City walk app

# Users:

* Student: From 16-25 years old. Good computer skills. Low income. Interest in apps.

Motivation: Explore a new city.

Usage:

- Does not go on a walk very often.

- Wants to filter his search for a specific walk.

- Wants to find tours that begins closely to where he is.

- Want to know duration for the walks, so he can plan his day.

- Wants the walk efficiently and quick.

Usability goals: Efficient, easy to learn.

User experience goals: Aesthetically pleasing, helpful, satisfying

* Family father: From 25-45. Technically good. High income. Uses apps that is helpful.

Motivation: Show his family interesting point in their neighborhood.

Usage:

- Does not go on a walk very often.

- Wants a short walk.

- Does not have a lot of focus on the app.

- Wants resume of the points of interest.

* Older tourist couple: From 60-80. Technically bad. High-medium income.

Motivation: Find new interesting corners of a city, that has been visited before.

Usage:

- Find a romantic tour with photo opportunity.

- Wants to be guided by the app without too much effort.

- Wants to find tours that begins closely to where they are.

- Wants walks with places to take a break (benches, coffee place.)

# User stories:

* A tourist wants to find a city walk, that begins closely to where he is. The walk should include sightseeing.