

Nix the Handoff Button

- 1. Reduced Ambiguity**
Ghost will start driving whenever the driver isn't in active control
- 2. Every car model has different driver controls**
Identifying, testing, and training for manufacturer buttons is incremental work for each additional vehicle and there is no guarantee of a suitable option
- 3. Adding a Ghost button**
Additional hardware to include in the kit with associated complexity
- 4. Button is no panacea**
Buttons provide a signal of intent and is instantaneous, but "leaps of faith" exists during corners and braking.
- 5. Improve usage**
Only [one third of drivers regularly use adaptive cruise control on their cars](#);
Ghost will be safer and more comfortable than manual driving, so reducing friction to usage will improve overall driving experience for our customers.



We believed in making a truly fluid experience, one that felt like the experience avoided adding any new interfaces for drivers to think about.
I took the charge to encode this into product requirements.

I utilize many different tools and methods to best represent prototypes. My favorite is to create fully interactive interfaces that allow potential users to explore the interface in high fidelity, to see all the transitions and animations that would make the experience delightful.

