App requirements and features:

User stories:

1. Emily, the runner:
    - As Emily, a dedicated runner, I want to map my running routes and see the distance I've covered, so I can easily visualize my progress and track my favorite routes for future runs.
2. Tom, the casual walker:
    - As Tom, a casual walker, I want to map and save my walking routes, including distance and duration, so I can review my past walks and maintain a record of my outdoor activities.
3. Alex, the avid traveler:
    - As Alex, a passionate traveler, I want to map and document my journeys by recording the routes I've taken, so I can share my experiences with friends and family, and create a visual travel diary.
4. Lily, the creative artist:
    - As Lily, a creative artist, I want to use my walking route as a canvas to draw shapes or patterns on the map, so I can express my artistic side and create unique map-based artwork.
5. Mark, the parent:
    - As Mark, a parent of two young children, I want to map and record our family walks, so I can monitor our physical activity levels and encourage my kids to spend more time outdoors while creating lasting memories

Use cases:

1. User launches the app and is presented with a simple interface containing a toggle switch.
2. User toggles the switch to "On" to start tracking their route.
3. The app records the user's location data and maps the route in real-time.
4. User toggles the switch to "Off" to stop tracking their route.
5. The app displays the tracked route on a map, along with basic statistics like distance and duration.
6. User can view their past routes and statistics in a simple list or grid view.

Mockup:

For the first iteration, the app's UI can be broken down into two main screens:

1. Main screen:
    - Contains a large toggle switch button to start/stop tracking.
    - A label indicating the current tracking status (e.g., "Not tracking" or "Tracking your route").
2. Route summary screen:
    - A map displaying the completed route.
    - Basic statistics like distance and duration.
    - A list or grid view to display past routes and their statistics.

Development timeline:

1. Define app requirements and features (4 hours)
2. Choose the technology stack (4 hours)
3. Set up development environment (4 hours)
4. Design and create the app's user interface (8 hours)
5. Implement location tracking and route mapping (12 hours)
6. Implement basic statistics calculation (4 hours)
7. Implement route history storage and retrieval (8 hours)
8. Testing and bug fixing (8 hours)
9. Deploy the app to the app store(s) (4 hours)

Total: 56 hours (7 workdays at 1man/8 hours/day)

Prioritized list of features:

1. Map and track walking/running routes
2. Display distance, duration, and basic statistics
3. Save and view past routes
4. User authentication and profile management
5. Start/stop tracking with a clear and easy-to-use interface

2.0

1. Photo and note-taking feature, with geotagged locations on the map
2. Sharing options for routes, photos, and notes
3. Drawing tools for creative route visualization
4. Additional route and user statistics
5. Push notifications and reminders (optional)

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