TEAM 1 ICT-2102 Assignment 3

Brainstormed design ideas

Description and discussion process

Design ideas brainstormed:

- 1. Find all available routes for the user based on given start and end point.
 - When given two specific locations, the application should find all possible routes between the two points before evaluating the results to suggest the best route.
- 2. Detect congestion on route
 - o For all routes found, system should refer back to congestion data and factor in any congestions that are found in the route to reflect a more accurate travelling time.
- 3. Detect transport's current capacity load (i.e. how full it is) How seems a challenge??
 - From capacity data, system should reflect and display how full the bus/train is so that
 users can refer to the information and choose an alternate transport that might be less
 crowded.
- 4. Crowdsourcing from users for traffic conditions updates challenge ??
 - Users who find out about certain traffic situation (e.g. traffic jam, train breakdown) can login to their account and post a Traffic Condition Update to the application, to help keep other users informed.
- 5. Bookmark 'Favourite' routes
 - If a user tend to travel on a particular route often, or wishes to save it for future reference, they can bookmark a particular route they found and open the route information in the future.
 OK its a good requirement, but is a small
- 6. Filter compiled results of routes based on user's preferences One
 - O There might be a lot of different routes generated based on the user's location inputs, but not all routes might be of value to the user. Filtering the results to omit the routes that the user would not be interested in will help the user find the most preferable route quicker.
- 7. Track exact current location of transports OK Good too
 - O Helps user to track the exact location of the bus or train that he/she intends to board, to provide the user with an idea of how far away the transport is from reaching.

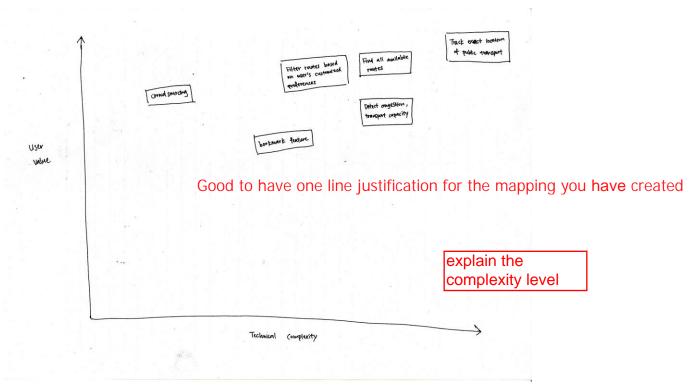


Diagram: User value vs technical complexity

Design ideas chosen

Description and explanation Why did you choose them - its good to justify

Design Idea #1:

what is user's filter preferences

Find all routes and return results based on user's filter preferences all routes for what ??

Combination of design idea 1 and 6. It is key to the problem that the user is able to find a route
that is accurate with congestion data factored in. Additionally, the user should be able to choose
to see only what they are interested to see. E.g. if a user with bus-concession wants to find
directions, routes that requires them to take the MRT will not be their preferred route. If users
can't find what they want to see easily, it will definitely affect their user-experience negatively.

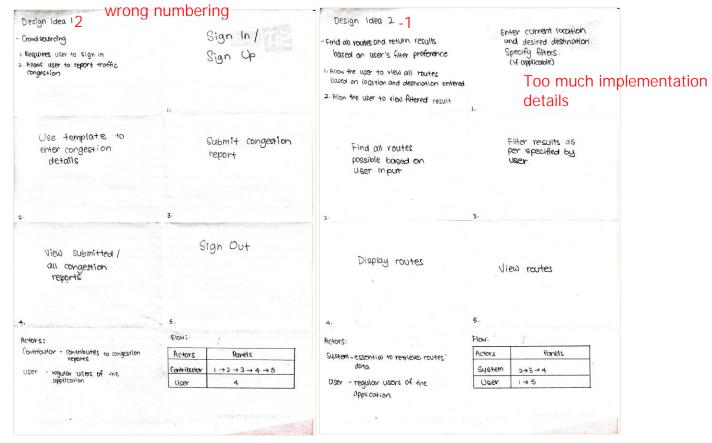
Design Idea #2: - The idea is very good, but its difficult to actually have this in practise Crowdsourcing from users for traffic conditions updates

 Relatively easy to implement whilst data gathered from it can be very helpful as well. High uservalue compare to the technical complexity it requires. Utilizing the congestion data gathered from crowdsourcing can help the other users a lot when providing directions for routes that are suggested to be congested by contributing users who had submit a traffic condition update.

How will you crowd-source
Difficult to implement and comply to

asking user for report(crowd-sourcing)

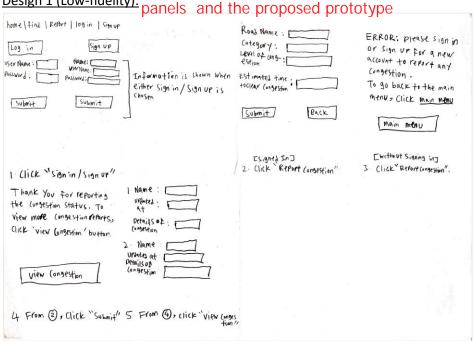
Storyboards Are there are any pre-requisites for the actions, any assumptions you have made??



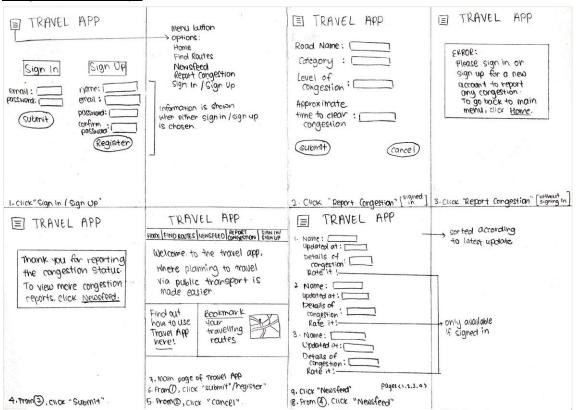
Please label the story boards with proper titles

Prototype

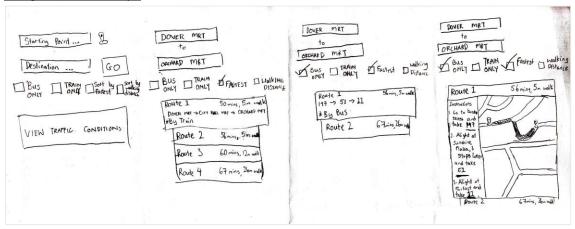
Good to have a few lines/ or a table about the mapping between storyboard Design 1 (Low-fidelity): penals, and the proposed protetype



Design 1 (Med-fidelity): Good to have a flow diagram too



Design 2 (Low-fidelity):



Design 2 (Med-fidelity):

What is the flow??

