

Team Contract

Team Name

Team **FAM**

Team Members

Fen Cullen, cullen.c@northeastern.edu

Andrew Knollmeyer, knollmeyer.a@northeastern.edu

Max Fortna, fortna.m@northeastern.edu

Designated Roles

Andrew - Producer/Project Manager (sets up meetings, turns in assignments)

Everyone - Programming/Design/Misc.

- Implement prototypes and final deliverable
- Contribute in design discussions and creating interface mockups
- Participate in any write-ups/reports/etc.

Communication Methods

We've established a Discord group chat which we'll use for meetings, updates, etc.

Meeting Logistics

Weekly meetings:

- Mondays 10:30 -11:30 AM
- Thursday 5:30 - 6:30 PM

Desirable Behaviors

Come to meetings on time.

Share work fairly.

We are all ambassadors for the Team.

Issues within the Team should be resolved within the Team.

Decisions are supported once made.

Solve problems proactively.

Assume noble intent.

Acknowledgements

Thanks to Sue Siegel for the talk and team guidelines

Team Fam Proposal

Fen Cullen, Andrew Knollmeyer, and Max Fortna

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.

Target Users:

We want to target our product at people who want to get outside and walk more. This could be because they are working from home and are having a hard time maintaining a routine that supports physical activity and/or mental health. We also want to target people who already walk but are tired of the routes they take. Potential users may want to explore new parts of their surrounding area, or maybe they just want a reason to get outside.

Solution:

We want to create a mobile app called "Pathfinder" that is a cross between a health and wellness app and a map app. It's primary purpose is to not just tell users "be active!" but to give them a suggestion of how to do so. According to user preferences, Pathfinder will push a notification to users telling them they should go on a walk/run and giving them a path they can take. If users want to take the path, they can hit a "Start exercise" button that will tell Pathfinder to keep track of their stats. These stats can be steps, location data, time and other commonly used health statistics. During their exercise if the user opens their phone they should be able to see where they are in the path and their current stats. Users can end the exercise through this screen, or it can be ended automatically upon reaching the end of the path. After an exercise users will be prompted with their stats screen as well as a way to rate the path they just took.

Paths are created using a database of ratings. Different sections of paths, likely parts between intersections, will be averaged to have a rating and those sections will be put together to create a path for the user. User's can set their preferences to avoid repeated paths for a certain number of days or a schedule can be set of paths so certain days are favorite paths and others are new ones. There can also be an option to try and find an unpopular path or path with only a few ratings. Users will also be able to set how long their path should be, as well as what their starting point should be if not their current location.