| Path It
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Identify the Problem

- We can define a hang out area as a place containing business and attractions directed towards the enjoyment of visitors.
- The types of business and attractions can vary, from bars, food kiosks and coffee shops to mountain views and museums.
- For many people, to enjoy a hang out area is to participate in what that area has to offer. That being visiting all the most popular business/attractions or to just experience a few of them with no particular order.
- When visiting, by themselves or in group, the question of where to visit next and when to visit, most always prompts about; the results can be unsatisfactory.
- In some places, the clustering of people inside or outside these businesses can affect the ability for some others to participate as they desire.
- In some places, the business or attractions are left empty regardless of their great service.

Set the Target

- Reduce mass clustering of people in business/attractions by 1/3 yet keeping a steady flow of people going in and out.
- Maximize the enjoyment of hang out areas, for people who want to participate in 2 or more business/attractions.

Analyze the causes (root causes)

- People often commence by hoping from one business to the next in a disorganized matter without a goal to achieve in each one.
- Some people are not aware of what is the best product or service the business or attraction has to offer.
- Some people do not plan a predetermined recommended path to begin their hang out activity.
- An individual or group of people with a disorganized approach of hanging out around an area can led to an unsatisfactory experience.

Propose & Implement Countermeasures

- A web app to plan a logical predetermined hang out path to maximize the enjoyment of the area.
- Create an interface where users can select from predetermined paths with suggested goals or the option to create custom paths with custom goals; depending on what the area has to offer available on such interface.
- Let users have the option to communicate and track their hangout group throughout the path.
- Let there be milestones and time limits along the path to prolong user interactivity and movement.
- Showcase in the interface suggested options for enjoyment of each business/attraction.

Check/Evaluate

- The system should track the percentage of completeness of a path.
- Upon completion or cancelation, the system should allow the users to rate such path.
- The system should track and showcase the number of users who have completed more than 60% of each path.

Act and/or Standardize

- Project suitable for development and research in the touristic sector and local sector.
- Tools such as user login and messaging can be found on many social media applications.