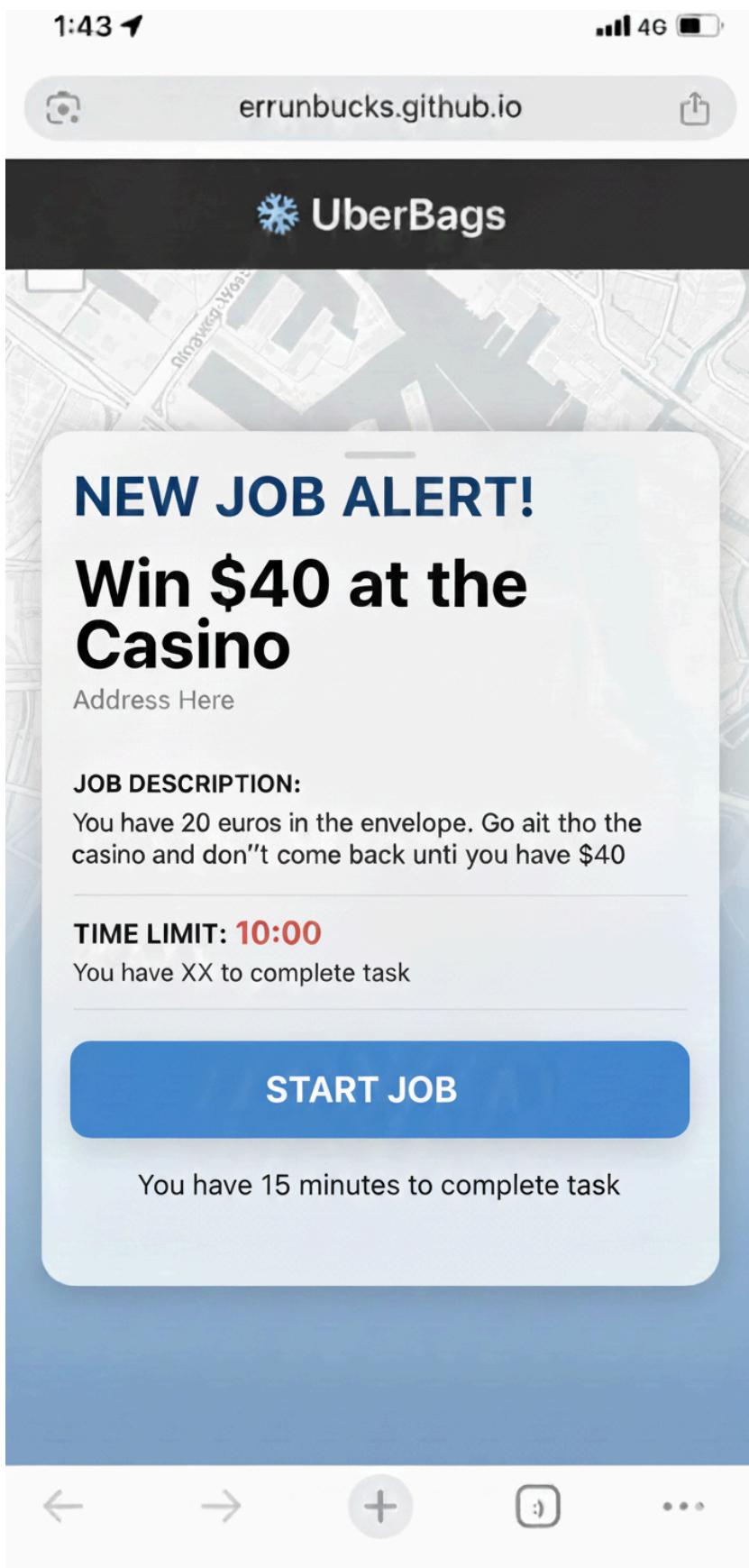


Things we'd like to add

- Countdown timer - can we set a time limit for the job from the time he hits start navigation? If he doesn't make it in time it pops up with a punishment we have entered. If he hits "job complete" before the end of the timer, it pops up with a congrats message. Red Cross for Fail, Green Tick for Success
- When a job is complete, return to a "waiting for next job" screen. We will manually send through each job from the admin end.
- Is it possible to have a coloured map? Or just add a bit more colour to the driver UX?
- Can we add a success and failure message to each job?
 - If he hits complete before time runs out - gets success message
 - If time runs out he gets failure message

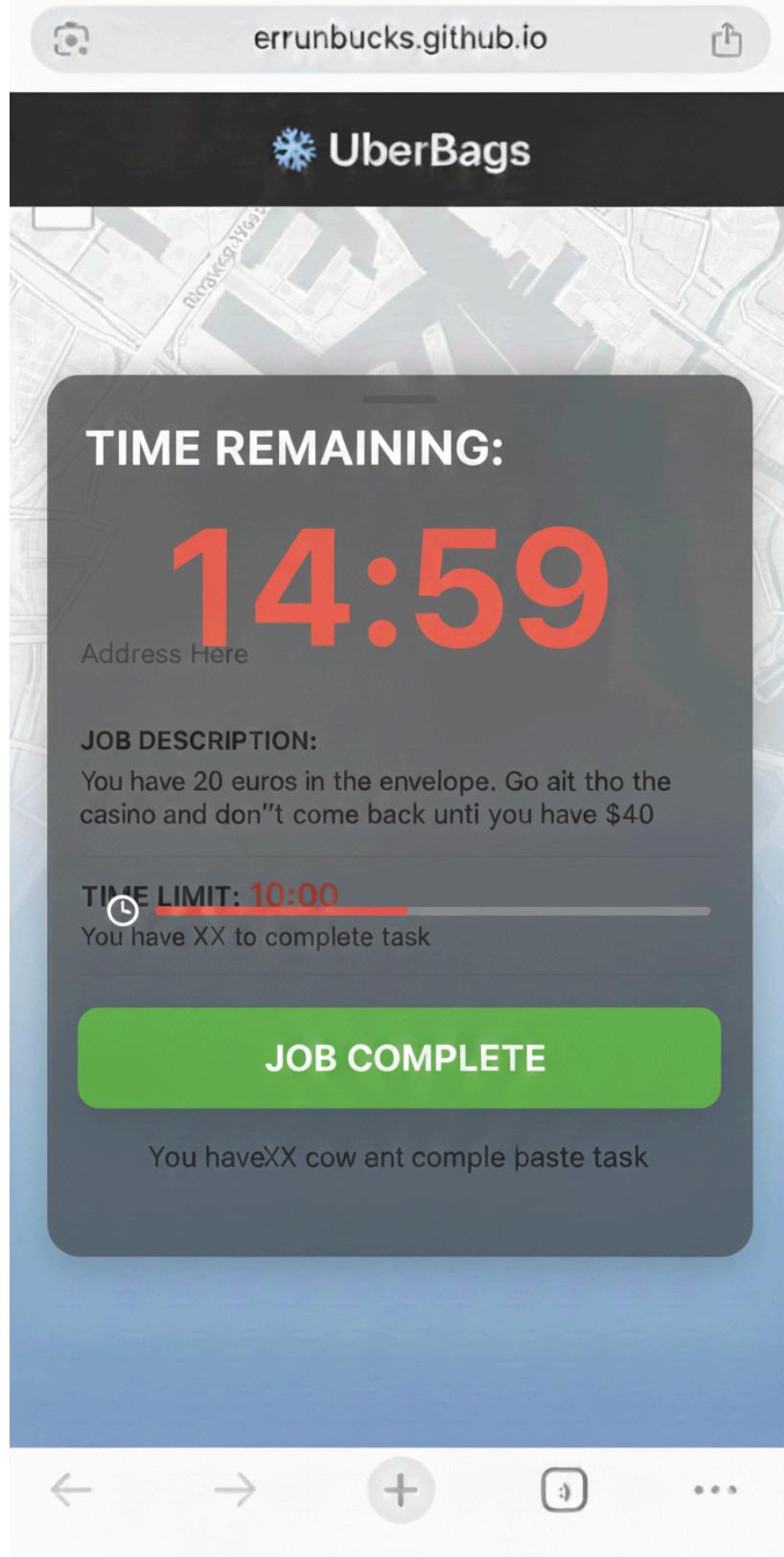
Can we make the driver's UX appear as below? We just need to make it really obvious what the job is and what his notes are? It's less about delivering to a person, more task or job based.



1:43 ↗

Something like this but you can still see the map

4G



1:43 ↗

4G



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 **UberBags**



JOB COMPLETE

Please return to the pub to collect your
reward.

BACK TO MAP



1:43 ↗

4G



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 UberBags



DELIVERY FAILED

Please return to the pub with with
the undelivered items.

BACK TO MAP



