Group 1

Q1	The solution must show which is the best cost-benefit for the user in relation to the types of fuel available at the gas station. Example: Alcohol is cheaper than gasoline, gasoline is cheaper than ethanol, gas is cheaper than alcohol, etc.
Q2	The solution should show a price comparison between ethanol and gasoline fuels
Q3	The solution should show which is the best gas station to fill up in relation to the price of the selected fuel
Q4	The solution should show you how much you save when filling up at a particular gas station
Q5	The solution should have the option to select the types of fuel and the flag of the stations using geolocation or GPS.
Q6	The solution should identify the distance from the stations to the driver
Q7	The solution must allow (only during use) a price signal based on the user's frequent route. Example: The user defines a filter in the application to show the price of things he is interested in (example: gas price, shirt price, etc). As the user takes the same route from home to work every day, the solution learns this route and while he is traveling this route, the solution presents him with the discounts he chose (eg, gas and shirt).
Q8	The solution should allow tracing a route to the post
Q9	The solution must have a points program and offer discounts through points
Q10	The solution must advertise the partner service. Example: If you fill up at station A, you will earn an amount x to spend at a (partner) clothing store.
Q11	The solution must have advertising from partners. Example: Partner services such as: clothing store, mechanics, tire repair workers, etc.
Q12	The solution should enable the disclosure of prices and/or services that are advantageous to the user
Q13	The solution must have integration with social networks for the user to share and see the information shared by their contacts.
Q14	The solution must send the information to the whatsapp of the user who does not want to use the application. Example: The user wants to see the cheapest stations on his route, but does not want to turn on the application. He can receive a whatsapp message telling him the cheapest stations on his route.
Q15	People should contribute by sending fuel price information
Q16	Only users who contribute by sending the information will be able to use the solution.
Q17	The solution should allow gas stations to enter their prices
Q18	The solution should be easy to use

Group 4

Q1	The solution should give the user a good experience of using the application.
Q2	The solution must allow the user to evaluate and share their experience of using the solution.
Q3	The solution should generate stamps (which will give a sense of recognition) of user contributions. Example: Users who submit the price of the right plans and frequently update the prices will receive the best contribution badges.
Q4	The solution must have a proof of technical competence and provide seals of technical competence to users who pass the test. Example: A quiz on knowledge of internet providers.
Q5	The solution must have a Ranking of participants according to the stamps received.
Q6	The solution should give more points to users who respond quickly.
Q7	The solution will use user ratings with the best seals to recommend the best internet plans.
Q8	The solution should allow the user to use the application for a while without registering.
Q9	The solution should allow login via social media. Example: Facebook, Google, etc.
Q10	The solution must allow the user to create and participate in interest groups.
Q11	The solution must allow the user to share the technical data of their internet.
Q12	The solution should show a screen or a graphic with all the information sent by all the users of the application. Example: user experience vs technical data vs provider.
Q13	The solution should allow the user to see the provider's assessments quickly and concisely.
Q14	The solution should allow the comparison of value between the plans offered by the providers.
Q15	The solution must store previous information (eg layout of frequently used pages) to speed up its speed.