

# Returning the Car

- The user needs the ideal park and directions to it in order to return the car
- Mid-trip issues still apply



# Ending the Trip

- The user has indicated that they're done with their trip, and need to complete the following:
  - Confirm the car is parked near the ideal park with at least a quarter tank of petrol
  - Confirm the lockbox is in the proper location, everything is removed from the car, the lights are off, doors are locked
  - Take photos of the outside of the car
  - Generate the code and lock the key

A hand-drawn sketch of a mobile app screen titled "Ending the trip". At the top left is a back arrow. Below it are icons of a car and a person holding a phone. The title "End the trip" is centered. The screen contains a list of tasks: 1. "Park the car." with two checkboxes: "The car is parked within 500m of the ideal park." and "The car has at least a quarter tank of petrol." Below these is a "CONFIRM" button. 2. "Lock the car." 3. A partially visible "3)" at the bottom. At the very bottom is a navigation bar with a back arrow, "PREV", five dots, "NEXT", and a forward arrow.

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Car icon and User icon

End the trip

① Park the car.

- ☐ The car is parked within 500m of the ideal park.
- ☐ The car has at least a quarter tank of petrol.

CONFIRM

② Lock the car.

③

← PREV ●●●●● NEXT →