Phase 1

UserAddress is supposed to have all the components

UserAddress

* Map
* SearchBar
* SearchResult

SearchBar has to be individual, and so does the SearchResult. So does the map. So everything that’s under the UserAddress has to be individual to prevent anything from misfiring because the components are treated the same.

Map –

Show the actual map and move to the desired position given certain positions.

SearchBar –

Run the actual search and pass the results to the SearchResult so the that component can render any positions that came out as results.

(

)

SearchResult –

Given some results from the searchbar, display the results.  
  
 SearchResultIndividual –

An actual component that gets clicked. also, when clicked on a certain result, direct that information to the map to display the correct places and have this in place.

When a search runs, it feeds the results into the store. At this point, is it necessary to have separate components?   
  
What if we wire the search to the UserAddress? The actual search object does not have to be made everytime, but I don’t think it matters too much.

X1 = cos(lat1) \* cos(lon1)  
Y1 = cos(lat1) \* sin(lon1)  
Z1 = sin(lat1)

totweight = w1 + w2 + w3

http://map.daum.net/?map\_type=TYPE\_MAP&target=traffic&rt=504624%2C1118100%2C510510%2C1115515&rt1=%EC%8B%A0%EC%82%AC%EC%A4%91%ED%95%99%EA%B5%90&rt2=%EC%84%9C%EC%9A%B8+%EA%B0%95%EB%82%A8%EA%B5%AC+%EC%82%BC%EC%84%B1%EB%8F%99+16-4&rtIds=7969050%2C&rtTypes=PLACE%2CPOINT&transitOption=3

Phase 2 –

Given some two coordinates, first calculate the x and y coordinates of the midpoint and run the daum.. region search? or some famous place search. From that, just choose a random ... or give a few choices.

http://map.daum.net/?map\_type=TYPE\_MAP&target=car&rt=509515%2C1116155%2C510510%2C1115515&rt1=%EC%84%9C%EC%9A%B8+%EA%B0%95%EB%82%A8%EA%B5%AC+%EC%B2%AD%EB%8B%B4%EB%8F%99+77-76&rt2=%EC%84%9C%EC%9A%B8+%EA%B0%95%EB%82%A8%EA%B5%AC+%EC%82%BC%EC%84%B1%EB%8F%99+16-4&rtIds=%2C&rtTypes=%2C

Phase 3 –

Given the final destination, calculate the amount of time it would take for user 1 and user 2 separately to get to the spot.

\*\* The amount of distance does NOT equate to the time it takes to get to that location. At this point, then isn’t it not “fair”? There are many categories to this which I overlooked. Maybe given that distance, randomly move around and sample some region. Get the best location approximate? At the worst, I’ll just run some few queries to the libraries and it shouldn’t be TOO expensive. I don’t think so at least.

Phase 4 –

Add on functinoalities, such as more than a single user, or when’s the last ride from the designated place back to home.

Ticket:

When user clicks a destination, hide the options? Or maybe show it on the side....? Something like that.

Put a restart button that refreshes everything.