

GetLost

Design Documentation - Milestone 2

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Our Design Process

For this Milestone, we planned out all of our designs together. Before looking at specific features of each design, we discussed at a high level what we wanted each design to represent. We wanted to do a design that is traditional and would be a user interface that many mobile users would already recognize. We wanted to make another one that had a focus on clarity and the flow of creating a trip. Finally, we wanted to have one design that allowed us to test out our most creative ideas, and generally be open to creating something unique.

Before looking at any details, we chose colors for each design that would encapsulate the guiding principle for that design. For the traditional design, we chose forest green, since that is what most outdoor applications already use. For the design that focused on flow, we chose light blue. This is reminiscent of water and flow. For our final design, we chose a yellow/orange scheme that represents the sun. We wanted the third option to feel new and energetic.

Together, we sketched out all three designs on a whiteboard. We kept the theme color in mind as we discussed what to add to each design. As we created each design, we learned more about the problem space and were able to apply those lessons to the next design. After creating detailed, hand-drawn sketches for all three designs, we split up into teams to create higher-quality mockups using online design tools. We shared pictures of these mockups as we developed them, so that the whole team was able to give input on the details of each design.

Storyboarding

For our storyboard, we wanted to showcase the main flow of GetLost: creating a trip. So, for our designs we thought about a specific group of actions. We considered what the homepage would look like, what creating a trip looked like, what viewing a planned trip would look like, and what viewing packing lists would look like. For some designs, we went a little further and considered the search view as well, since creating a trip typically requires a user to find a location first. In our third design, we flipped this paradigm on its head and tried a new approach for creating trips. This flipped parts 2 and 3, since a trip was created before a location was found. For the most part, however, our story board resembled the following:

1. The user opens the app (homepage)	2. The user looks for a location to create a trip (search view)	3. The user creates a trip for a certain weekend with a group of friends (create a trip)	4. The user views the trip in the app to get updates on weather and learn about the location (trip page)	5. The user and their friends use the packing lists to make sure they have all necessary gear (packing lists)
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Design Decisions

Design #1

For Design 1, we wanted to try an interface that is similar to other hiking and trail apps. We wanted to attempt our own take on a design that has proven popular for other apps. One aspect of design we utilized was the navigation bar at the bottom of the screen. This is a very popular design pattern in mobile applications. This allows the user to quickly switch between different functionalities of the app. We chose a green color scheme for this, since most hiking and outdoor recreation apps use a forest green color. It is meant to symbolize life, forests, and the outdoors. In this context, it also symbolizes the accepted approach to designing interfaces intended for outdoor recreation purposes.

Strengths of this design include having a simple interface which is done by having a constant tab bar be present at the bottom and highlighting the visual aspects of choosing a trail. This visual aspect is done by pulling pictures from the trails and using those as a way to identify them. The design is weak in the way that it conveys the information. The colors on the pictures make the rating, heart, and activities hard to see, which is the opposite effect we want. Users should be able to clearly see what the trail offers and its difficulty.

Overall, the design isn't bad, but it comes off as derivative and uninspired. It also feels too much like other user interfaces that have been done in the past. We are glad, however, that we explored this avenue of design. It began a conversation in our group about what could be improved, and thinking critically about what designs enhance the user experience for users who want to plan an outdoor trip.

Design #2

We aimed to create a clean, simple outline with foolproof functions for design 2. In order to do this we keep the color scheme simple and airy, using white backgrounds, wide spacing, and medium blue features with black text. The focus of the design is ease of use and clarity. We chose blue for the color scheme because it symbolizes water and therefore flow. The homepage displays the overview of a user's upcoming trip. This includes a photo of the site, the forecast of the dates of their trip, and notifications associated with the trip. If the user has multiple trips they can scroll through each trip on separate pages. The front page also includes notifications about their trips for easy access.

We felt the easiest menu option was a simple button that opens to a sidebar where users can select if they want to browse locations, view their trips, view their friends, or view the chat page of the app. In order to make browsing locations as simple as possible, when the user enters some search criteria (zip code, city, etc) locations will appear in a list. Each location shows difficulty rating, activities available onsite, a brief description of the location, regulations, and forecast. By scrolling down they can view the next location.

The strengths of this design are the simplicity, and ease of switching between features. If a user is in the search page and wants to view chats for another trip, they can tap on the hamburger icon and open up the menu. This frees up more space on the screen for the content. The weaknesses of this design are that the all blue colors may be hard on some users eyes. Also, the side swiping needed to view other trips from the home screen may not be intuitive to all

users. Overall, we preferred this design to the first one because of its simplicity. Not having navigation bar freed up extra screen real-estate and allowed us to design a simpler interface. Our favorite feature of this design is the sidebar menu, which allows users to quickly switch between functions without losing too much space.

Design #3

For Design #3, we decided to let our creativity flow and try out ideas that we considered too weird or out there for the other two designs. We chose yellow/orange for this design. It symbolizes sunlight, energy, and radiance. We used a lot of circles throughout the design to extend this theme. The big difference between this design and the other two is that we rethought the workflow for creating a trip. Traditionally, a trip is created by searching for a location, and then creating a trip from there.

For this design, we left that option, but decided to add another option where creating a trip starts by filling out a questionnaire and then looking at generated trip recommendations. The first step of creating a trip is to add friends. This highlights the social aspect of the app, and reminds users of what is most important when planning an outing. Next, a questionnaire is filled out that is used to suggest a location for the user. This includes dates the user wants to go (so GetLost can predict the weather), how far a user is willing to drive/travel, the activities a user wants to do (backpacking, camping, hiking), and the users preferred weather (some campers don't mind rain, while others avoid it entirely).

Once this form has been filled out, a cardstack of locations is created. The locations pulled will also reflect locations that the invited friends will enjoy, based on their previous trips.

Similar to apps like Tinder, the user will either like locations if they want to go, or dislike them. Tapping on a card will reveal more information about the location pertinent to their decision. If a friend has already liked that location, the user will be able to see that.

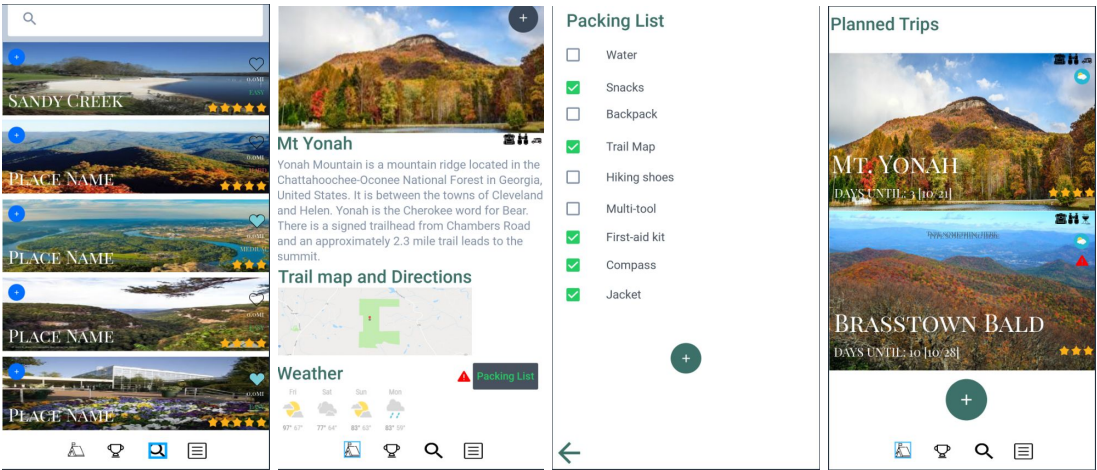
The main innovation in this design is the new process for selecting a trip. It allows all group participants to have a say in where they go, and opens the user up to more options than just the locations they have searched for. This will make it easier for users to discover locations they have not heard of before, and therefore would not have found through the search functionality.

The strength of this design is that it is more focused on the social aspect of the trip, which improves the user's experience. Also, it places more of the planning in the hands of GetLost and requires the user to do less work. Before, the user needed to know the name of the location they want to go to. Now, the user just needs to know how far they are willing to travel to a location.

The weakness of this design is that it is geared towards users who want to plan trips by themselves or want to plan a trip to a specific location. While this is still possible through the search bar, it is not the main flow of the app. Also, it's not as easy to access features like the chat or the settings as compared to Design #2. Switching between functionalities is easier in that design through the ever present menu/sidebar button. In this design, the settings are only available through the homepage and the chats are only available through the trip page.

Design Mockups

Design #1



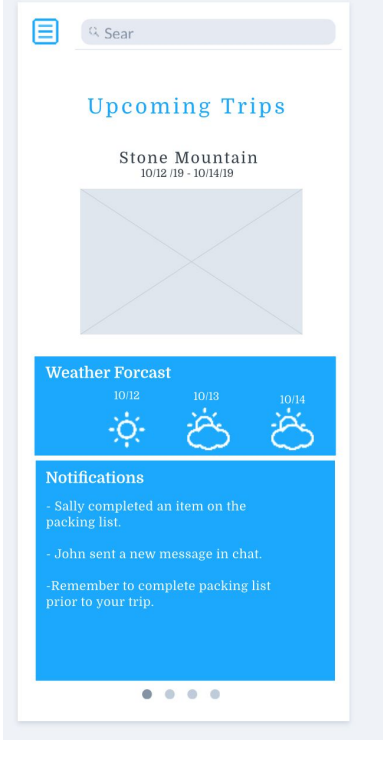
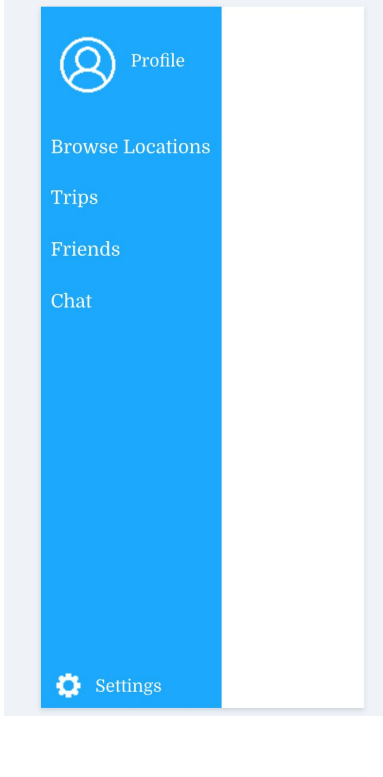
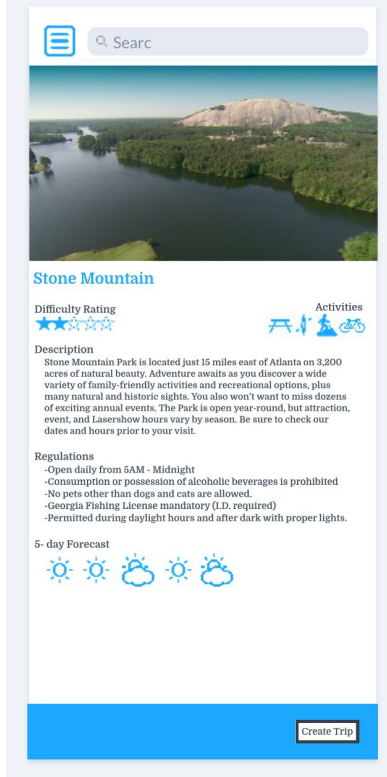
Search View

Trip View

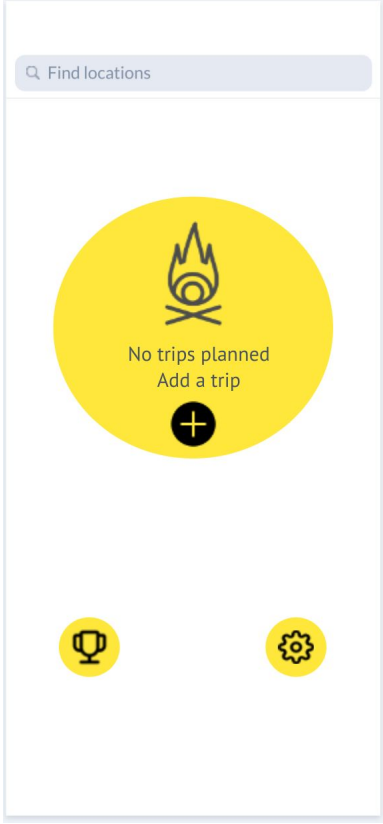
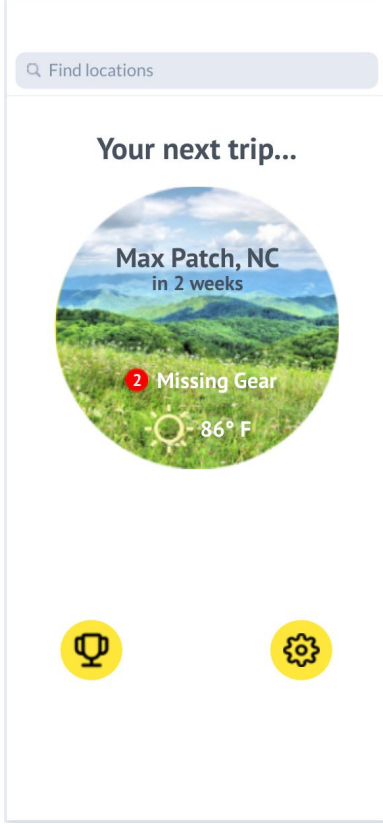
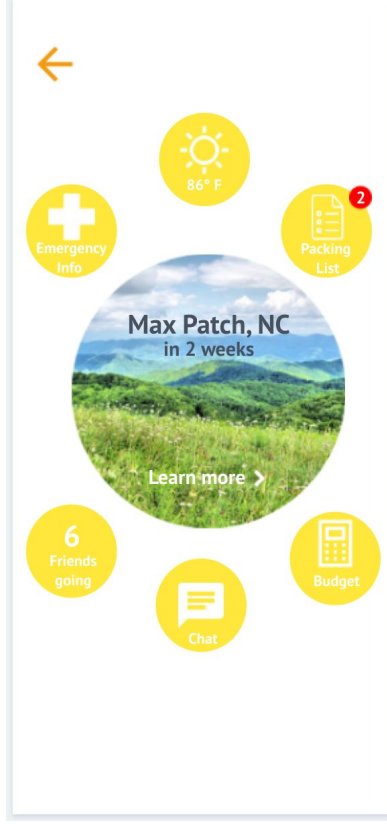
Packing List
















Homepage











Design #2

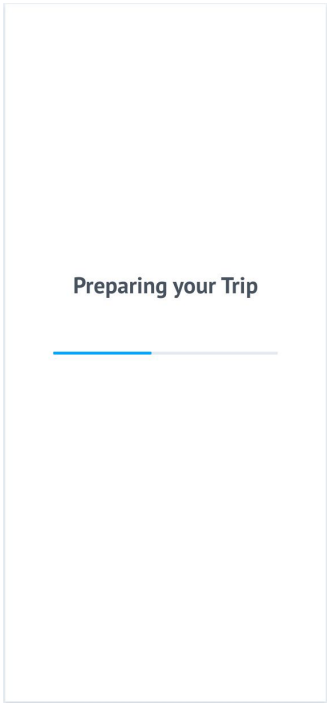
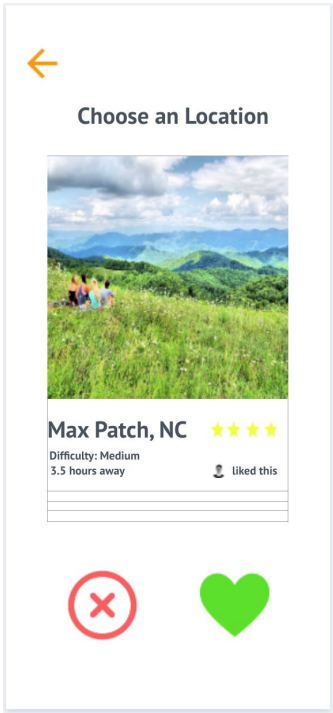
		
Homepage of app	Menu side-bar	Search result page





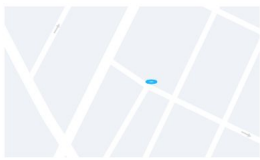

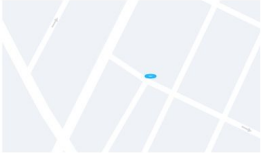



Design #3

 <p>The screenshot shows a mobile app interface with a search bar at the top labeled "Find locations". Below it is a large yellow circle containing a campfire icon and the text "No trips planned" and "Add a trip" with a plus icon. At the bottom are two yellow circular icons: a trophy and a gear.</p>	 <p>The screenshot shows a mobile app interface with a search bar at the top labeled "Find locations". Below it is a section titled "Your next trip..." featuring a circular image of a mountain landscape. Overlaid on the image is the text "Max Patch, NC in 2 weeks", a red badge with the number "2" and the text "Missing Gear", and a weather icon showing "86° F". At the bottom are two yellow circular icons: a trophy and a gear.</p>	 <p>The screenshot shows a mobile app interface with a back arrow at the top left. Below it is a circular image of a mountain landscape with the text "Max Patch, NC in 2 weeks" and a "Learn more >" link. Surrounding the central image are six yellow circular icons: "Emergency Info" (cross icon), "Packing List" (document icon with a red badge "2"), "6 Friends going" (number "6"), "Chat" (speech bubble icon), "Budget" (calculator icon), and a weather icon showing "86° F".</p>
Home page when no trips are planned	Home page when there is a planned trip	The “trip page” showing more details about the trip and access to more app functionality

<div><div></div><div><div>Q Max Patch</div></div><div><div><div>Max Patch, NC</div><div>Difficulty: Medium</div><div>3.5 hours away</div><div></div></div></div><div><div><div>Max Place, GA</div><div>Difficulty: Hard</div><div>1.5 hours away</div><div></div></div></div></div>	<div><div></div><div><div>Create a Trip</div></div><div><div>Add friends</div><div><div><div>Jenna C.</div></div><div><div>Joe B.</div></div><div><div>More</div></div></div><div></div></div></div>	<div><div></div><div><div>Choose an Activity</div></div><div><div><div>Hiking</div></div><div><div><div>Backpacking</div></div><div><div><div>Camping</div></div></div><div></div></div></div></div>	<div>The search view</div> <div>Creating a trip flow - Choosing friends</div> <div>Start of create trip questionnaire - Choose Activity</div>
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<div><div></div><div>Weather Preferences</div><div><div>Temperature Range</div><div>0°  100°</div></div><div><div>Are you okay with rain?</div><div></div></div><div></div></div>	<div><div></div><div>Date Preferences</div><div><div>2017</div><div>Thu, Apr 13</div></div><div><div>< April 2017 ></div><div><table><tr><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td><td>S</td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td></tr><tr><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr><tr><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td></tr><tr><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td></tr><tr><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td></tr><tr><td>30</td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></div><div><div>CANCEL</div><div>OK</div></div></div><div></div></div>	S	M	T	W	T	F	S							1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							<div><div></div><div>Distance Preferences</div><div><div>Distance in Miles Range</div><div>0  500</div></div><div></div></div>
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 <p>A loading screen with the text "Preparing your Trip" centered. Below the text is a horizontal progress bar with a blue segment on the left and a grey segment on the right.</p>	 <p>A card titled "Choose an Location" with a back arrow. The card features a landscape photo of a grassy field with mountains in the background. Below the photo, the text reads "Max Patch, NC" followed by four yellow stars. Underneath, it says "Difficulty: Medium" and "3.5 hours away". To the right of this text is a small profile icon and the text "liked this". At the bottom of the card are two large icons: a red circle with a white 'X' and a green heart.</p>	
<p>Loading Screen</p>	<p>Cardstack for generated list of trips that the friend group will swipe left or right on</p>	

<div><p>Max Patch, NC ★★★★★ Difficulty: Medium 3.5 hours away 👤 liked this</p><p>About Hike a section of the famous Appalachian National Scenic Trail (or A.T.) on top of Max Patch Mountain near Hot Springs. This 4,600-ft. bald mountain was cleared and used as pasture in the 1800s. Today, it's a 350-acre tract of open land on a high knob with 360-degree views</p><p>Activities </p><p>Parking </p></div>	<div><p>Max Patch, NC</p><p>Parking </p><p>Permits/Regulations Campfires not allowed May-Nov</p><p>Ratings/Reviews ★★★★★  Jenny Great hike! Loved the views</p></div>	<div><p>←</p><p>Packing List</p><p>Group Personal</p><p>✓ Tent </p><p>✓ Bear Bag </p><p>○ First Aid Kit</p></div>
Individual location page	Individual location page (after scrolling down)	Packing list