TASK ANALYSIS

Task 1: Buzzing to a user at the stop when their bus has arrived

- The user defines which stop they are at and which bus they are waiting for
    - The user clicks some button defining that they are stationary and waiting for a bus
    - The user inputs a bus number
    - The user has (at some point) enabled Location permissions for the app
    - The user receives a buzz when the bus is some time/distance away
- The technology notifies the user when the given bus is at the given stop
    - The technology will use an API to get real time information about when the bus is expected to arrive.
    - The technology will buzz when the bus is some time/distance away

Task 2: Displaying the bus number a user is waiting for

- The user defines which bus they would like to take to their destination
    - Same steps as 1a
- Technology shows the bus number the user entered.
    - The technology will display the number on the screen
- Bus driver looks out for this display screen and gets off the bus to help the individual get on.
    - Seattle Metro drivers notice the numbers displayed on the user's phone screen and offer assistance to the user

Task 3: Buzzing to a user on a bus when they are at/near their destination stop

- The user defines what bus they are on and which stop they are headed towards.
    - The user clicks some button defining that they are on a bus (or about to get on one)
    - The user inputs a bus number
    - The user selects an initial stop from a drop-down (use my location is first option)
    - The user selects a destination stop from a drop-down
    - The user has (at some point) enabled Location permissions for the app
    - The user receives a buzz when the bus is some time/distance away from the destination
- The technology notifies the user when the given bus is 2, 1, and 0 stops away from the destination.
    - The technology will use the bus number that the user entered along with their boarding time to figure out which bus the user is waiting for
    - The technology will use that information to track the bus using an API and check how many stops are left before arriving to destination
    - The technology will buzz when the user is 2, 1, 0 stops away from destination

Task 4: Buzzing to a user when they are halfway to their stop

- Technology senses where the user is in their route and alerts the user that they are halfway through their route.
    - The technology will use the bus number that the user entered along with their boarding time to figure out which bus the user is on
    - The technology will use that information to track the bus using an API and check how many stops are left before arriving to destination
    - The technology will buzz when the user is (# of total stops in their route / 2) away from destination.

Task 5: Allowing user to define when to receive buzzes/which buzzes to correspond with what information

- The user defines which number of stops away to receive a buzz for
    - The user clicks a button to “add a new alert”
    - The user selects whether the alert is for a number of minutes (until the destination) or a number of stops (away from destination)
    - The user a number from a provided number drop down
    - The user selects which type of buzz from a “buzz-builder”
        - Buzz Builder has 2 options for a buzz, a long buzz and a short buzz
        - User clicks the corresponding button to add a buzz to the pattern, thus building their own buzz pattern for each alert
- The user defines at what ETA estimates to receive a buzz for
    - Same as 5a
- The user defines which type of buzz to receive for each situation
    - Same as 5a
- The technology performs according to the settings defined by the user
    - The technology knows the specific bus the user is on as a result of the previous goals
    - The technology is constantly connected to information (from an API) about the bus’s status
    - When the bus’s status matches a condition set by the user, the technology fires the associated buzz