## A Web Guide to Getting Lost

"Leave the door open for the unknown, the door into the dark. That's where the most important things come from, where you yourself came from, and where you will go"
- Rebecca Solnit, A Field Guide to Getting Lost

**Project Outline:** For this project, I want to embody the ideas that Rebecca Solnit writes about in her book, *A Field Guide to Getting Lost*, and create a app that allows users to explore and document the space around them. I first became exposed to this book through my photography class, so this website would be a photo documentation tool primarily. The main part of the site would be the Pathfinder, which would use a map framework to generate a random path through the user's area. The user would then follow the path in real life, document their walk (I envisioned using pictures, but written and audio pieces would also work), and upload their documentation to the site. In this way, AWGtGL would be like a social network. Though personally, I'd like the emphasis of the site to be on the self-discovery and documentation rather than the sharing aspect.

## **Project Backlog:**

At its conclusion, my project should have all of the listed pages

- Home: The home page is the user's main hub, with quick links to **Pathfinder**, **Journals**, and the user's **Profile**.
- **Pathfinder:** The Pathfinder is the tool that allows users to generate random paths around a given map. The Pathfinder page will be home to two major features
  - Walk Generator: This is the tool that users actually use to generate their paths around the given map area. The user would be able to select their area and the site would generate a walk. How this is exactly done is to be determined. One idea is to allow users to just place a pin in the middle of the area they want to explore. Alternatively, the user could input the name of an area e.g. "Lawrenceville" and the site would select popular locations in that area and create a walk from there
  - Walks: Here, the site will display the walks that a user has previously generated and saved. A Walk, explicitly defined, is a path on a map (this may include specific "stopping" points). On each walk, there will also be a link to its corresponding Journal.
- **Journals:** Every walk that a user goes on has an associated Journal. A Journal, filled with **Entries,** is a collection of the experiences that a user has chosen to document from their walk

- Entry: An entry can either be a text post or a photo set. Entries are the individual records that a user saves from their experience.
- **Profile:** A simple user account profile, containing a profile picture, a short bio, and links to the user's saved **Walks** and their associated **Journals**.

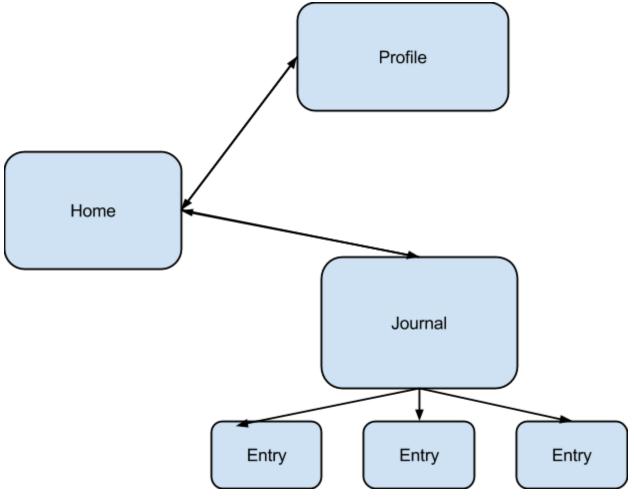
Also, here are a number of stretch goals for the project, listed in no particular order of preference:

- Stream: This would be a global stream of user's (selectively) shared Walks and Journals. The reason this is a stretch goal as opposed to a main feature is that, when conceiving this project, I meant for it to be a more personal experience. Like the online version of the little leather-bound notebook that you took on adventures with you. However, the idea of sharing experiences and allowing people to possibly post follow-up Journals could be exciting.
  - o **Follow-up journals**: A follow-up Journal would be a Journal for a Walk that a different user generated *after* that user had made their own Journal for it. The idea behind this is that we want the user who's posting the follow-up to see how the original
- **Audio Entries:** A spoken recording, or a recording of the space, some audio form of an experience
- Mobile Photo Upload: Take and upload photos/sound from your mobile browser

## **Sprint 1 Backlog:**

- **Profile, Home views constructed**: By sprint 1, a user should be able to log in and edit their profile
- **Text Journals**: A user should be able to create a Journal (on a placeholder Walk) and add text entries to it

• Basic site navigation (after sprint 1, note that entries are not views):



• Elementary (and consistent) site styling