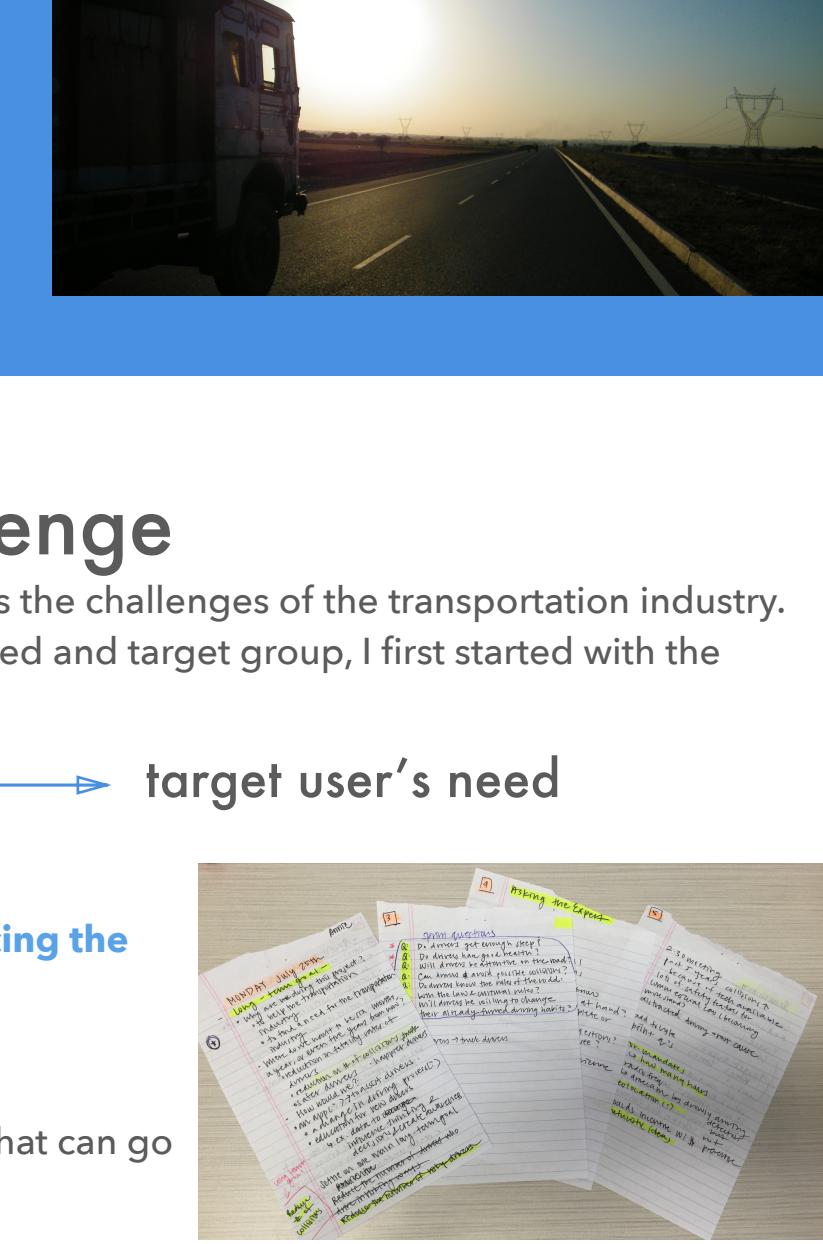


# Rest Easy

In five days, using a design sprint process inspired from the book *Sprint* by Jake Knapp, I designed a prototype for an app called Rest Easy aimed to help truck drivers stay more attentive on the road in order decrease the risk of collisions.



## The need & challenge

My focus from the start was to address the challenges of the transportation industry. In order to come up with a specific need and target group, I first started with the bigger picture.

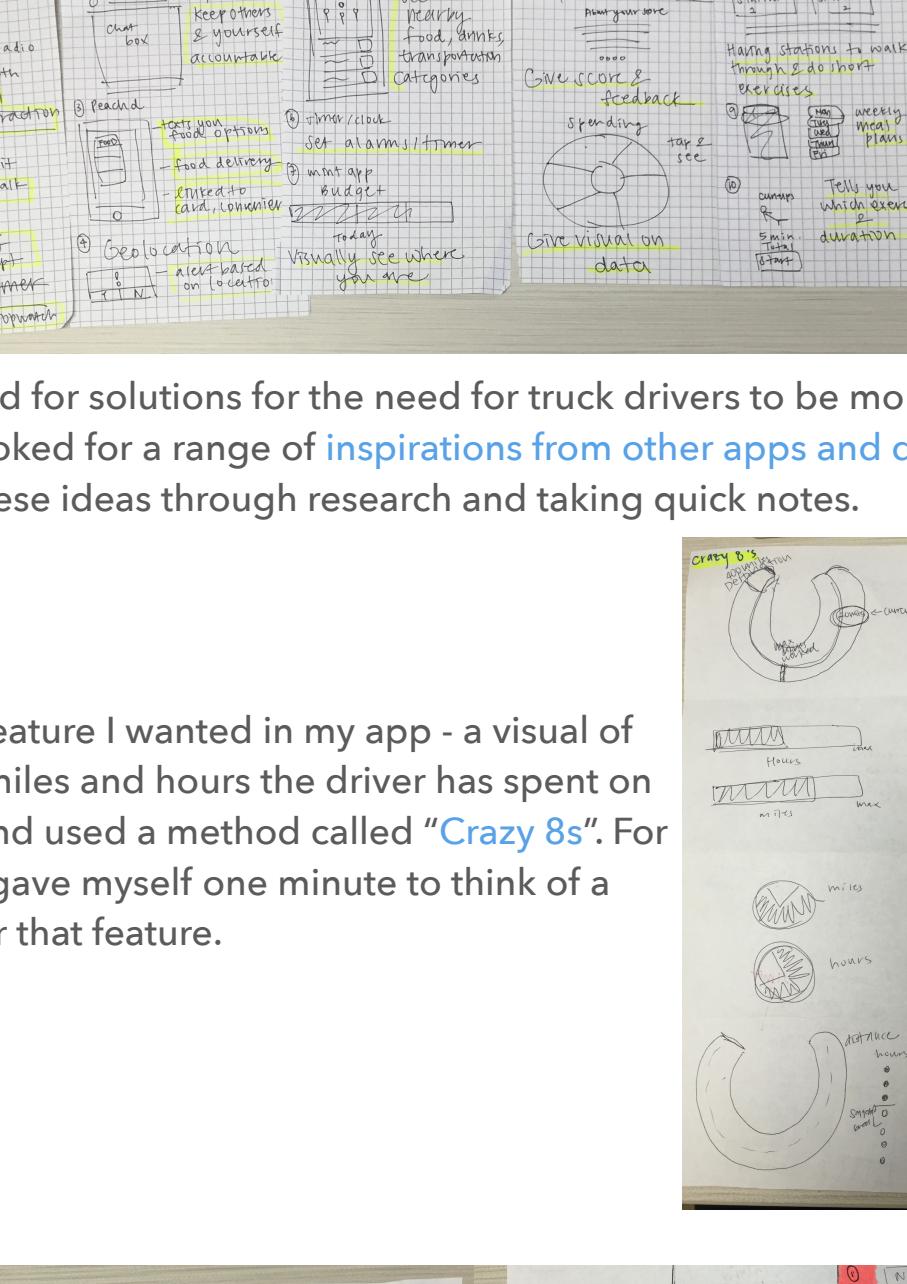
long-term goal → target user's need

I brainstormed for the long-term goal and concluded with the goal of **reducing the number of collisions**.

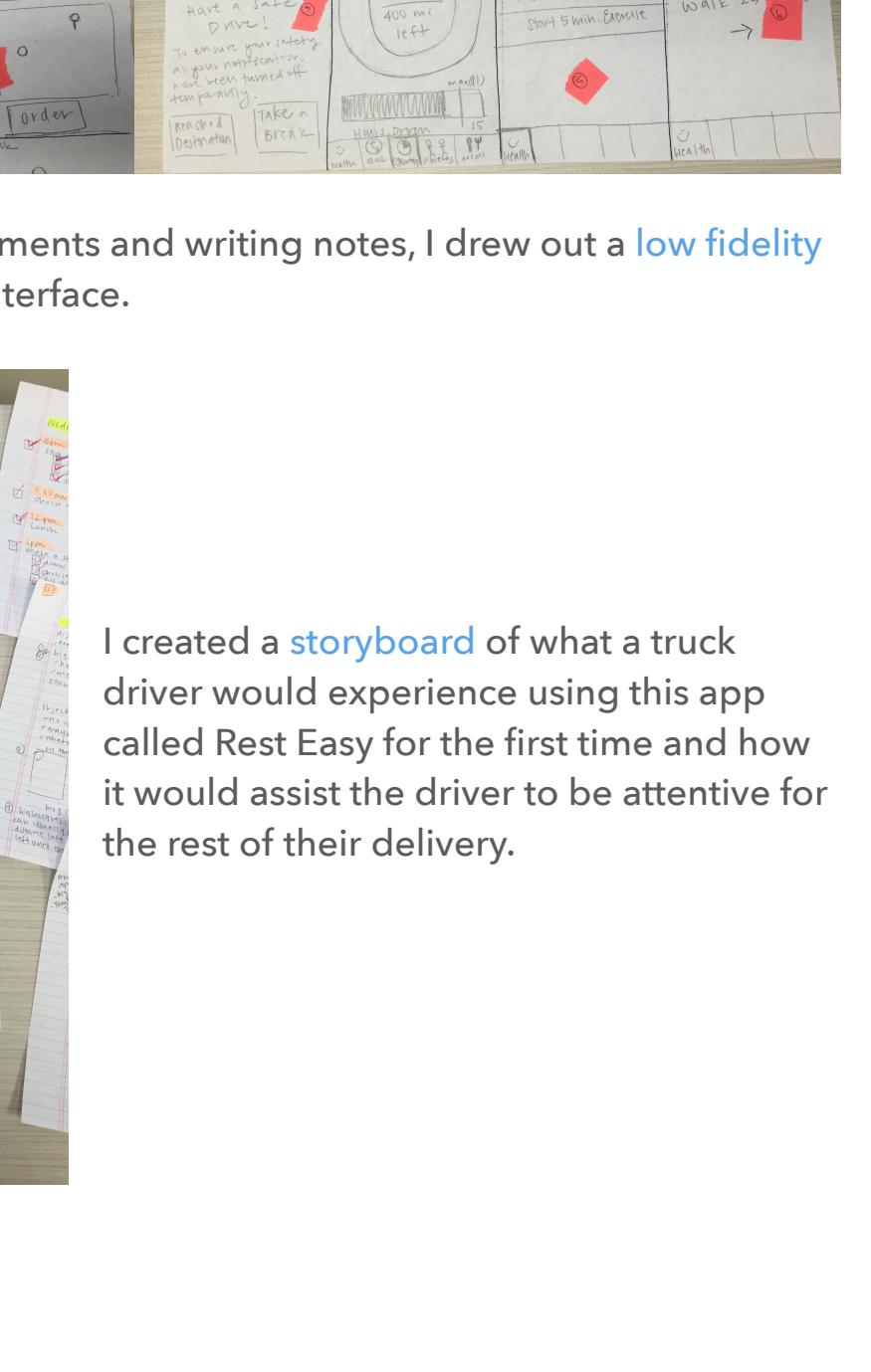


Notes Taken to Organize Ideas

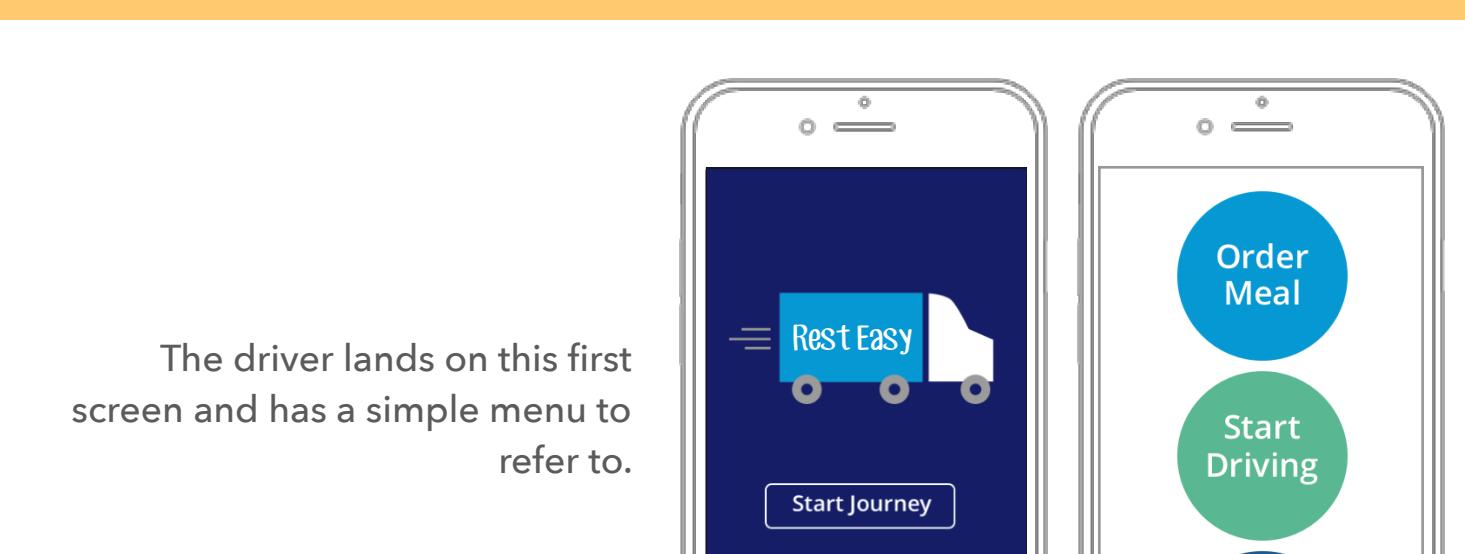
Upon deciding to address the needs of **commercial truck drivers**, I mapped out different key players and their interactions with one another.



After creating this map, I interviewed a UX Designer and researched online to learn more about the the process and lives of truck drivers. With further brainstorming with questions and organizing them into groups, I was able to come up with a target user and event to address.

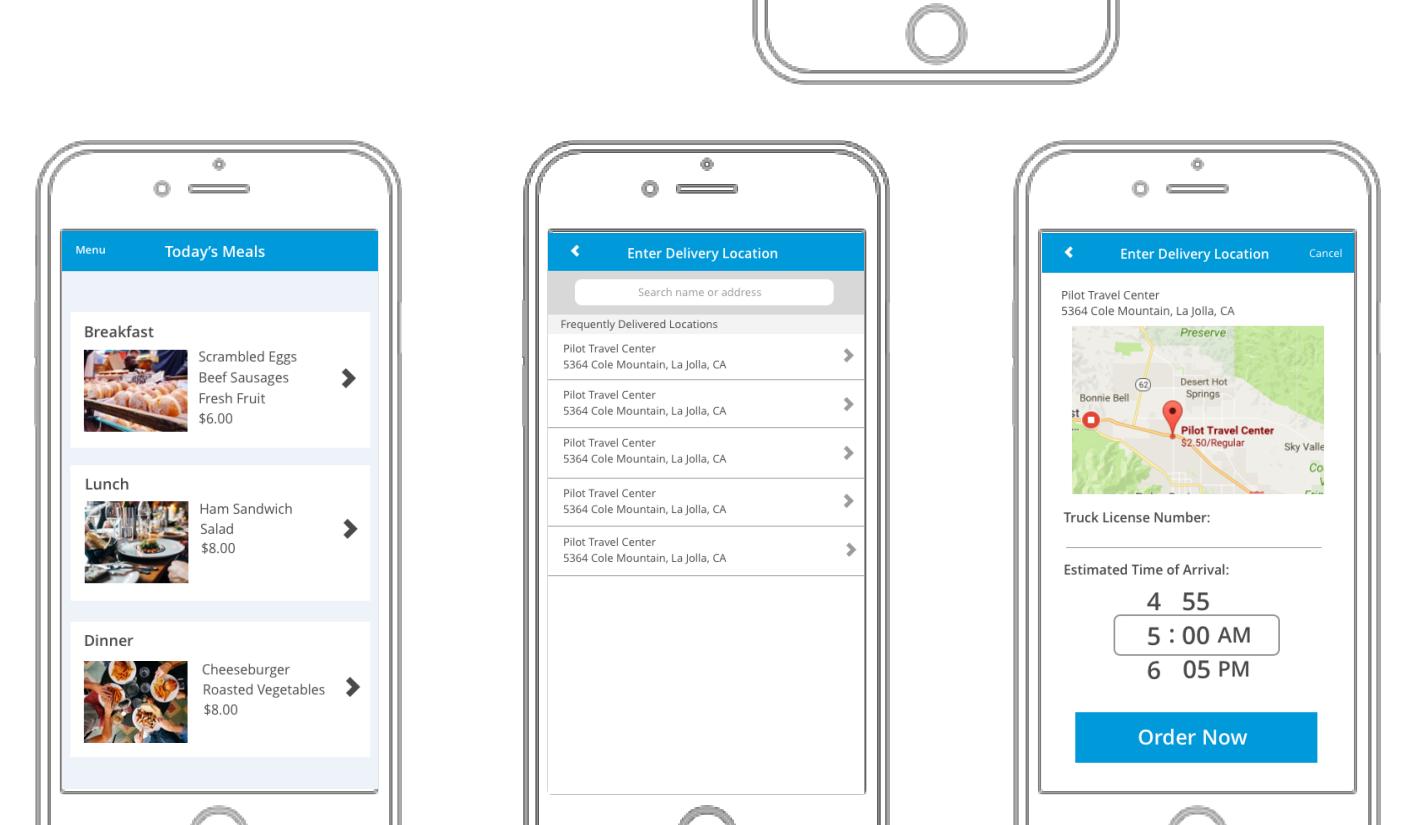


Organization of the "How Might We" Questions

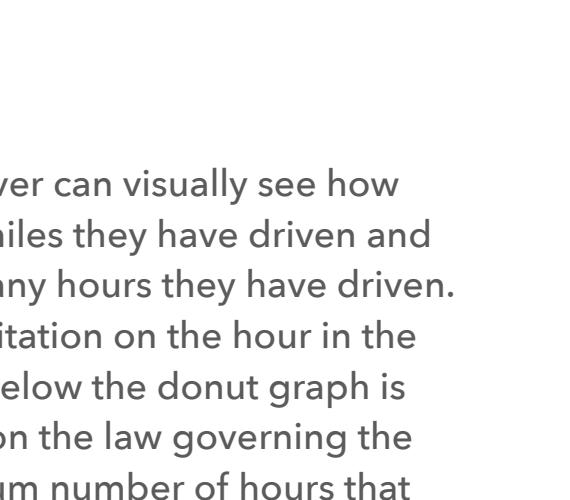


If truck drivers can use their break times well, they can be more attentive and less distracted on the road, leading to less collisions. Using break times well also has long term health benefits to the driver.

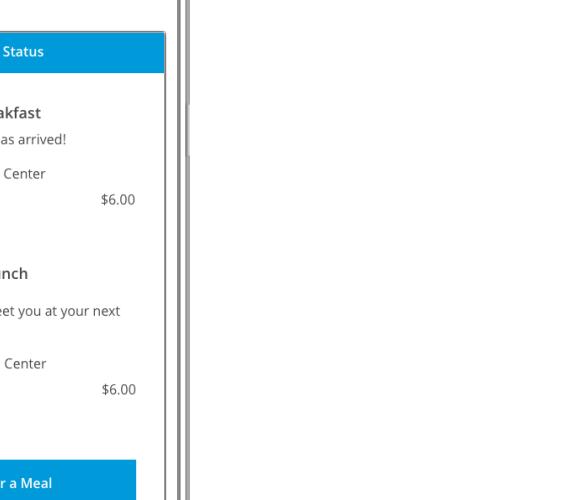
## The design process



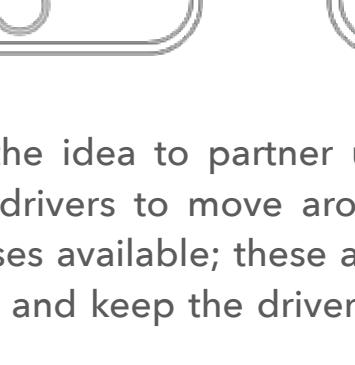
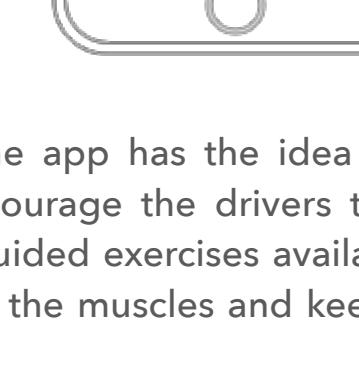
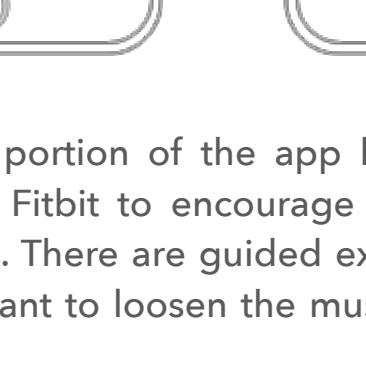
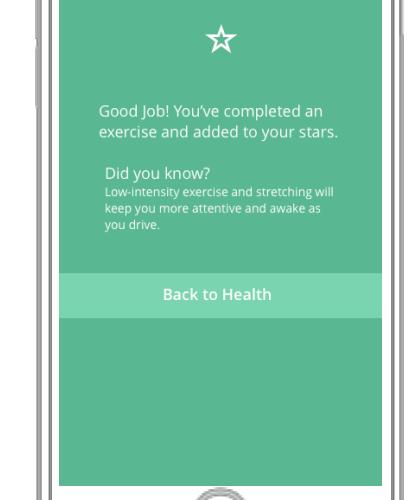
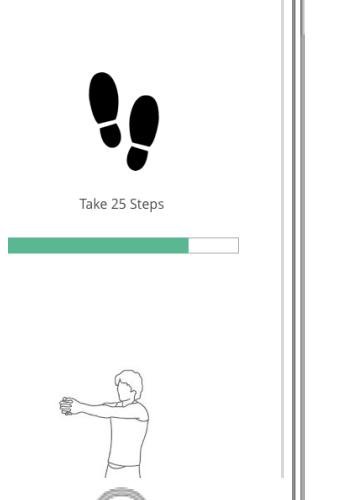
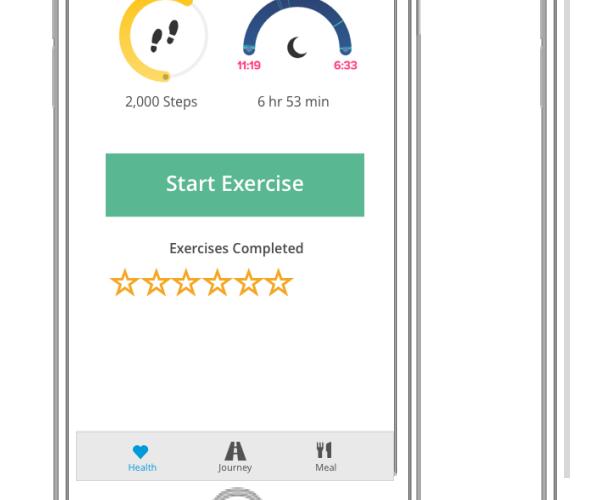
As I searched for solutions for the need for truck drivers to be more attentive on the road, looked for a range of **inspirations from other apps and designs**. I captured these ideas through research and taking quick notes.



I took one feature I wanted in my app - a visual of how many miles and hours the driver has spent on the road - and used a method called "**Crazy 8s**". For each box, I gave myself one minute to think of a new idea for that feature.

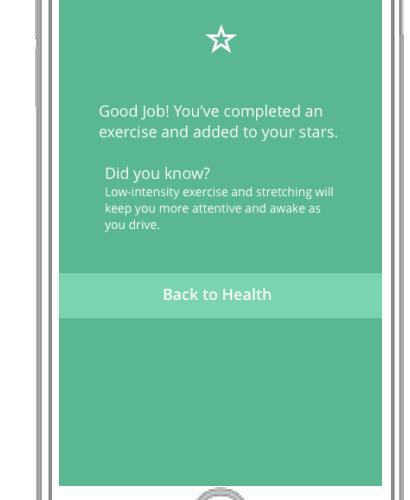
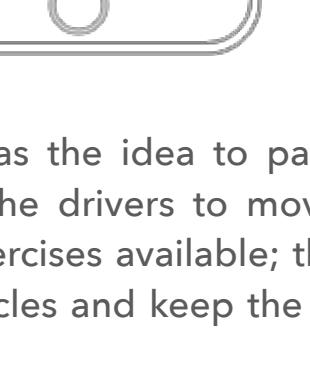


After sketching out different elements and writing notes, I drew out a **low fidelity paper wireframe** for the app's interface.



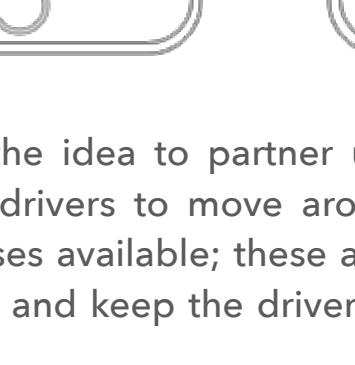
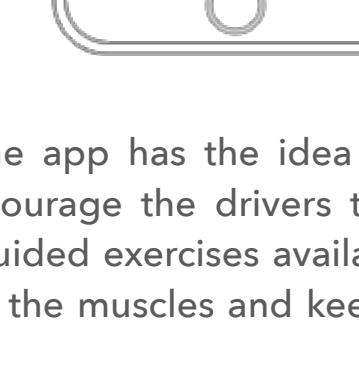
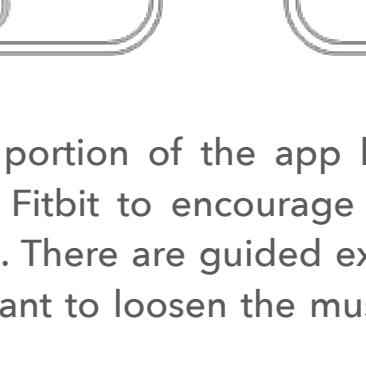
The driver lands on this first screen and has a simple menu to refer to.

When the driver taps 'Start Driving', the app takes them to this screen that helps to lessen their distractions while driving by turning off their notifications. Drivers also have the option of quickly finding a nearby rest stop while they are driving.



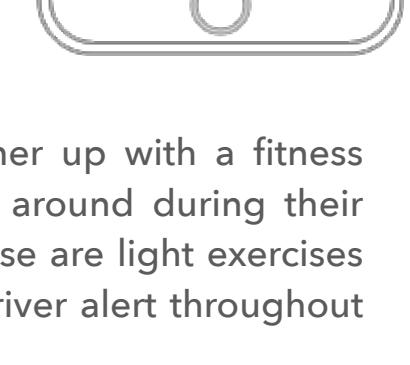
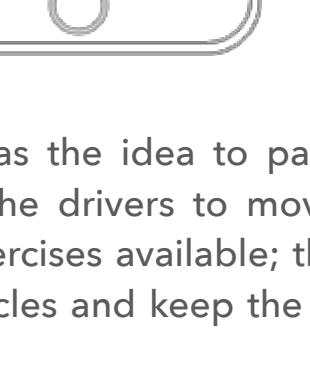
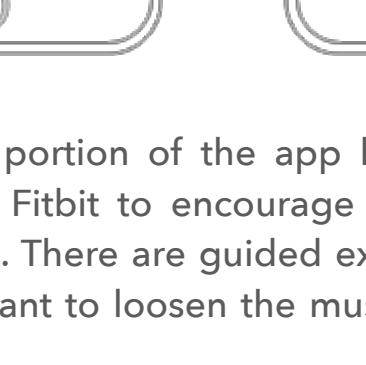
This screen shows the driver the nearest rest stops to them.

The driver can visually see how many miles they have driven and how many hours they have driven. The limitation on the hour in the visual below the donut graph is based on the law governing the maximum number of hours that can be driven per shift.



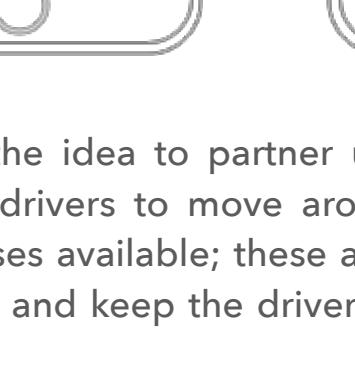
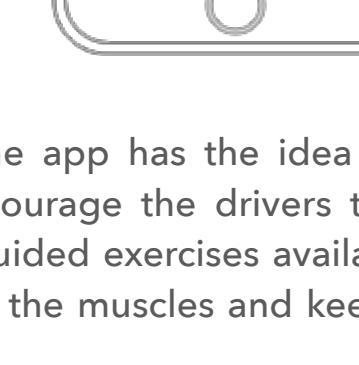
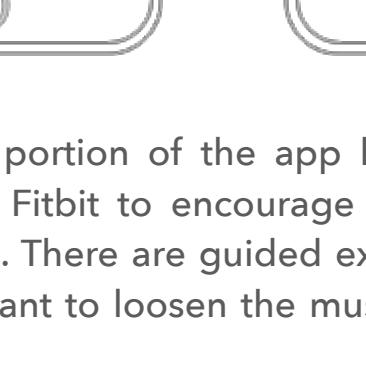
The driver has the option of ordering their meal and having it delivered to a specific rest stop. By doing this, the driver gives the food deliverer the permission to track the truck via GPS so they can come in time.

The driver can visually see how many miles they have driven and how many hours they have driven. The limitation on the hour in the visual below the donut graph is based on the law governing the maximum number of hours that can be driven per shift.



The driver can see the status of their meal delivery.

The driver can visually see how many miles they have driven and how many hours they have driven. The limitation on the hour in the visual below the donut graph is based on the law governing the maximum number of hours that can be driven per shift.



The health portion of the app has the idea to partner up with a fitness tracker like Fitbit to encourage the drivers to move around during their break times. There are guided exercises available; these are light exercises that are meant to loosen the muscles and keep the driver alert throughout their drive.

The driver can visually see how many miles they have driven and how many hours they have driven. The limitation on the hour in the visual below the donut graph is based on the law governing the maximum number of hours that can be driven per shift.

