# Technical PM

## Introduction

My app is a game where the user is a prisoner. The prisoner can train different attributes to get stronger. When the prisoner is strong enough the prisoner can break out. When the prisoner breaks out the cops will run after the prisoner. If the prisoner is not strong enough the prisoner will die.

Breaking out from prisoner is done by geofencing, when the actual player leaves the home the prisoner will (try to) escape. The game will also have a small tutorial on how to play the game.

**How can I make sure that the user experience with the location service have good quality?**

## Opening the app

What happens to the GPS when the player opens the app? What if the GPS is not even on? Will the prisoner "escape" because the GPS has not found the true location yet? In [reference here] they explain the basics of GPS …

## GPS Data Usage

I do not want my users to stop playing the game because their mobile data is being drained. How much data does the GPS really utilize? In [reference] they….

## When GPS is lost

What happens to the prisoner if the GPS is lost? Or perhaps turned off? And how can I prevent / predict a GPS lost? In [reference] it….