GP2 - Requirements Analysis

Title

Pathfinder

Team Info

Fen Cullen, cullen.c@northeastern.edu
Andrew Knollmeyer, knollmeyer.a@northeastern.edu
Max Fortna, fortna.m@northeastern.edu
Website: https://pathfinder-hci.github.io/

Problem

The isolation of quarantine has been difficult for all of us. We've had our routines disrupted. We're stuck inside, working from home. We've had to cancel plans and rarely get to see our friends. It's nearly impossible to discover new places. This stagnation is a detriment to so many people's mental health and happiness, and that is why it's more important than ever to make an effort to be active, get out of the house, and see new things. People lack the reason to go outside and explore when working and socializing from home, and even when they leave the house it's normally for not very long and to familiar places.

Users

Jerry:

An older but active man who is bored with the paths he walks/runs normally. He lives in a rural environment where it might not always be the best weather for a walk/run but he has the gear and determination to almost always go. His day is very scheduled and he likes to walk/run in the morning, but sometimes might slip and go later in the day. He knows his local wilderness and neighborhood quite well but still finds new things. He likes to talk to friends about interesting places/things he has found while out and about.
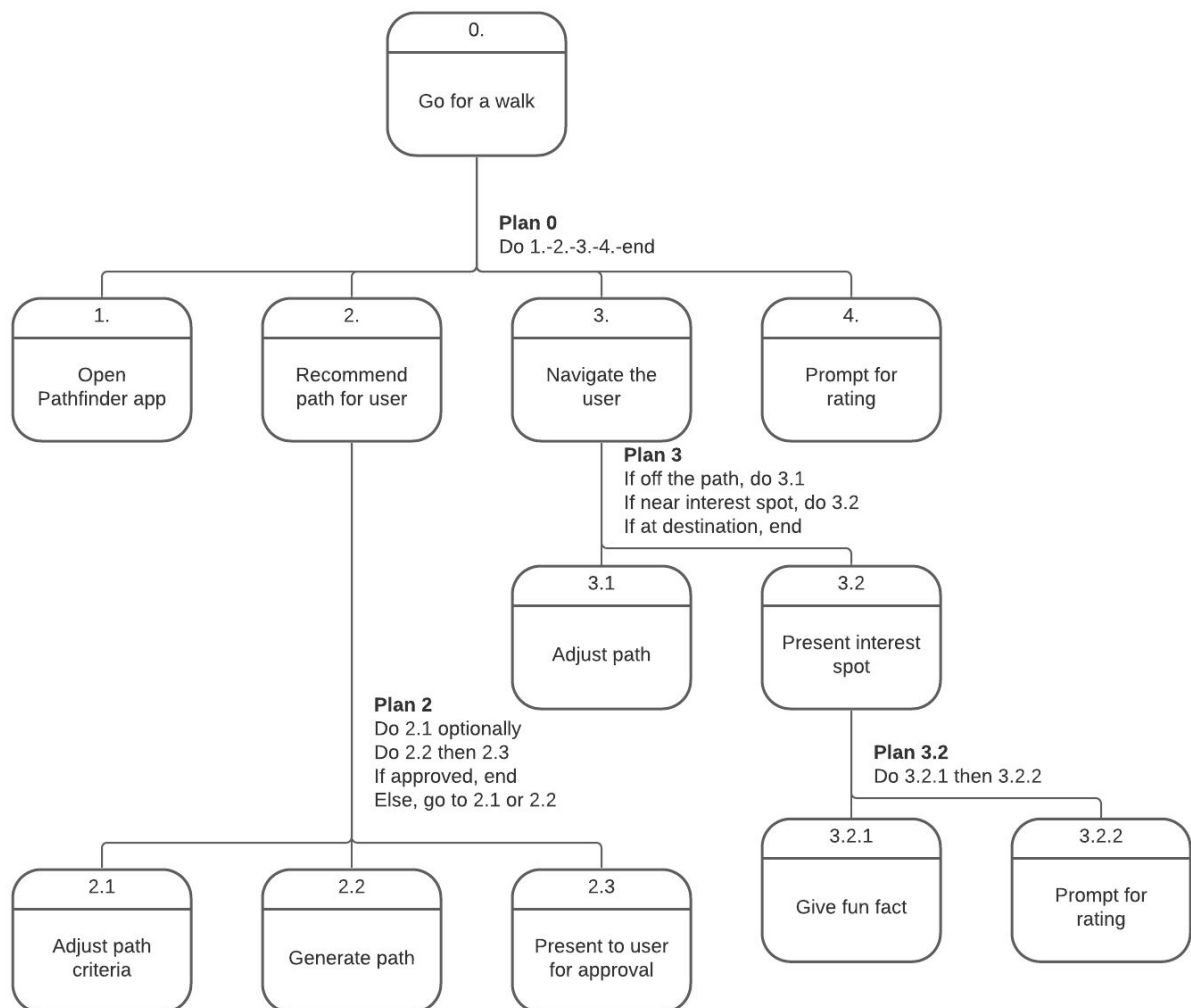
Rebecca:

She wants to be more active outside but doesn't know what to do or where to go. She is young and lives in an urban environment that she doesn't know extremely well. There's good weather out most of the time and she wants to find a way to force herself to go out. She lives alone besides a pet cat and doesn't have many local friends besides colleagues. She feels more comfortable with routine and wants to find somewhere nice that she can walk to every day.
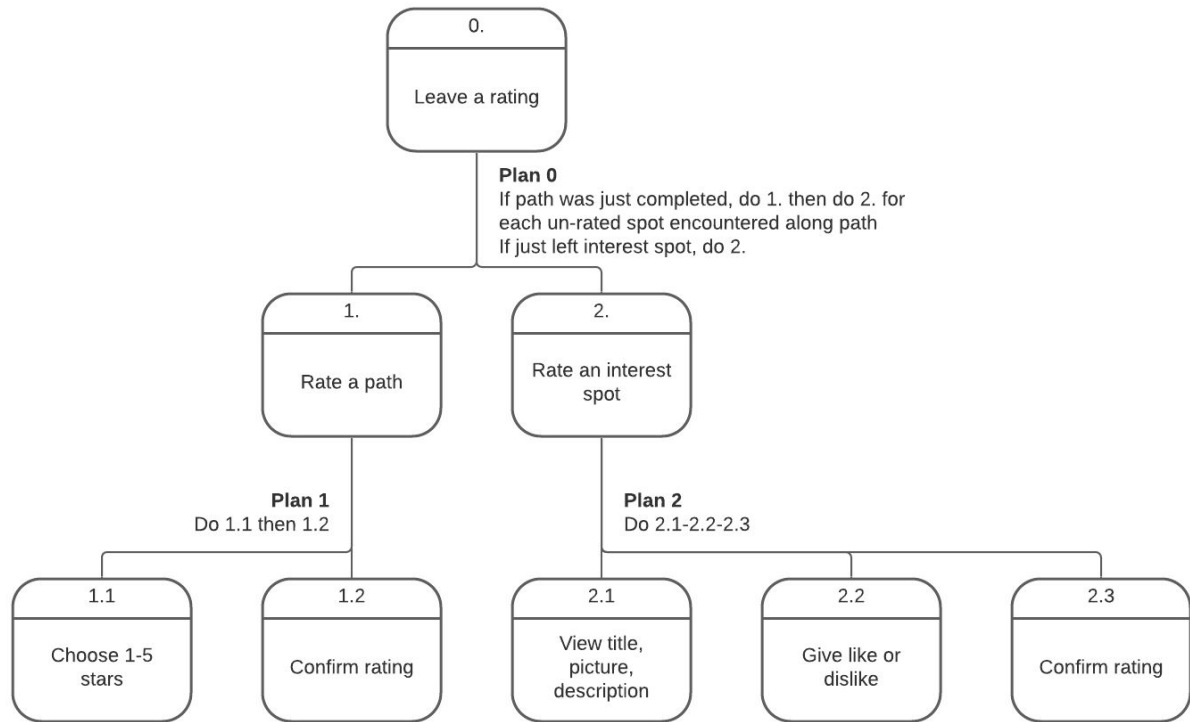
Sam:

  They want to find interesting places close to them. They have kids and live in a suburban environment where it gets quite cold in the winter. They live near a park and like to go out into it, but don't know more than a few paths/places. They want to try and find activities to do with their kids who are preteen/teen, especially during the summer when it is nice. Family vacations often include camping and are usually pretty unstructured.
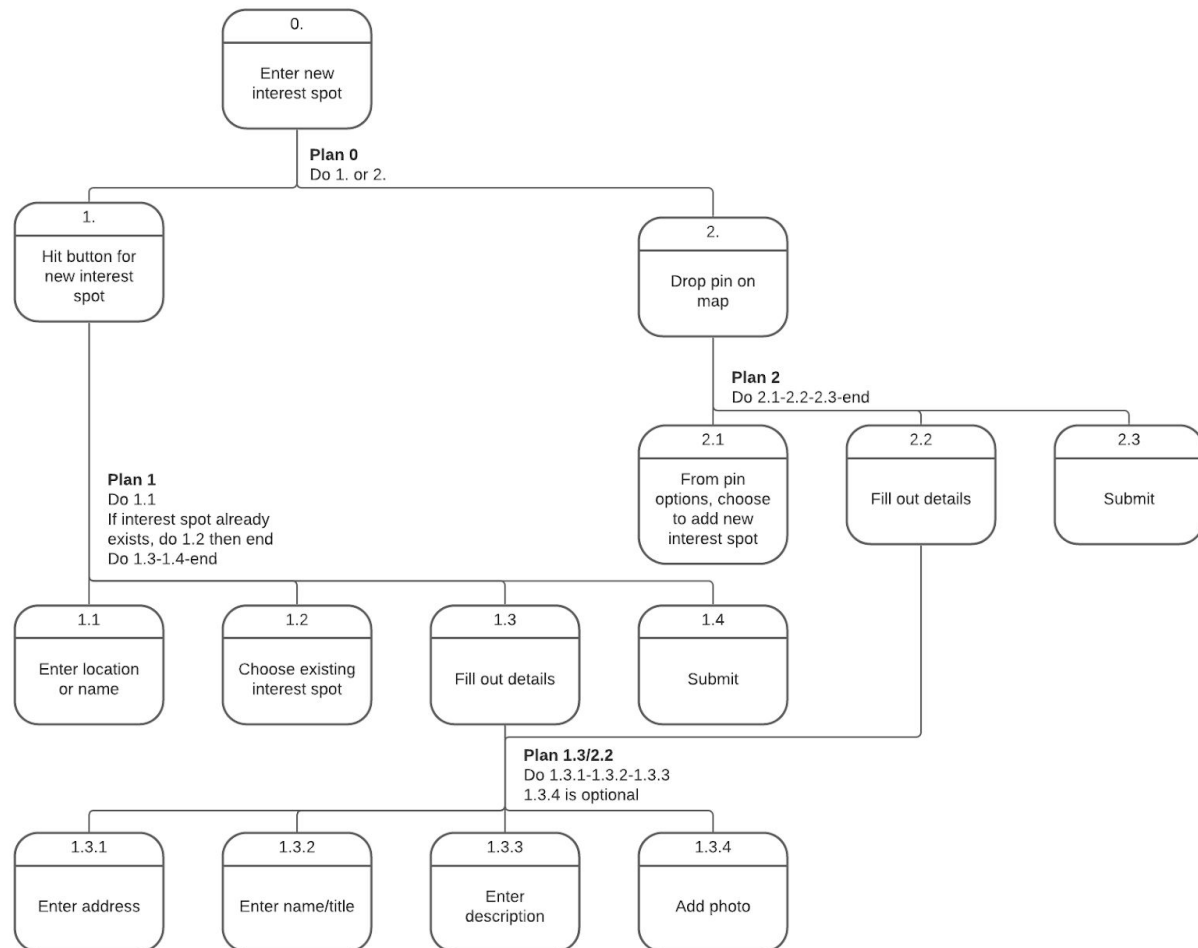
Tasks

1. Go for a walk
   a. User takes a single walk on a path recommended by Pathfinder

2. Leave a rating
   a. User leaves a rating on a path or interest spot

0.

Leave a rating

Plan 0
If path was just completed, do 1. then do 2. for
each un-rated spot encountered along path
If just left interest spot, do 2.

1.

Rate a path

2.

Rate an interest
spot

Plan 1
Do 1.1 then 1.2

Plan 2
Do 2.1-2.2-2.3

1.1

Choose 1-5
stars

1.2

Confirm rating

2.1

View title,
picture,
description

2.2

Give like or
dislike

2.3

Confirm rating

3. Enter a new interest spot
   a. User adds a point of interest to the map so others can visit it

Problem Scenarios

Problem Scenario 1: Go for a walk

Emily decides she needs to take a break from work and stretch her legs. She opens Pathfinder on her phone. She is greeted with a few options for paths to walk. The first suggestion is an estimated 15 minutes. She decides not to take it because she wants something longer. The next one is in an area she is familiar with, so she decides not to take that one either. The next suggestion is a 40 minute walk that stops by a nearby park with a high average rating. She decides to take that one, so she presses "Start" and Pathfinder begins navigating. She meanders along the path. She passes by some shops, then a pretty tree-lined street, then the park. Pathfinder pops up a fun fact then prompts her to rate the park. She gives it a like. On the last stretch, she passes by a mural. Finally she reaches home and Pathfinder ends navigation.

The app prompts her to rate her walk and the interest points she saw. She gives it 4 stars, and a like to the mural too. The app returns to the home screen.

Problem Scenario 2: Make a rating

      At the end of a walk, Pathfinder prompts George for some ratings. First, it asks for a rating of the walk out of 5 stars. He thought the walk was ok, so he gives it 3 stars. Then the app prompts him to rate the interest points he saw. First, it shows him the title and picture of a sculpture. He gives it a like. Then the app shows a shop. He wasn't interested in it, so he gives it a dislike. Then the app shows him another interest point he saw, but he exits instead and returns to the home screen.

Problem Scenario 3: Enter a new point of interest

      Sean just heard from a friend about a cool little beach hidden away on a river in his nearby park. He opens up Pathfinder to see if it's in there as a location but can't seem to find it. He decides to follow his friend's directions to the point and manages to find the beach. Knowing that he wants to come back he opens up Pathfinder and hits the button to add a new point of interest at his location. Pathfinder shows him that there is a nearby beach, but he feels that this location is different enough to mean it is new. He fills in the details and hits the create button, returning him to the map where he can see his new point of interest.

Usability Requirements

1. Users find a new location that they find interesting on every other walk.

2. Users can rate paths and locations both after a walk and at any other time.

3. 75% of users have customized their notifications/path preferences to suit their needs.

4. Over a week of random/varied paths there is only 50% overlap between all paths.