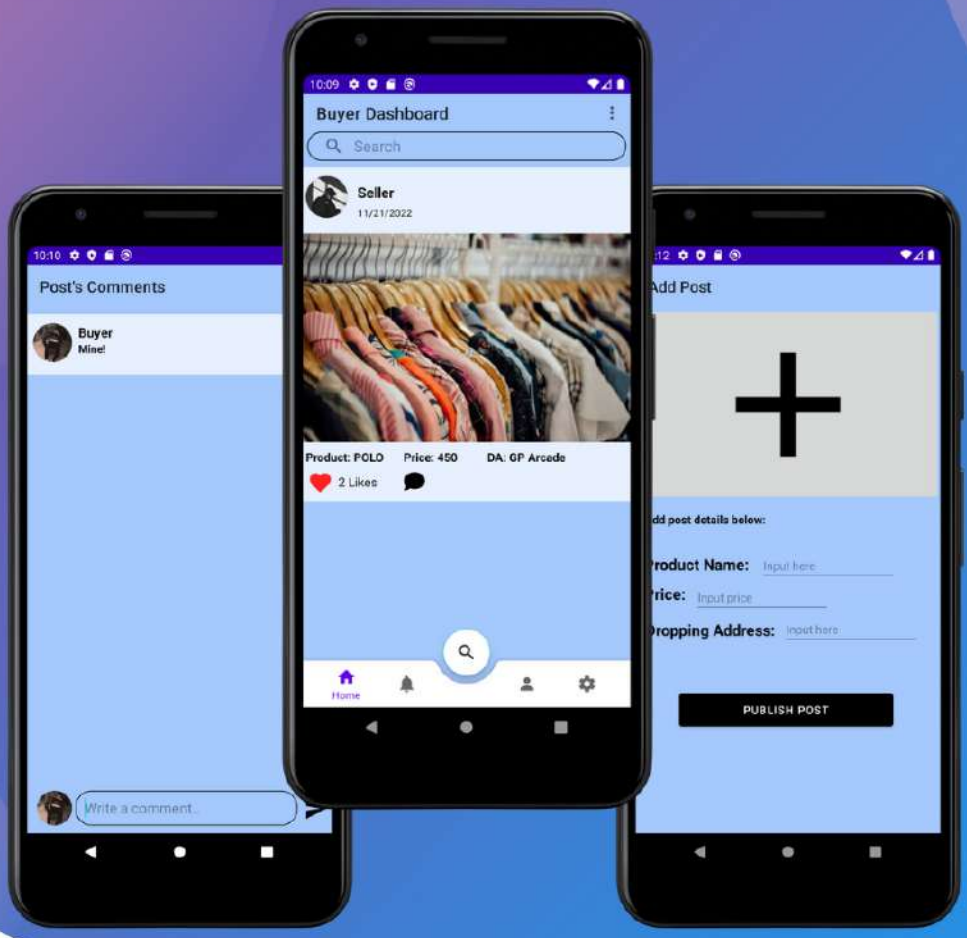


DROP UP

We drop. You pick up.

Drop-up is a mobile application intended to automate the manual processing of dropping and pickup requests in dropping areas (DA).

User friendly UI
Easy to learn user interface for easy navigation.

Realtime Updates
Receive notifications for picking up items, request approval, penalty and cashout details.

Interactive Dashboard
Users could interact, with each other through the app.

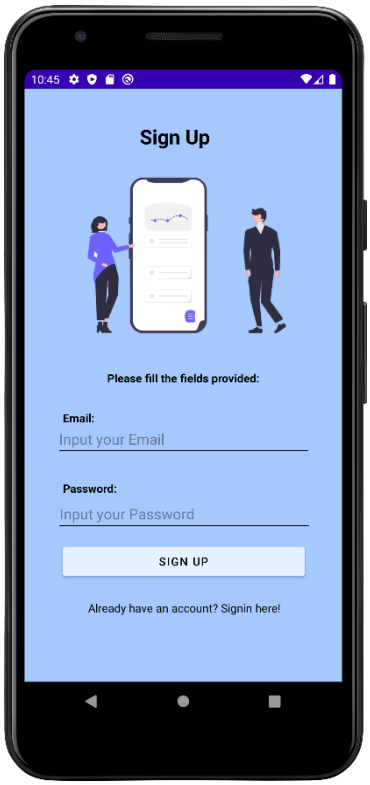
Buy & Sell Features
Users can directly buy and sell item from the app.

ANDROID APP ON Google play

Download on the App Store

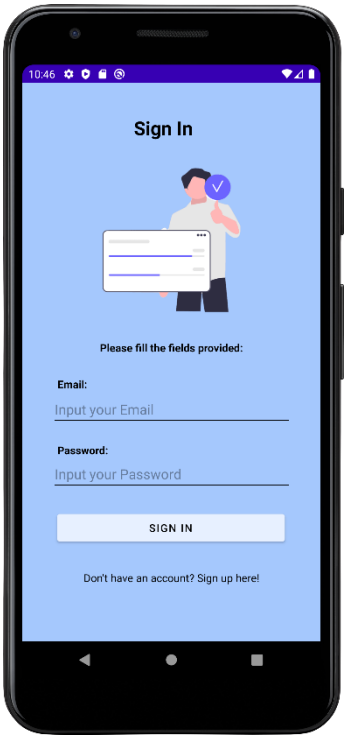
Basic Features:

1. Sign-up.



- Sign-up feature lets a user create an account through the use of email and password.

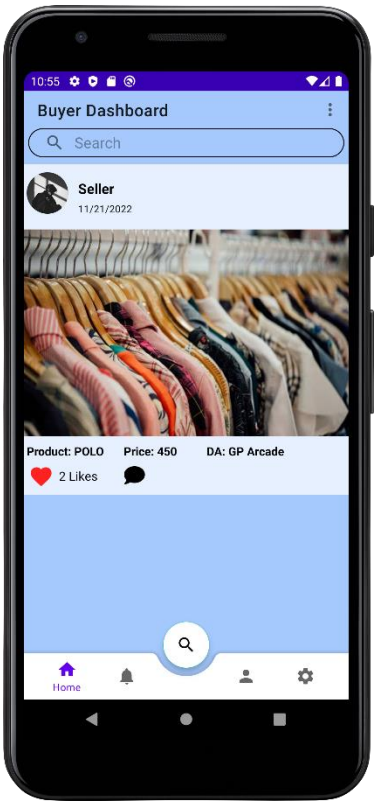
2. Sign-in.



- Sign-in feature lets a user sign-in to their newly created account.

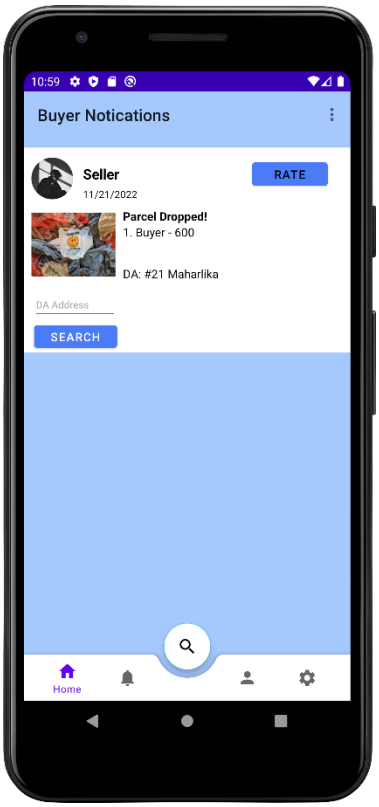
Buyer Features:

1. Buyer Dashboard.



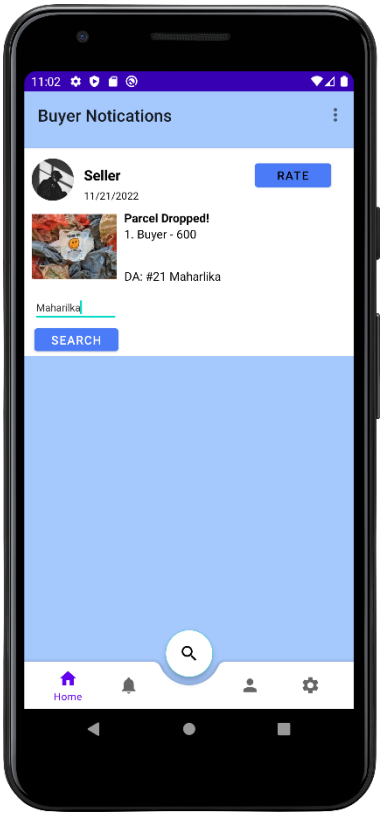
- Buyer dashboard enables buyers to see items posted by the sellers.

2. Notifications.



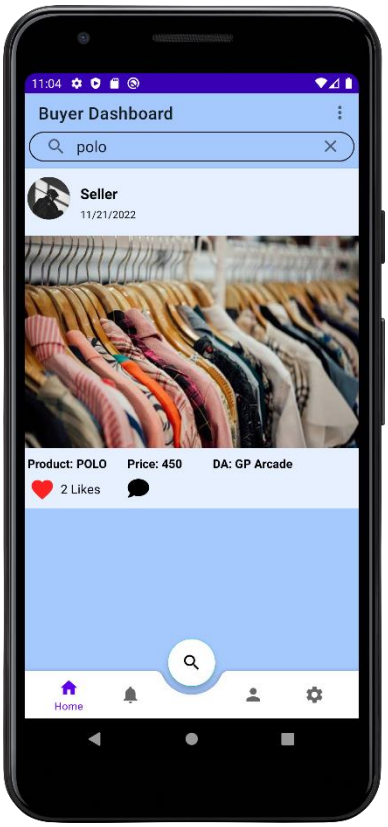
- Notification feature allows buyers to see if their items are ready for pick up.

3. Mapping.



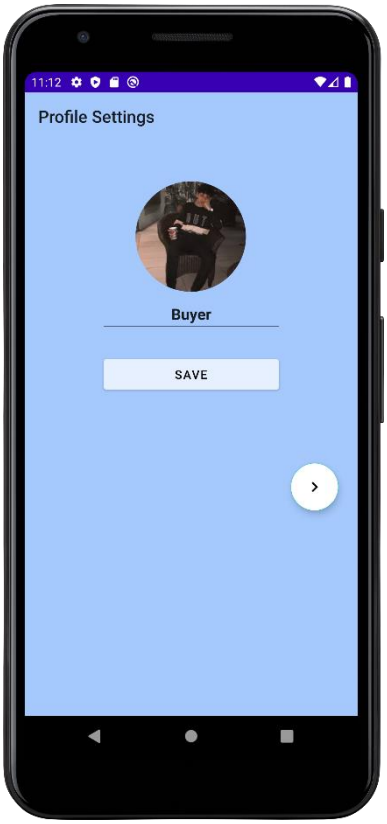
- Mapping feature allows buyers to search for the establishment where their items are dropped.

4. Search.



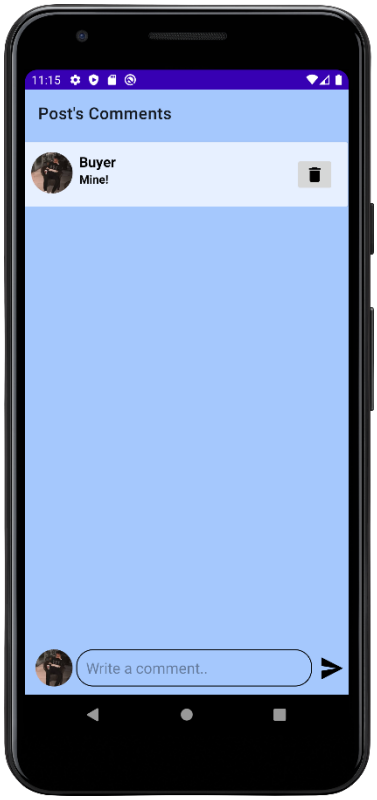
- Search feature allows buyers to search specific items posted within the dashboard.

5. Profile Settings.



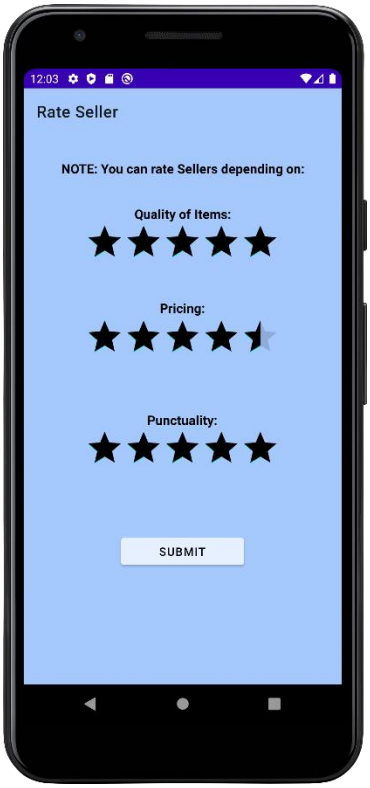
- Profile settings enable buyers to edit their display name and profile pictures.

6. Comment.



- Comment section allows buyers to buy items from sellers' posts on a "Mine" basis.

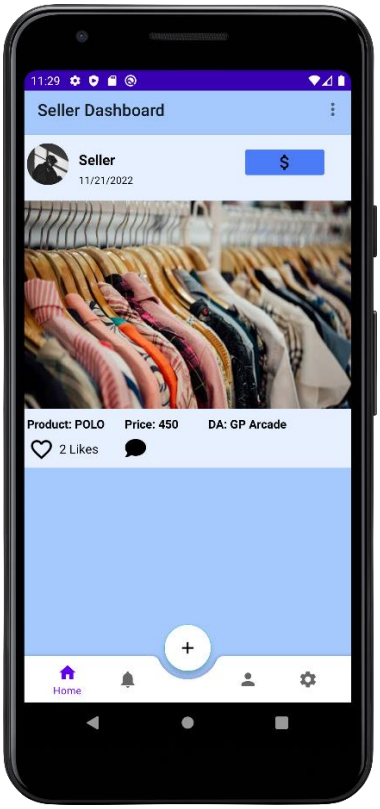
7. Rating.



- Rating enables buyers to rate sellers according to their quality of items, pricing and punctuality.

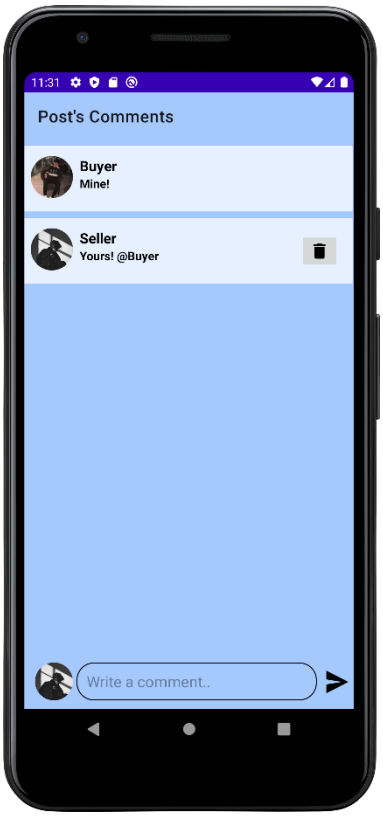
Seller Features:

1. Seller Dashboard.



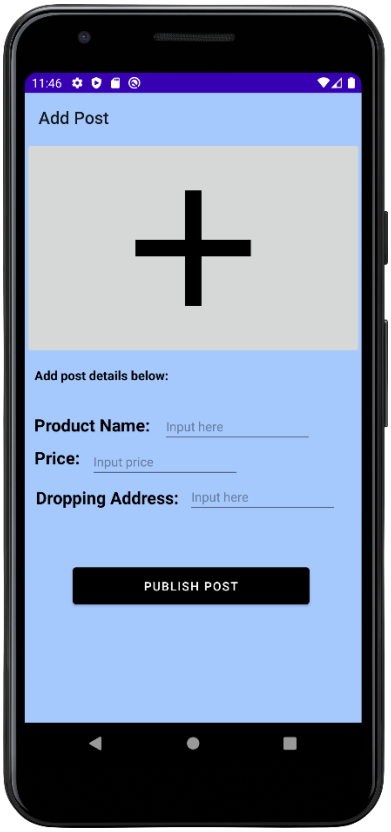
- Seller dashboard enables sellers to monitor their posts.

2. Comment.



- Comment feature enables sellers to sell items to buyers on a "Yours" basis.

3. Add Post.



- Add post activity enables buyers to post products within the dashboard.

4. Request Cash-out Details.

- Request cash-out details enables sellers to send cash-out detail requests where they dropped their items.

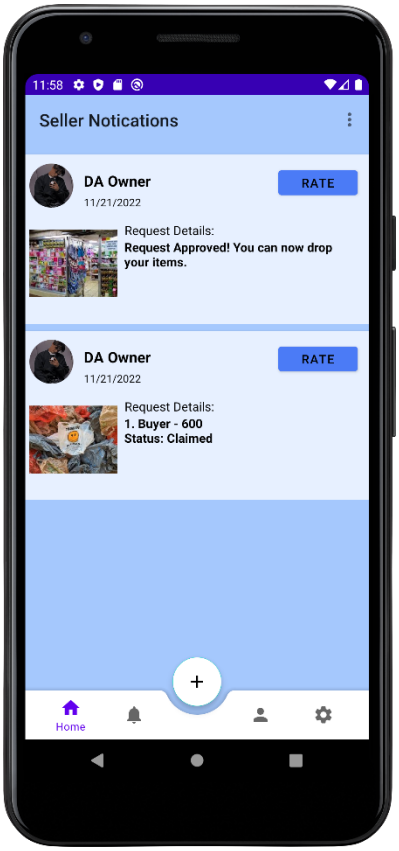
5. Drop Request.

- Drop request enables sellers to drop a request within the registered dropping areas within the app.

6. Notify Buyers.

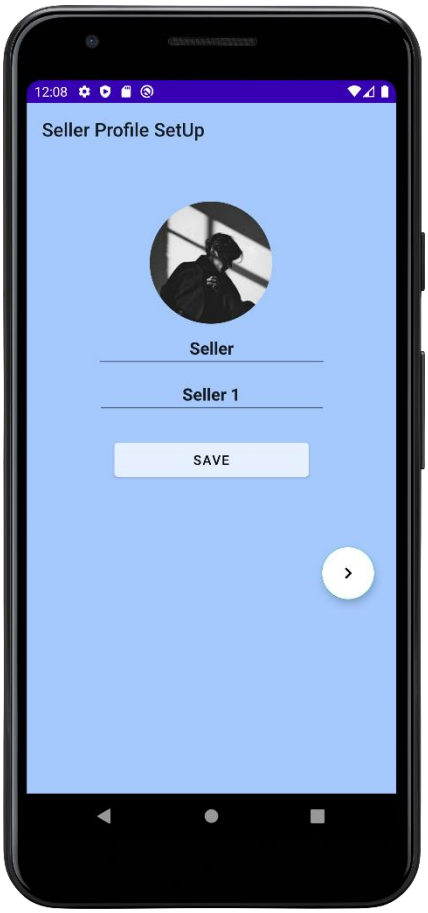
- Notify buyers enables sellers to notify their buyers that their items are already dropped.

7. Notifications.



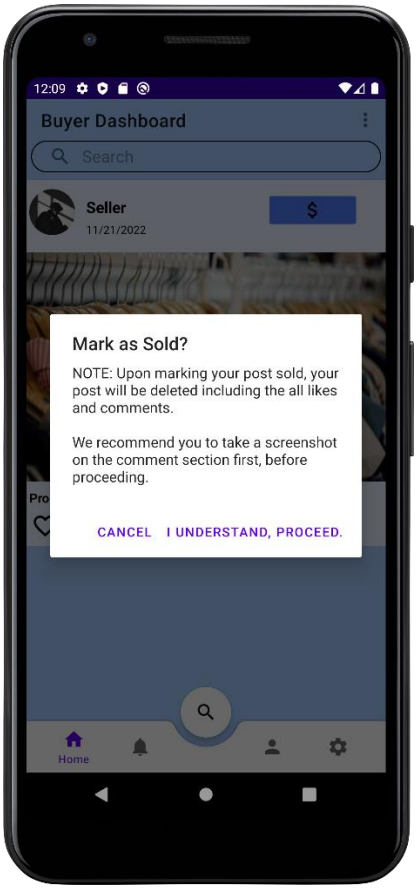
- Notification enables sellers to see if their dropped requests are approved, declined or they are being penalized.

8. Profile Settings.



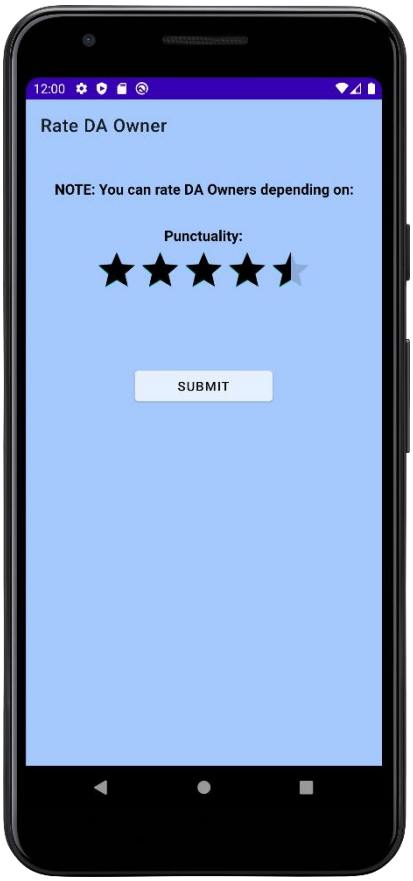
- Profile settings enable sellers to edit their display name, seller id, and profile picture.

9. Mark Sold.



- Mark sold feature enables sellers to mark their items sold after being picked up by the buyers.

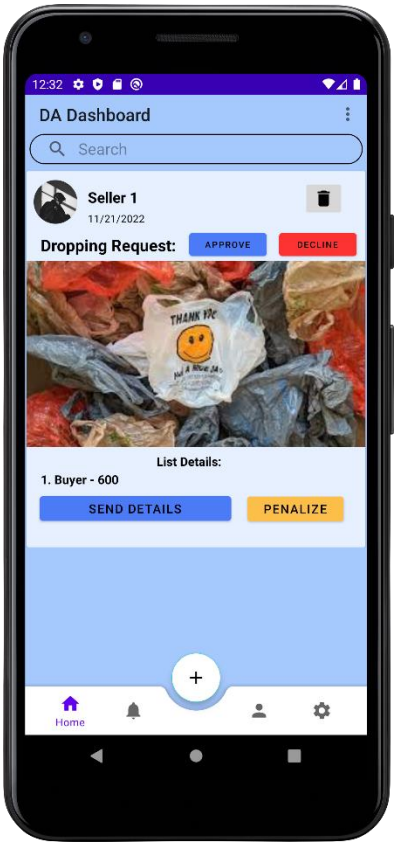
10. Rating.



- Rating system enables sellers to rate dropping area owners according to how fast they approved drop requests.

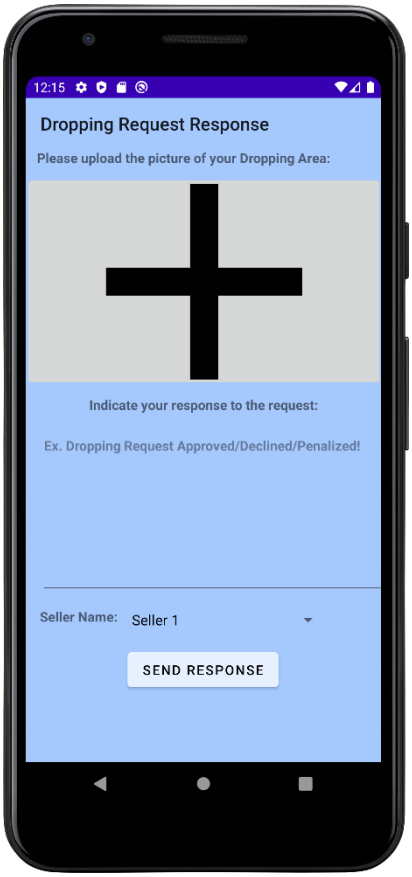
Dropping Area Owner Features:

1. DA Dashboard.



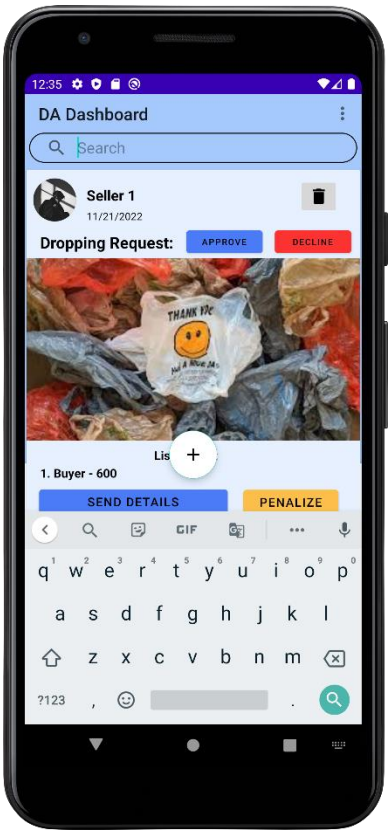
- DA dashboard enables da owners to see if there are any dropping requests in their dropping area.

2. Drop Request Response.



- Drop request response enables da owners to respond accordingly to a seller's dropping request by approving, declining, or penalizing.

3. Search.

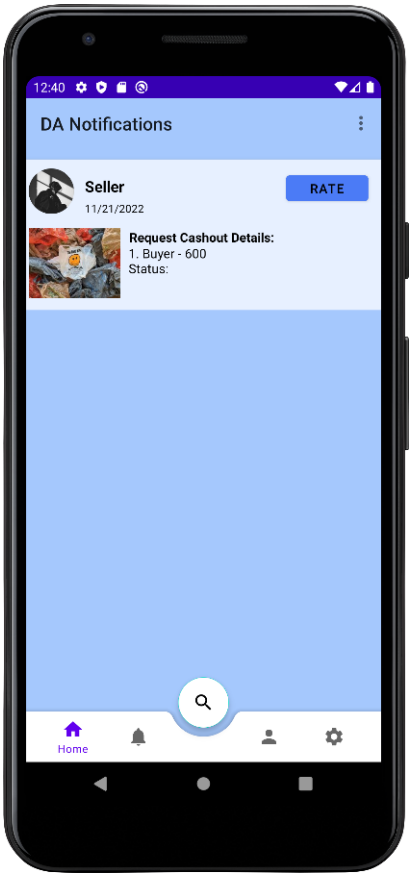


- Search feature enables da owners to search specific sellers who dropped a request on their dropping areas.

4. Send Cash-out Details.

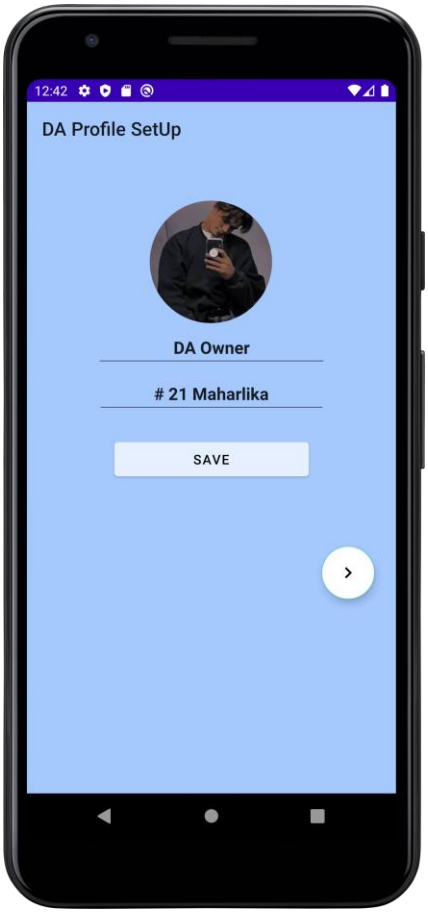
- Send cash-out details enables da owners to send the details of the items that the seller dropped.

5. Notifications.



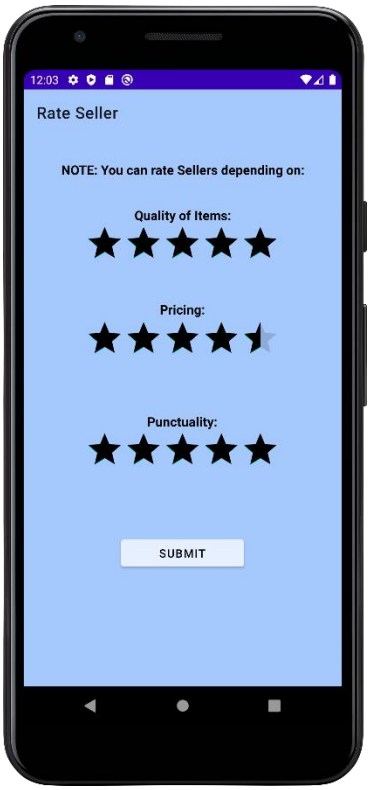
- Notification feature allows da owners to see if there are any cash-out detail requests sent to them.

6. Profile Settings.



- Profile settings enable da owners to edit their display name, da address and profile picture.

7. Rating.



- Rating enables da owners to rate sellers according to their quality of items, pricing, and punctuality.

Medenilla, Aldjun - Programmer

Wayan, Hagard – UI Design

Alangdeo, Don - Tester

Drop-Up
We drop You pick up

NARRATIVE REPORT

This report discusses the design thinking process, its phases, and different activities that are accomplished during the conceptualization and creation of the system.

WEEK 1

Empathy. We used empathy Maps to get contextual inquiry through interviews and observations to place the users in the midst of the user's environment where they can understand his or her experience while it is happening, to better understand how users think and feel. Post-it or "sticky" notes are particularly useful in this process. Shown below are the potential users who wrote all of their stories, ideas, observations, or statements on sticky notes.

Figure 1.

Dropping Area Owner Empathy Map

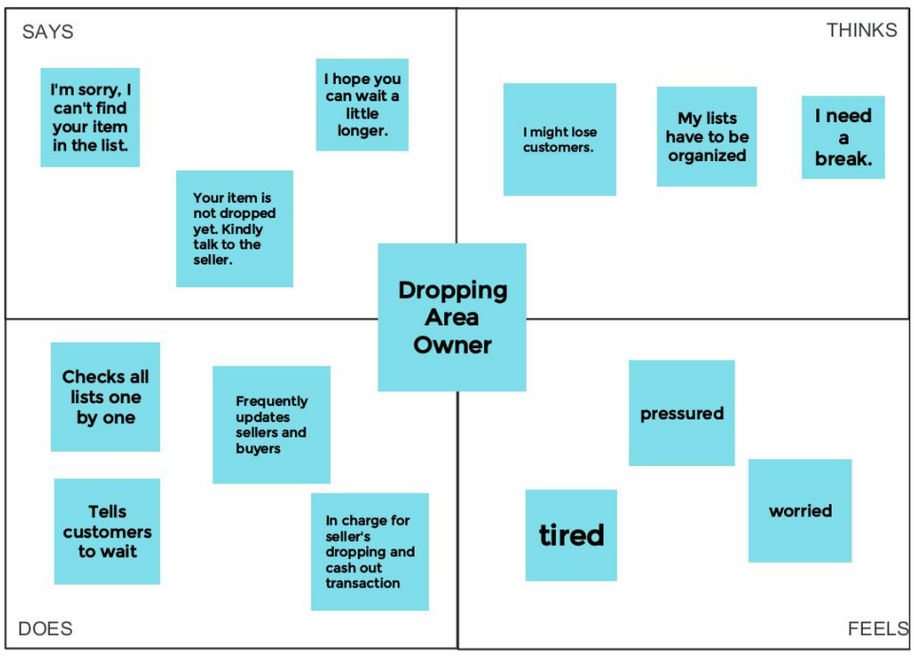


Figure 2.

Seller Empathy Map

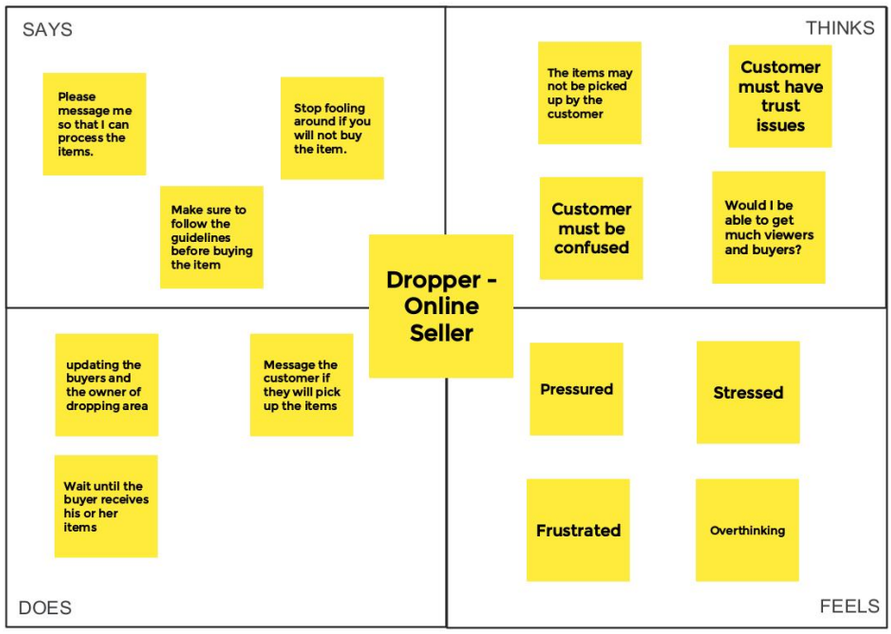
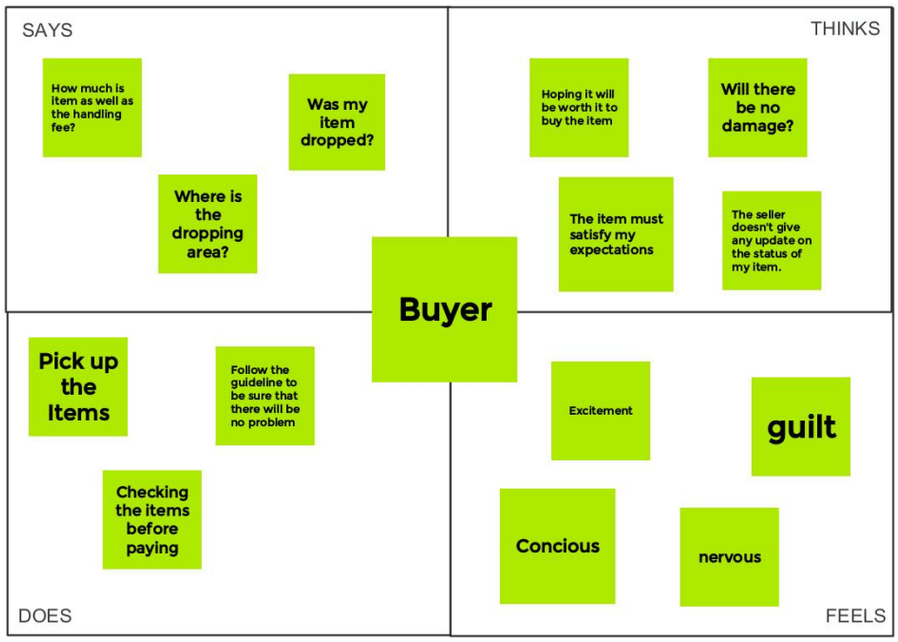


Figure 3.

Buyer Empathy Map



WEEK 2

Define. After collecting data using contextual inquiry, we needed to synthesize the data to develop insights in a way that places users' needs at the center of the search for innovative solutions. Before the search for solutions begins, however, it is important to step back and make sure the correct questions are being asked. The purpose of synthesizing the data is to create insights useful for

creating solutions. Insight statements are the three to four succinct sentences that drive the design forward. Insight statements vary by the nature of the problem space, but examples of statements included with our research are:

Table 1 shows the insights and feedback of the following users through interviews.

Table 1.

User Insights

Insight Statement 1	Dropping Area Owner feels burdened by giving frequent updates to Sellers/Buyers.
Insight Statement 2	Most sellers feel miserable, everytime their items get lost in Dropping Areas.
Insight Statement 3	Buyers can’t claim items, due to lost items in Dropping Areas.

We used these three insight statements to help frame the problems that are being solved. Appropriate time and attention should be given to defining the problem to ensure it aligns with user needs and not simply founded in assumptions. Once one or more insight statements emerge, the next step is to translate the insight statement into an opportunity for design by reframing it by adding “how might we” in front of it. Reframing the problem into a “how might we” statement makes the problem actionable and allows tangible ways to participate in the third stage of DT, which is to ideate. It is important for students to realize they may need to redefine the problem based on the results that emerge from the empathy stage. Sample how might we statements could be:

Table 2 shows the reframed user statements to further help each potential user.
Table 2.

Reframed Insight Statements.

Statement 1	How might we help Dropping Area Owners ease giving updates to sellers and buyers?
Statement 2	How might we help Sellers to refrain from losing profit due to lost items in Dropping Areas?
Statement 3	How might we help our users to speed up and ease the mode of transaction?

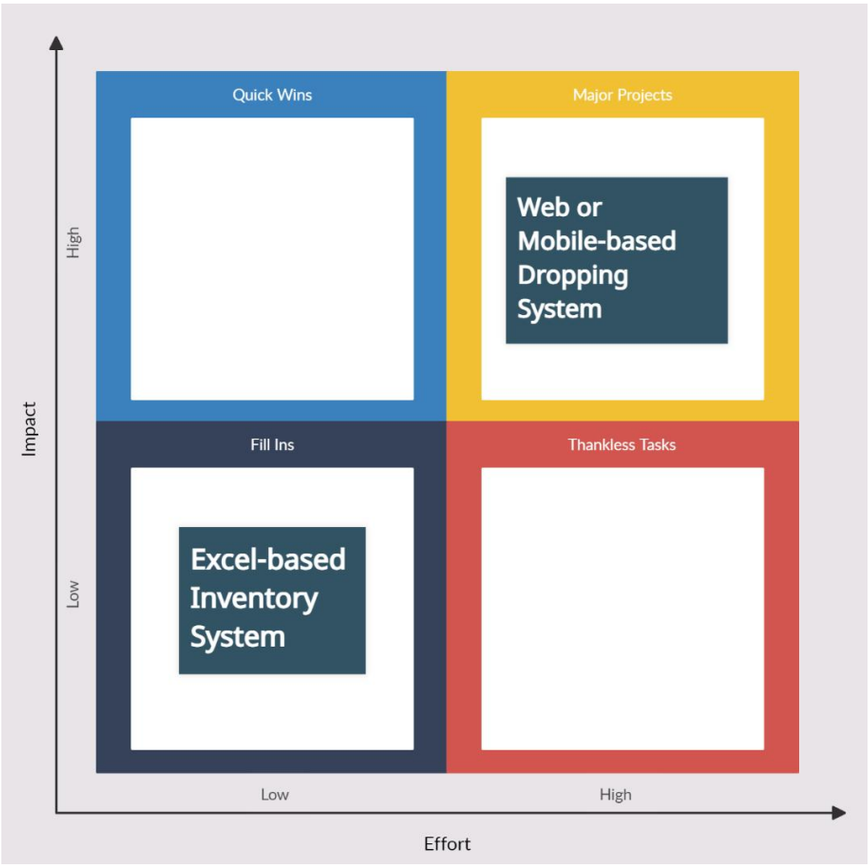
WEEK 3

Ideate. We utilized the ideation phase to propose different yet effective prototypes, not just "throwing outside-the-box ideas at the wall to see what sticks". Early and frequent prototyping allows professionals to learn and adjust quickly before deciding on the final product. The researchers have brainstormed two system proposals: a.) Excel-based inventory system. b.) Mobile based dropping system. In order to be particularly helpful for dropping area owners, sellers, and buyers in the ideation stage and created an Impact and Effort Matrix.

Figure 4 shows the Impact and Effort Matrix of the proposed system prototypes.

Figure 4.

Impact and Effort Matrix



WEEK 4

Prototype. Once the list of ideas is generated, we again interviewed the users to share their ideas with users to solicit and capture feedback through a co-creation process, which even allows researchers to help design with the users. This type of feedback can help determine which idea or combination of ideas is best suited to move forward. The researchers brainstormed and chose to finalize one system proposal to be particularly helpful for dropping area owners, sellers, and buyers as seen in the figures below.

Figure 5 shows the low mock-up features of buyers namely a) dashboard, b) notification, c) profile, d) settings, and e) comment

Figure 5.

Buyer Features

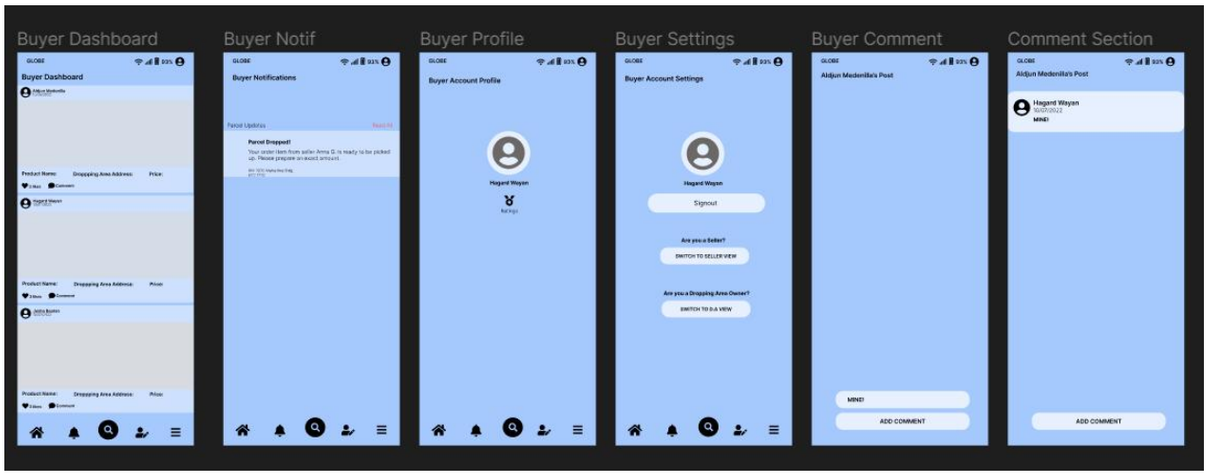


Figure 6 and 7 shows the low mock-up features of sellers namely a) dashboard, b) notification, c) profile, d) settings, e) add post, f) request response, and g) cash out details

Figure 6.

Seller Features

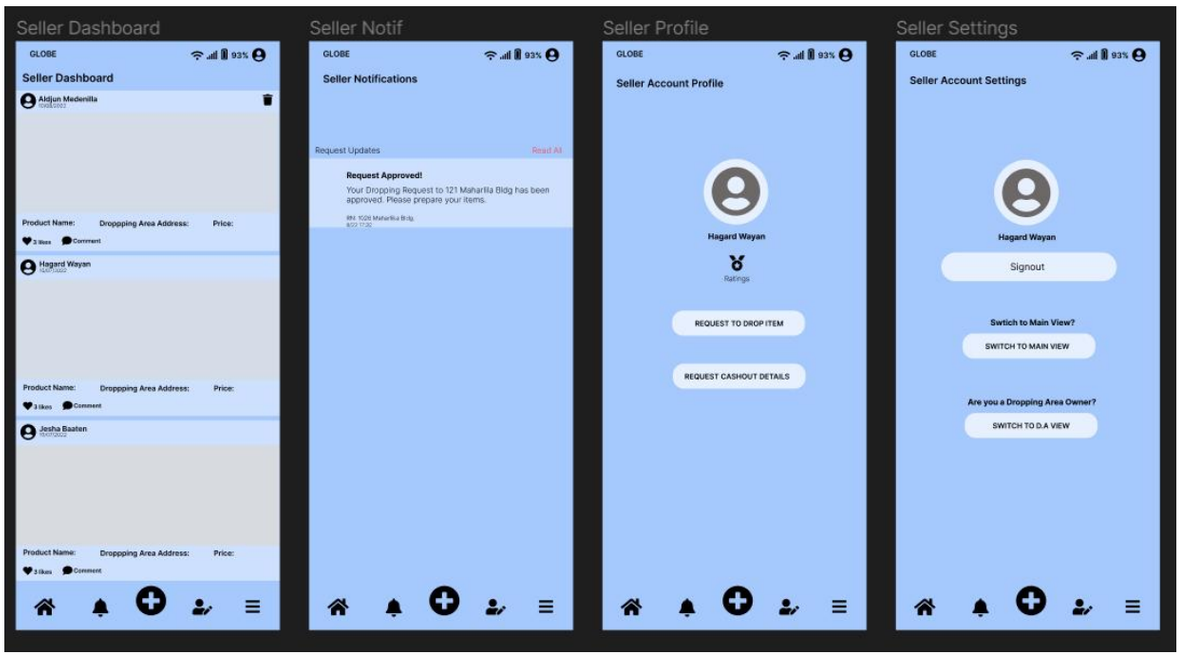


Figure 7.

Seller Features

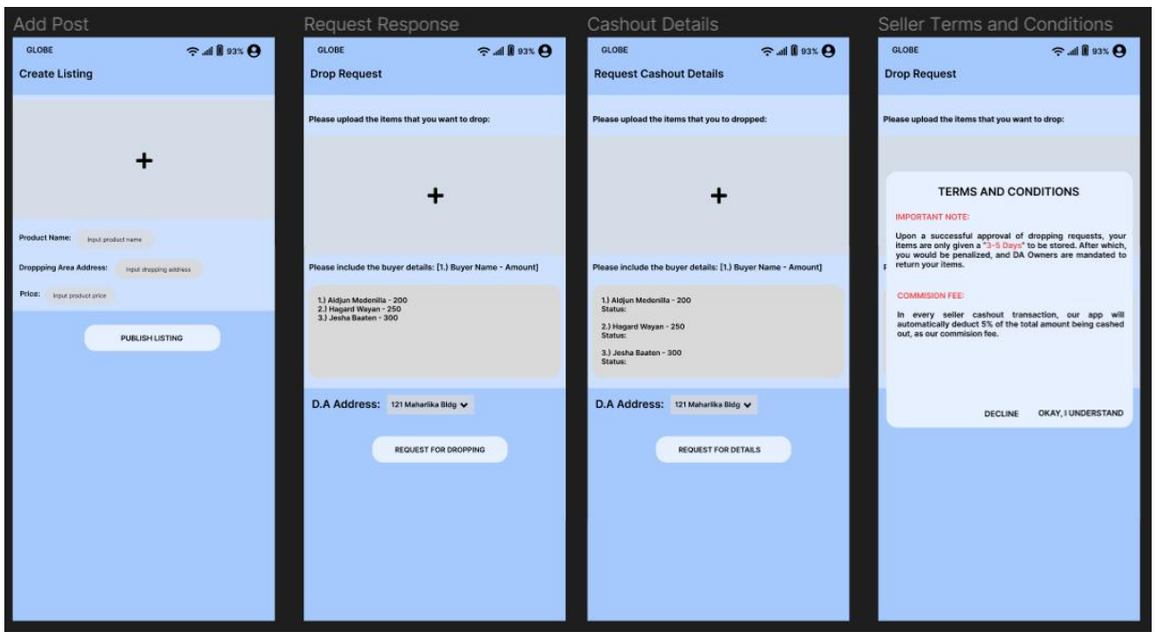


Figure 8 and 9 shows the low mock-up features of dropping area owners namely a) dashboard, b) notification, c) profile, d) settings, e) request response, f) penalize, and g) cash-out details response

Figure 8

Dropping Area Owner Features

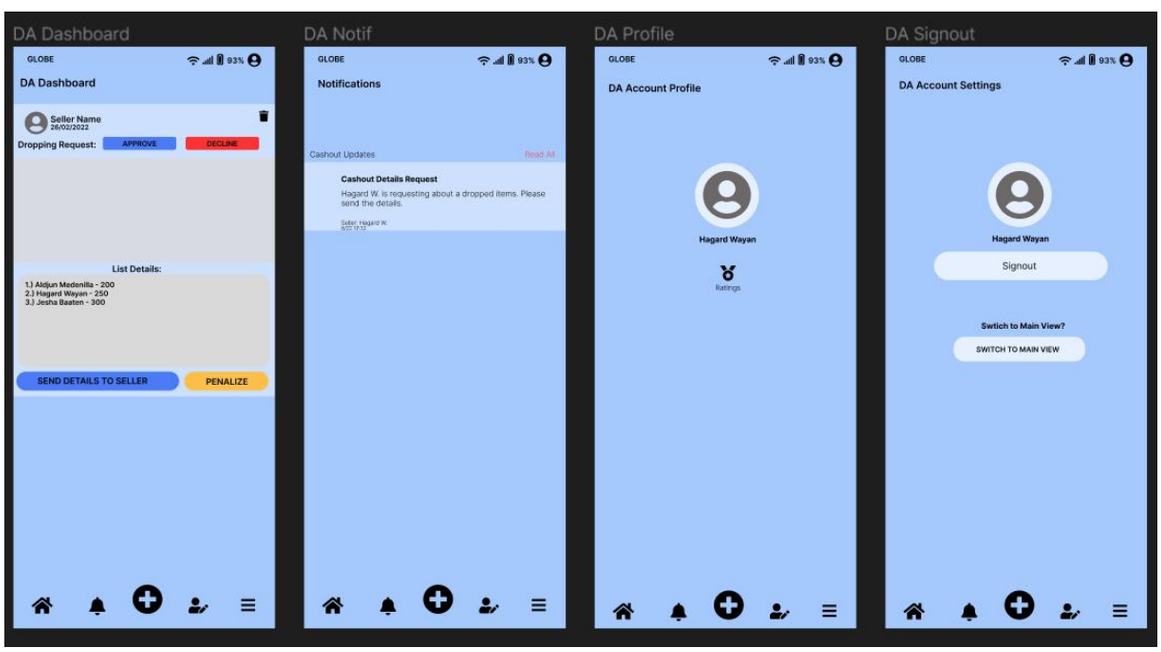
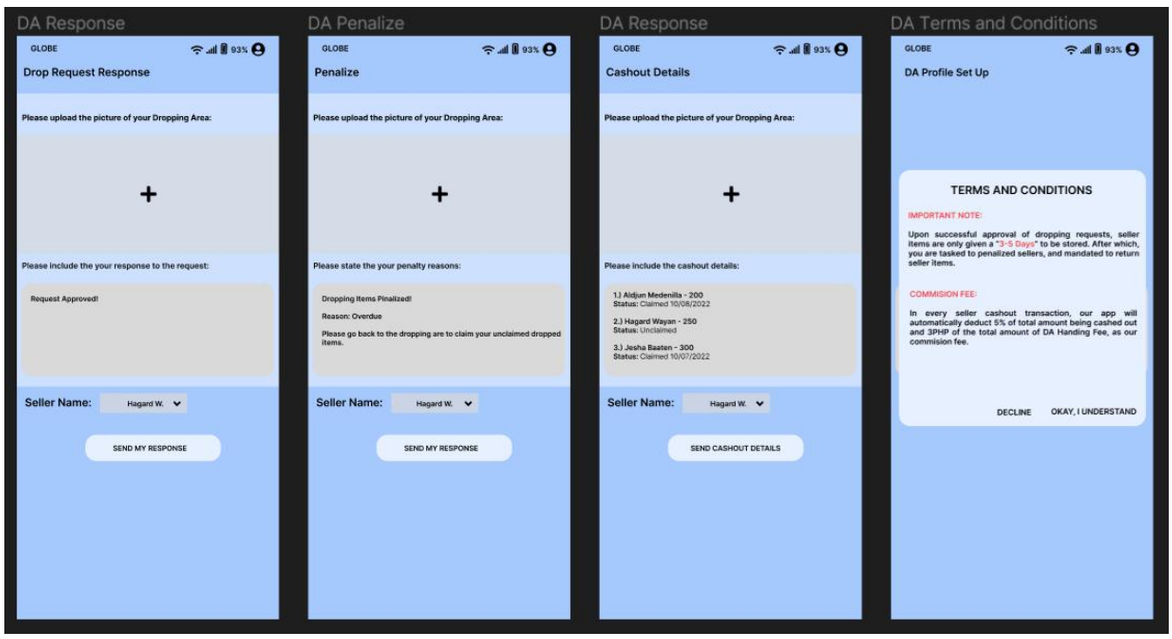


Figure 9.

Dropping Area Owner Features



WEEK 5

System Creation. Once the prototype is finalized, we started the actual system creation. It is more important at this stage to create an experience for the user to interact with than to have the perfect to-scale model of the solution concept.

WEEK 6

Basic features creation. On this week, the programmer of our group started the system creation by coding the Sign-Up and Sign-In features of the app.

WEEK 7

Buyer features creation. On this week, the programmer of our application started coding the buyer features of the application and successfully accomplished in within the week.

WEEK 8

Seller features creation. On this week, the programmer of our application started coding the seller features of the application and successfully accomplished in within the week.

WEEK 9

DA Owner features creation. On this week, the programmer of our application started coding the da owner features of the application and successfully accomplished in within the week.

WEEK 10

UI Design. On this week, the UI Designer of our application started suggesting how the application would look like, and successfully accomplished in within the week.

WEEK 11

Testing. On this week, as a team we decided to test the system of our application; the tester of our application used the app and experience how the application would look like and how would it be used, and then we discovered that there are minor bugs need to be fixed.

WEEK 12

Debugging and Testing. On this week, after founding out the minor bugs on our application, our programmer started debugging and fixing the minor issues on application. Afterwards, we again tested the application, and we are satisfied with the results.