

Scenario:

You are a network engineer working for a hospital in Atlanta, GA. You work full time and are quite busy, but still make time once or twice a week to go out with your friends to dinner. You always split the bill with them, but sometimes you forget to tell the server and it gets annoying to deal with.

Tasks:

Task 1: Start a split and split a bill evenly among your and three other friends.

Task 2: Join someone else's split and have it so that you pay 70% of the bill and the final 30% is split among your other three friends. (Prototype must be extended for this.)

Task 3: You enjoyed using the app and heard you can get coupons by playing games in the app. Play a game and get a coupon for a business. (Prototype must be extended for this.)

Notes:

Changes to be made to application:

1. Simply the process of setting how much each person is paying if you are not splitting the bill perfectly even.
2. Possibly scrap the games completely and replace them with some form of credit system, where you earn coupons and savings by making transactions.
3. Some users may not want to have to carry around another physical card with them, perhaps payment can be integrated into a system like apple pay or other services for mobile payment that are becoming more popular.
4. Making the set up for connecting the user's payment information simple as possible. Payment setup would be done on the apps first time setup and could be changed in the settings, but it was assumed it was already set-up for the prototype.

What should be kept the same:

1. Having it automatically split the bill evenly among all the members of the transaction is good as this is what most users would use it for.
2. The name is easy to remember and fits the app.
3. The color scheme with green is good.
4. The premise itself is good for the niche it is trying to fill.