

planit

travel with a **game** plan.

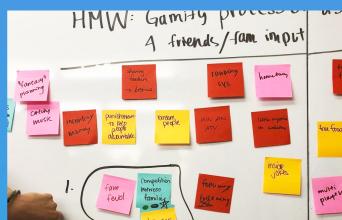
problem

Travel planning is a burden.

Planit aims to gamify this planning process, making getting ideas from family and friends fun.

process

Through needfinding, we realized that people have fun and find motivation best through competition and games.



Needfinding

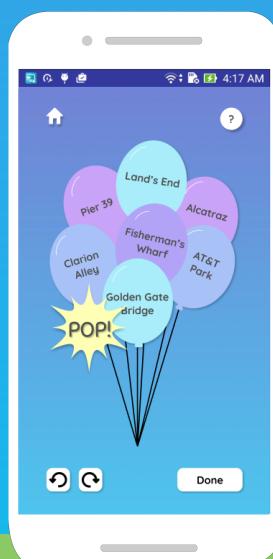
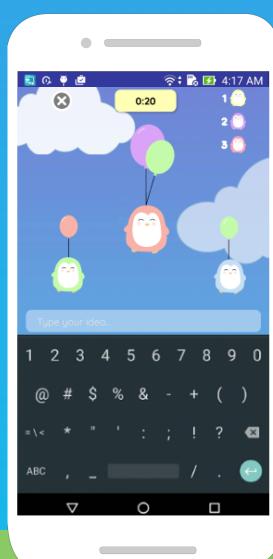
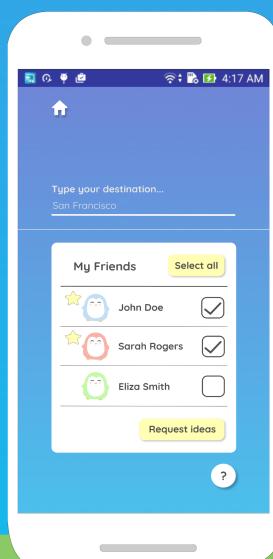


Low-Fi & Prototyping



Heuristic Eval

key features



- 1 Request ideas from family and friends
 - 2 Give ideas via game
 - 3 Choose the best ideas