**Travel Log App**

* *Yūgen* (幽玄): Appreciating the deepness of the universe?
* *Fernweh*: An ache for distance places; the craving for travel
* *Commuovere*: To stir, to touch, to move to tears

**Authors & Stakeholders:**

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**Background:**

The problem with most travel apps is they don’t always help sum up the journeys you’ve had and present them to your family, friends, co-workers. Everything remains in the digital world until we run out space. Most “Gen-Xers” and “Millenials” likely post their photos on Facebook or Instagram but those photos never make it to relatives or friends. iOS’s AirPrint functionality has been spotty and browsing over a printing tutorial for Android reminds me of the earlier days of Windows. Then there’s the frustration of dealing with your printer. Your friends don’t have time or patience for your printer problems and seeing those sketchy, b&w photos gives her flashback to “the war” or something traumatic. There’s a reason Gutenberg became so famous! Anyways, my point being that you take care of the picture/note making and let the professionals take care of the printing.

**Goals:**

The goal behind this app is to pool all your documents and go back to analog. Pool all your pictures and notes together, the app will prompt you several different options (i.e. B/W book, how many pictures per page, text alignment, etc.), then it will send all this info to a 3rd party publisher who will print your book. If you have videos or audio from the trip, you can combine them to create a video or audio DVD.

**Recommendations**: maybe separate site for videos? Wordpress? Dropbox?

**Research Questions:**

1. How are they sharing their photos?
2. What percentage of people are printing photos from their phone? Or how often?
3. If they’re printing, how do they currently print them?
4. How do they share their videos?
5. What percentage are making DVDs?
6. If they’re making them, how do they currently make their DVDs?

**Methodology:**

**Participants:**

The focus is mainly on people who primarily take photos with their mobile device(phone or tablet) but often print their photos/want to print their photos.

**Schedule:**

**Script:**

1. Device Usage: What device do you primarily take photos with?
2. Sharing: How do currently share those photos with friends and family?
3. Demographics: What percentage of your photos do you print or make hardcopies of?
4. If you print photos from your mobile device, what method do you use to print them?
5. What factors determine the method you use to share those photos?

**Prioritized Features:**

1. Print physical Scrapbooks from native iOS Photos album.
2. Create DVDs from native iOS Photos album.
3. Import text Notes for Scrapbooks.
4. Import audio from Voice Memos for DVDs.
5. Ability to edit notes within app.
6. Choose Scrapbook design layout.
7. (*optional*) Edit Scrapbook Design layout.
8. (*optional*) Ability to edit photos within app.
9. (*optional*) Ability to edit videos within app.
10. (*optional*) Ability to edit memos within app.

**Week 10** - Requirements

* Approval from the instructional team
* ~~A public GitHub repository~~ with a research.md file~~:~~
* ~~A research plan that follows the format in the research plan worksheet~~
* Summaries of your user research including personas using the format in the personas worksheet and research highlights
* Your user stories – Who are your users? What problem do they have? What do you solve for?
* ~~Screenshots of your competitive analysis spreadsheet~~
* ~~A problem statement that follows the format in the problem statement worksheet~~
* A list of your prioritized features to match your user user goals
* Screenshots of your wireframes – sketches of major views/interfaces in your application
* Also in the repository should be project plan in a a proposal.md file or a presentation deck in Google Slides, Keynote, PowerPoint that answers the following questions:

Questions

* What are your overall objectives for the project? What problem(s) are you solving? What user goals are you making possible?
* What is/are the main takeaways from your research findings? Briefly recap what you learned
* Who is your target audience?
* What features will you include? They should map to your user goals. Make sure you offer a coherent rationale for why they were chosen.
* How will this differentiate from your competitors? What pain points are being addressed?
* Are there any constraints you have to work with? (e.g. technological, timing, content, etc.)
* Is there anything else you think might help us (your stakeholders) understand what you’re proposing?
* An answer to this question: Why was this an app instead of a website?