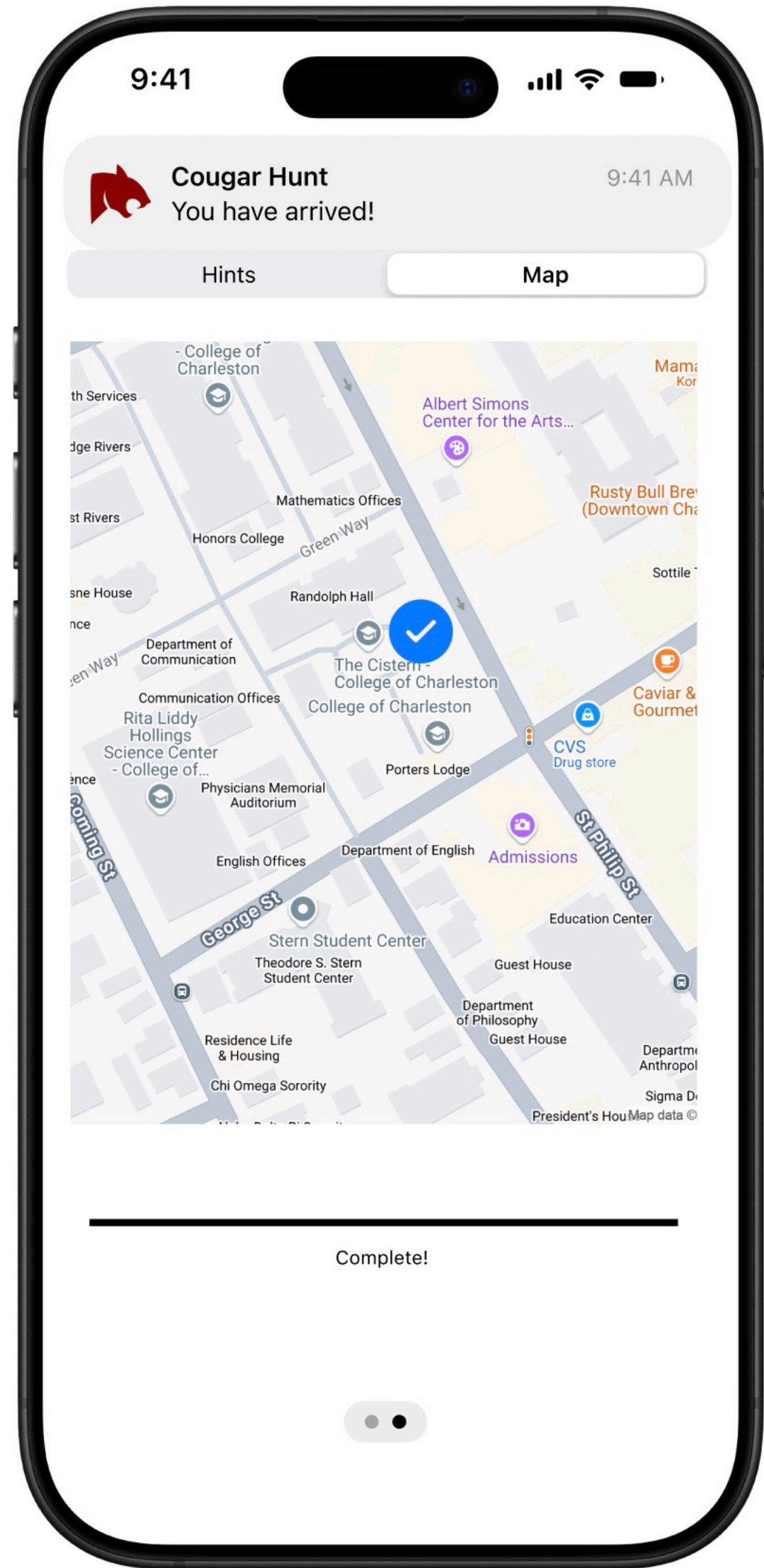
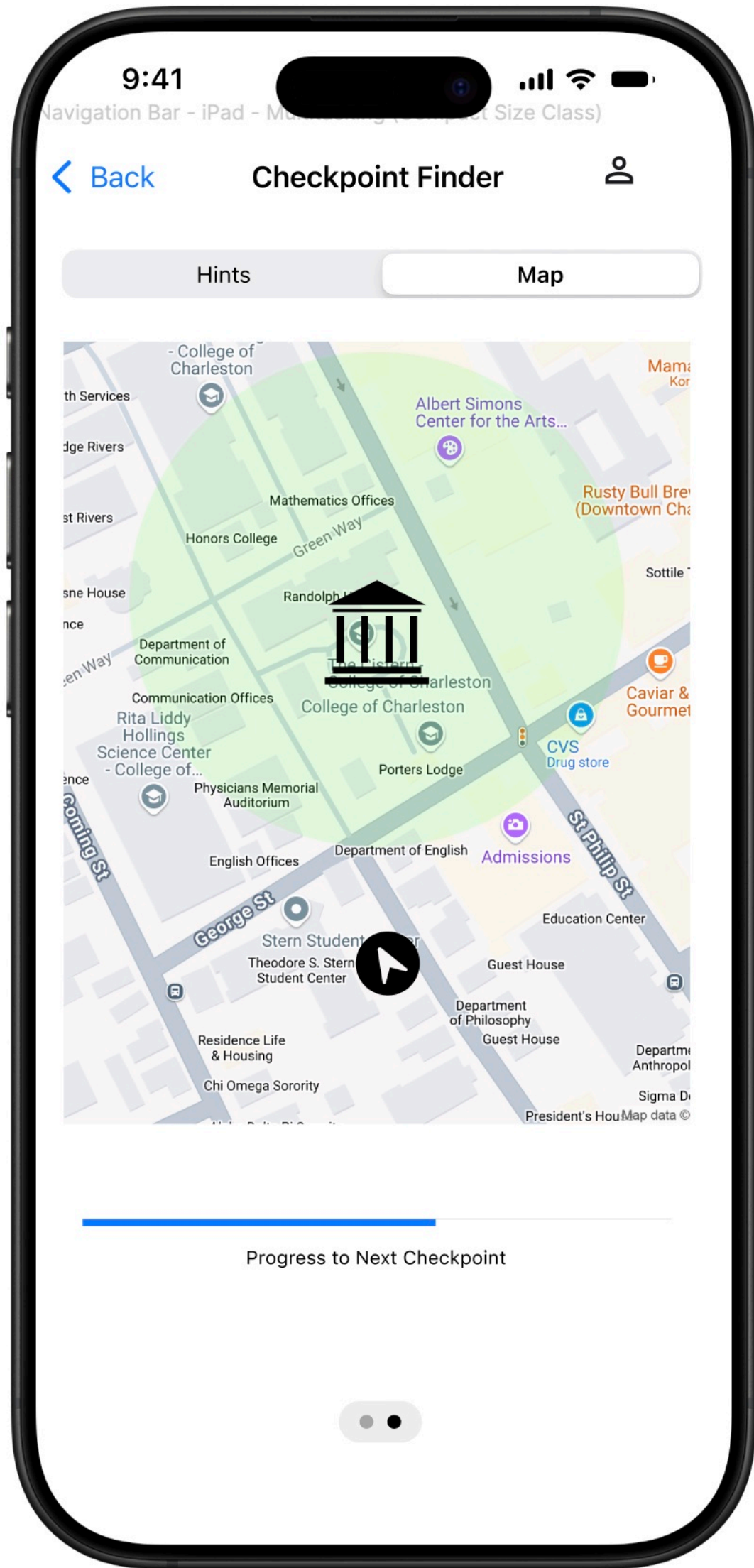
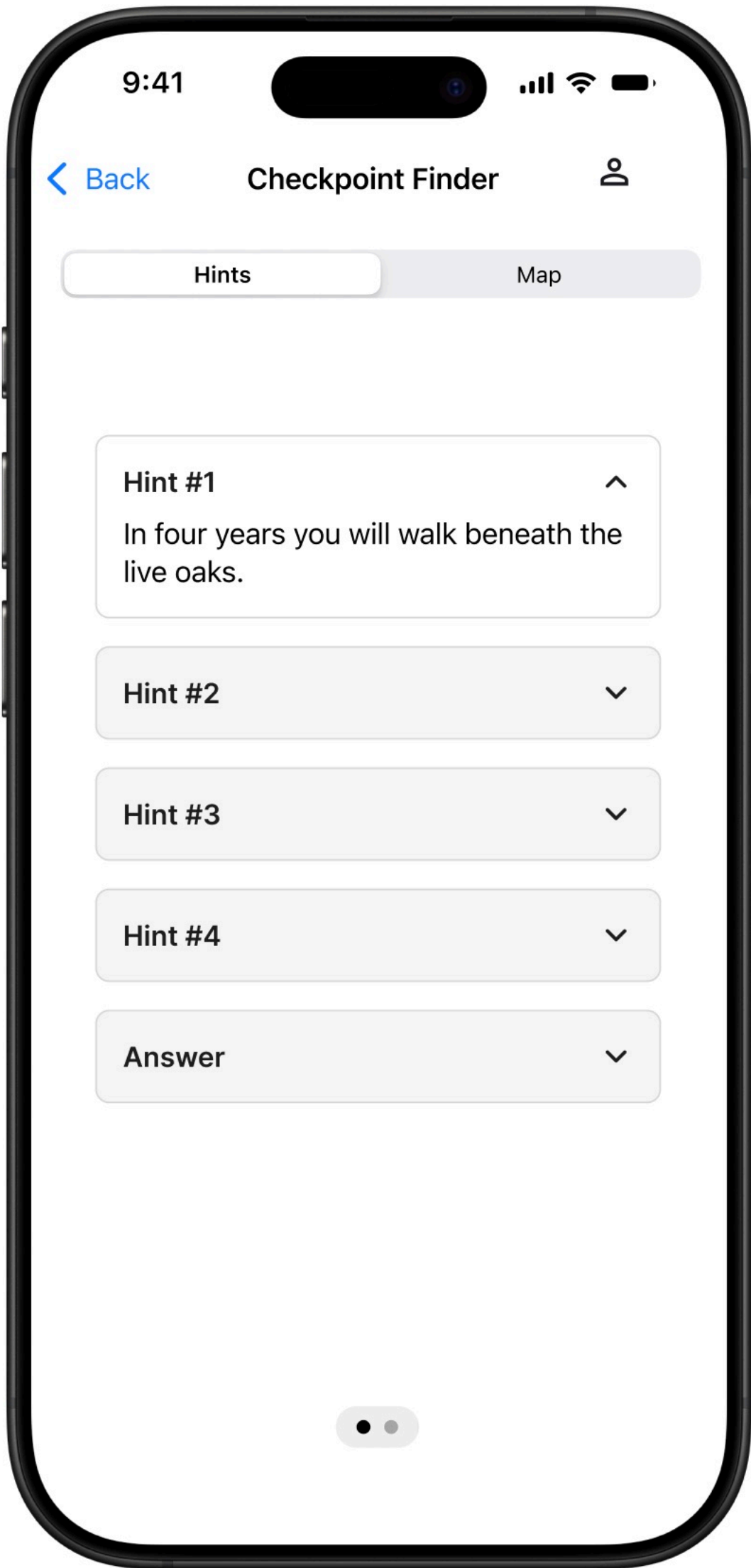


## Use Case #1 Prototype

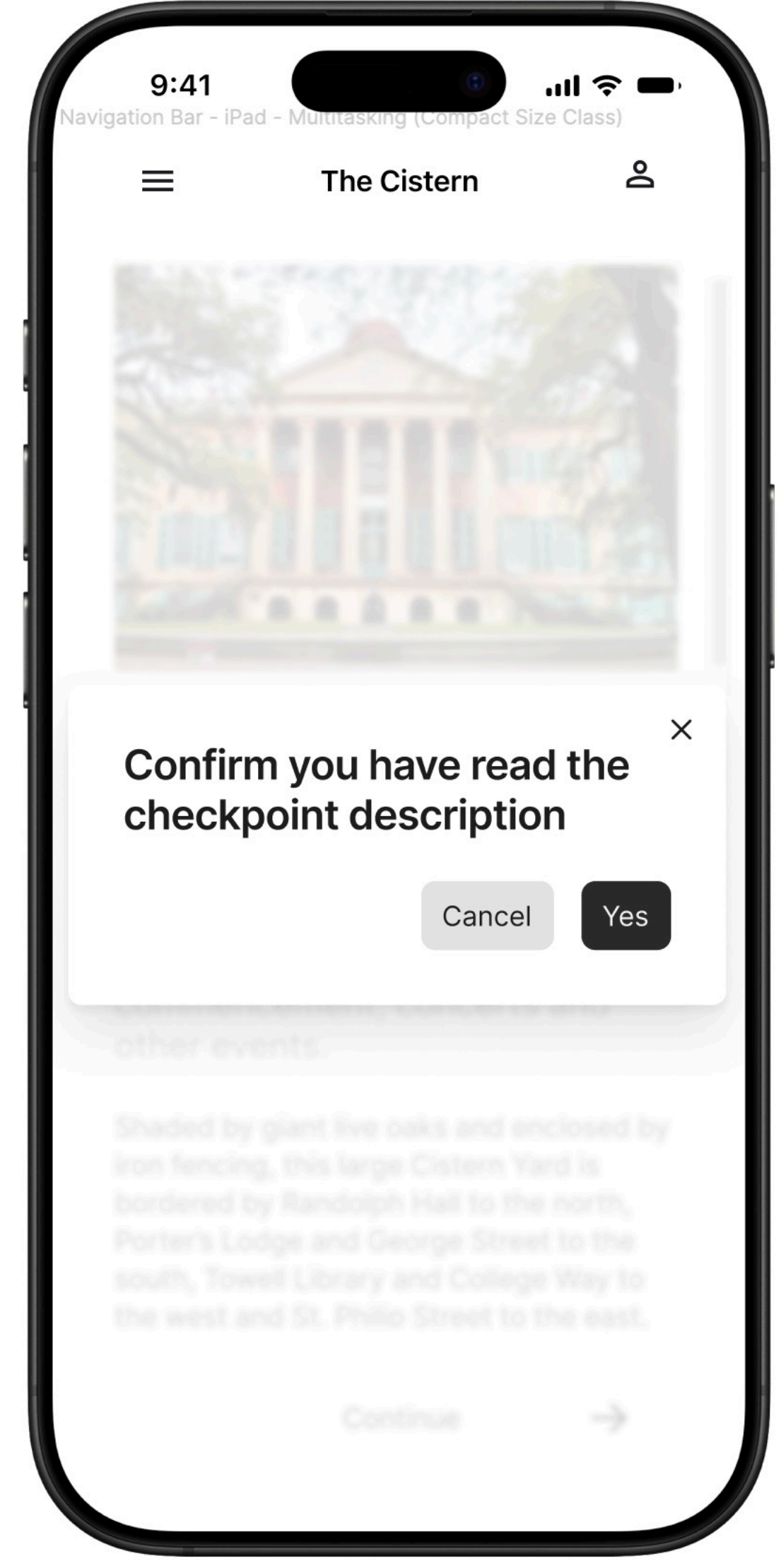
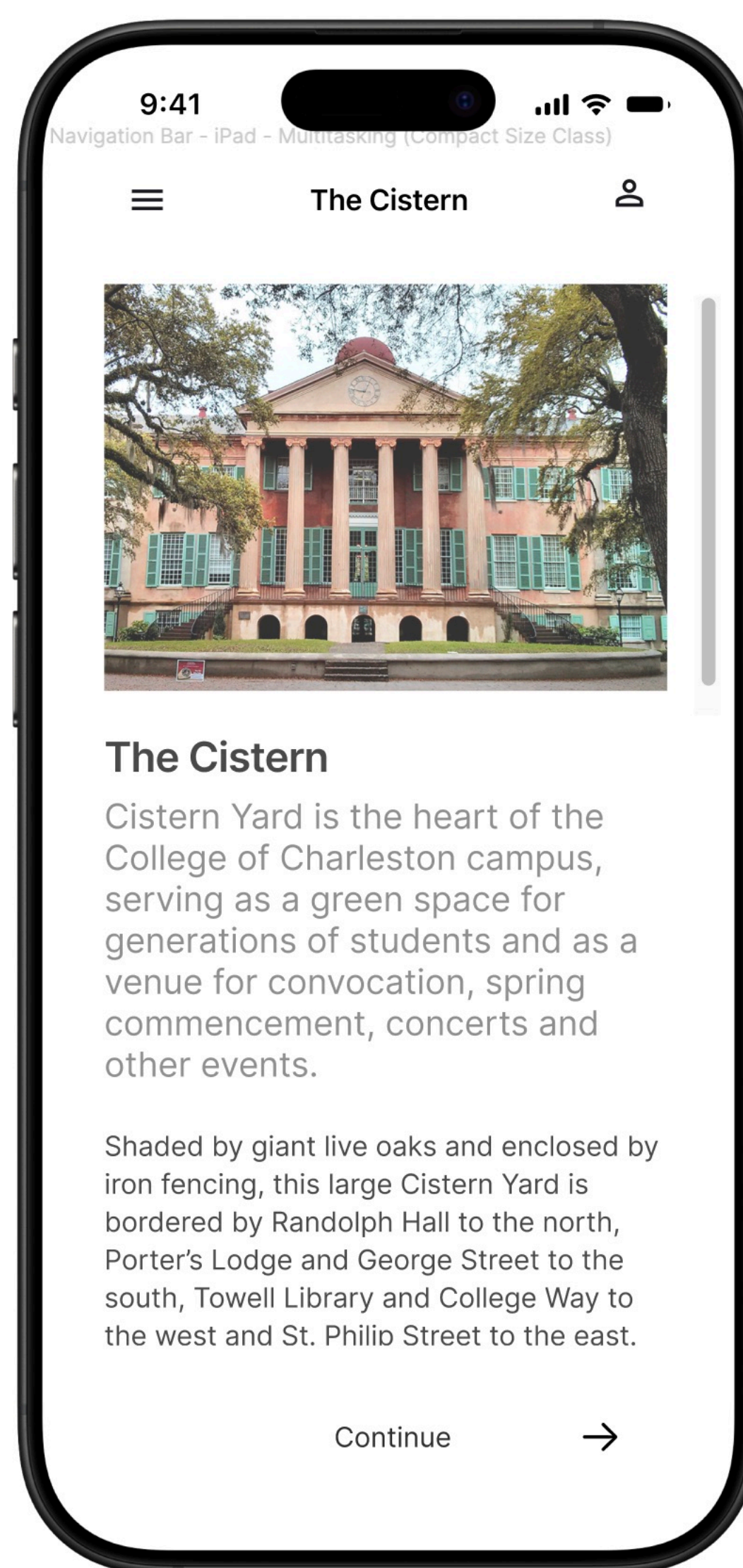
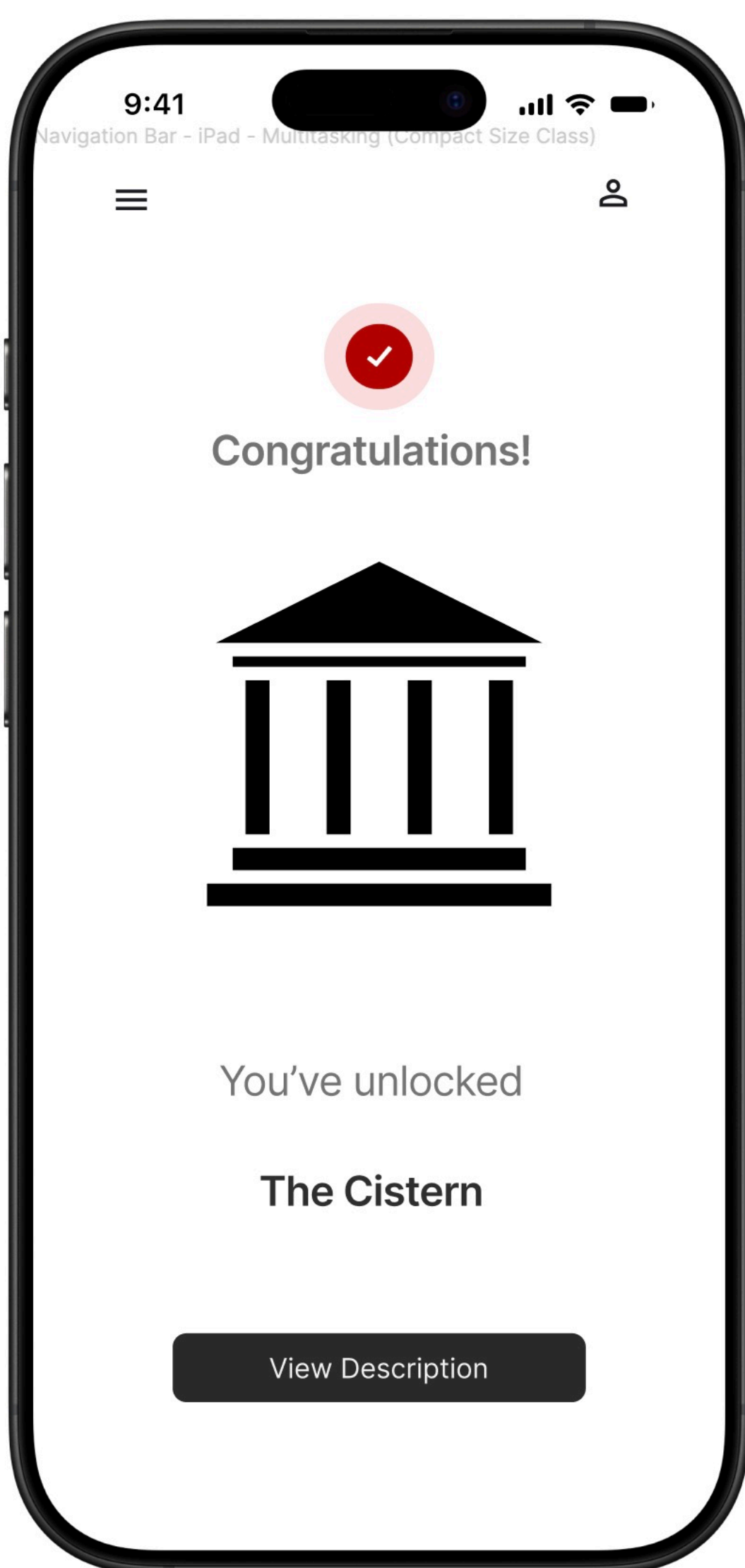
1. Student is instructed/given a clue of which location to travel to
2. System displays notification when student arrives at target location
3. Student opens the app and checks to see which event/description has been displayed
4. Student Selects "View event or description"
5. System informs student of event/storyline/hint/status of win condition
6. System prompts user to select "confirm" if they have viewed the information
7. Student determines which location to travel to next based on given information

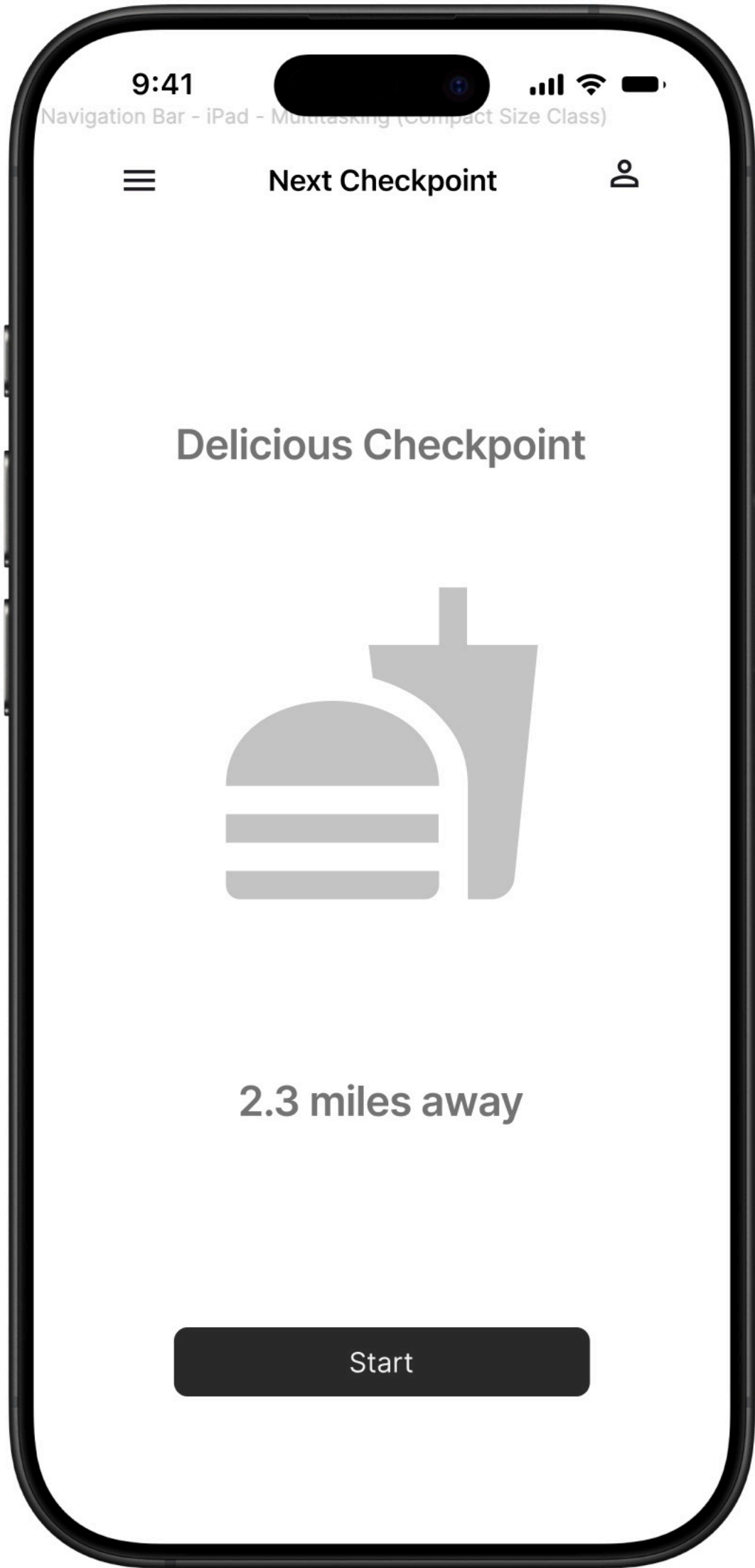
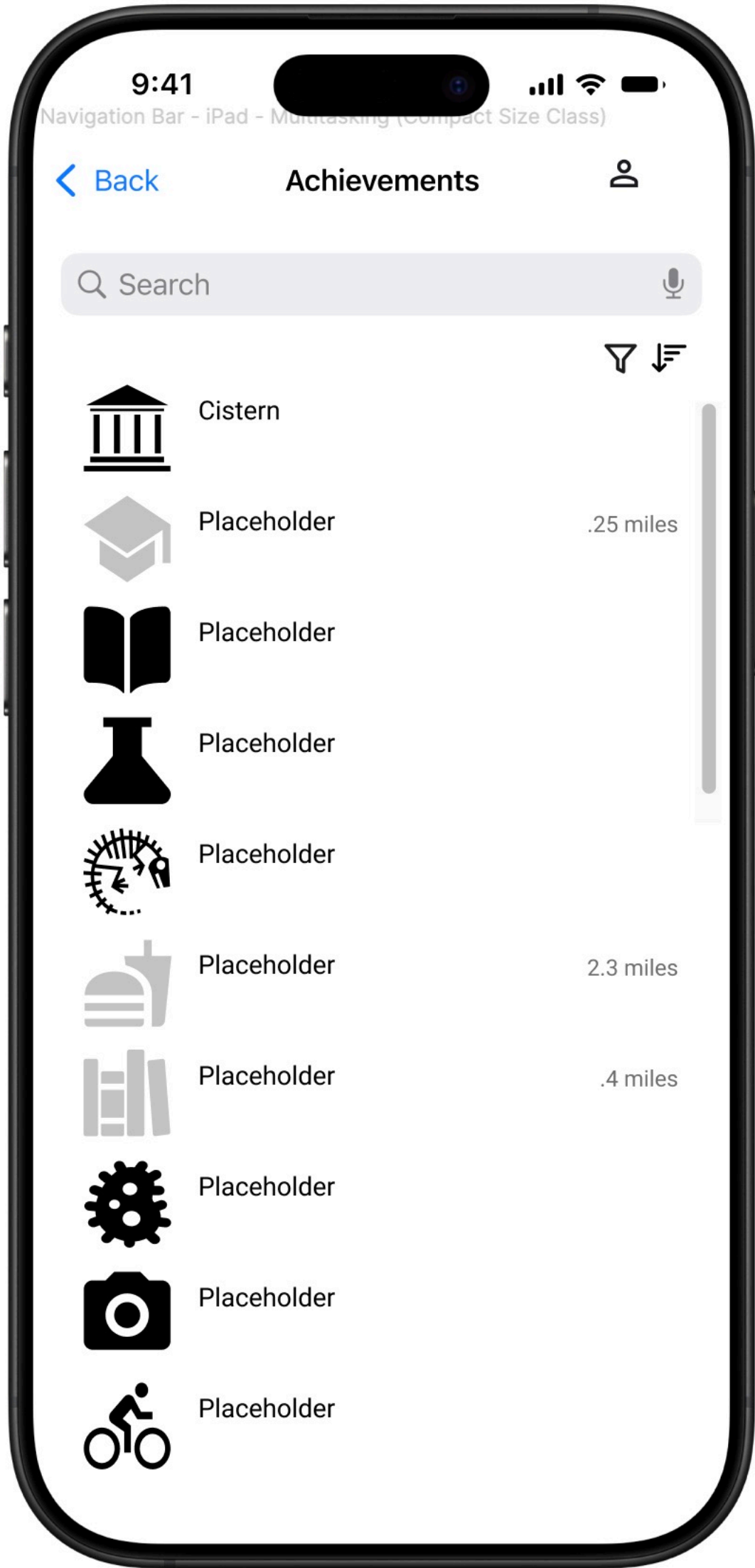
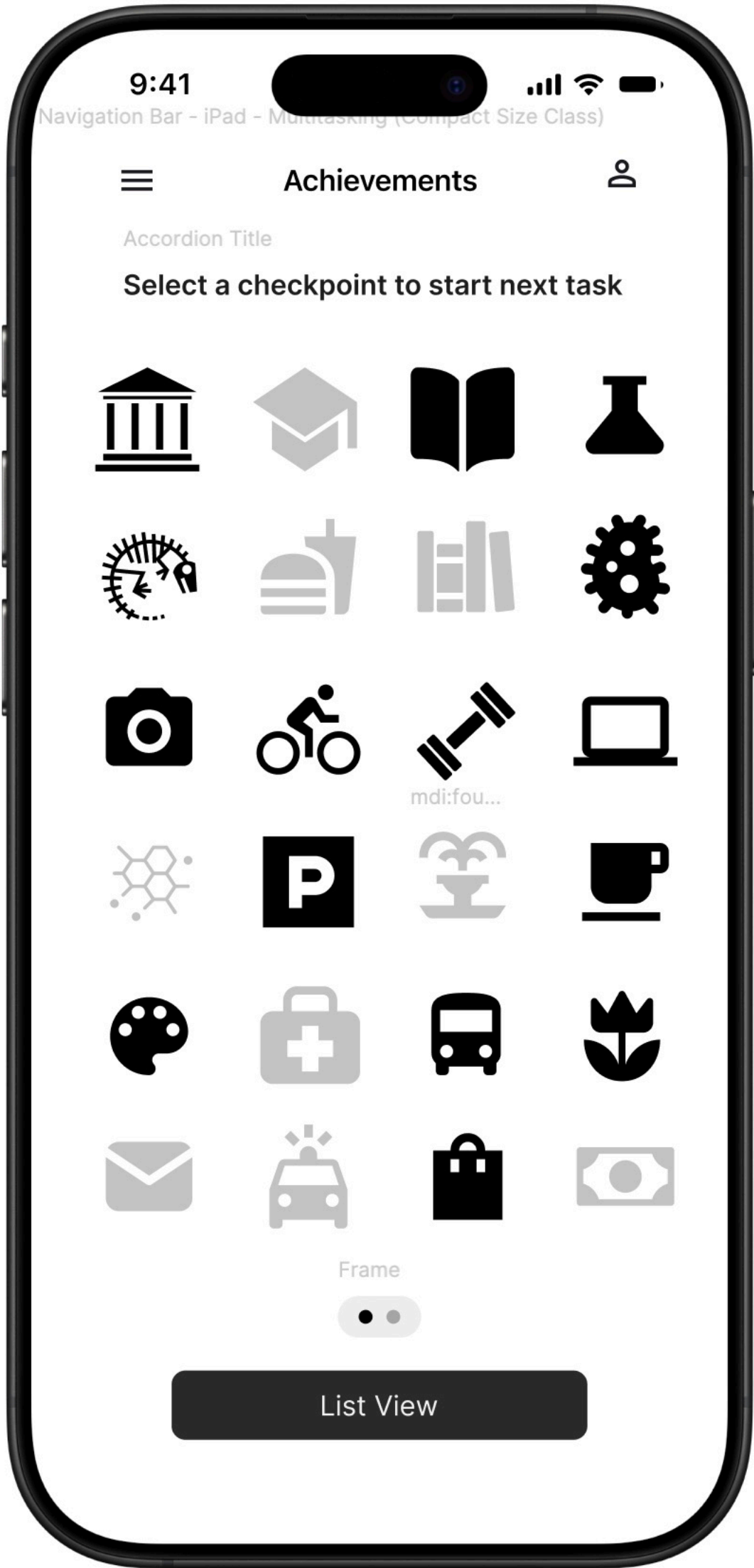














9:41



Navigation Bar - iPad - Medium (Default Size Class)

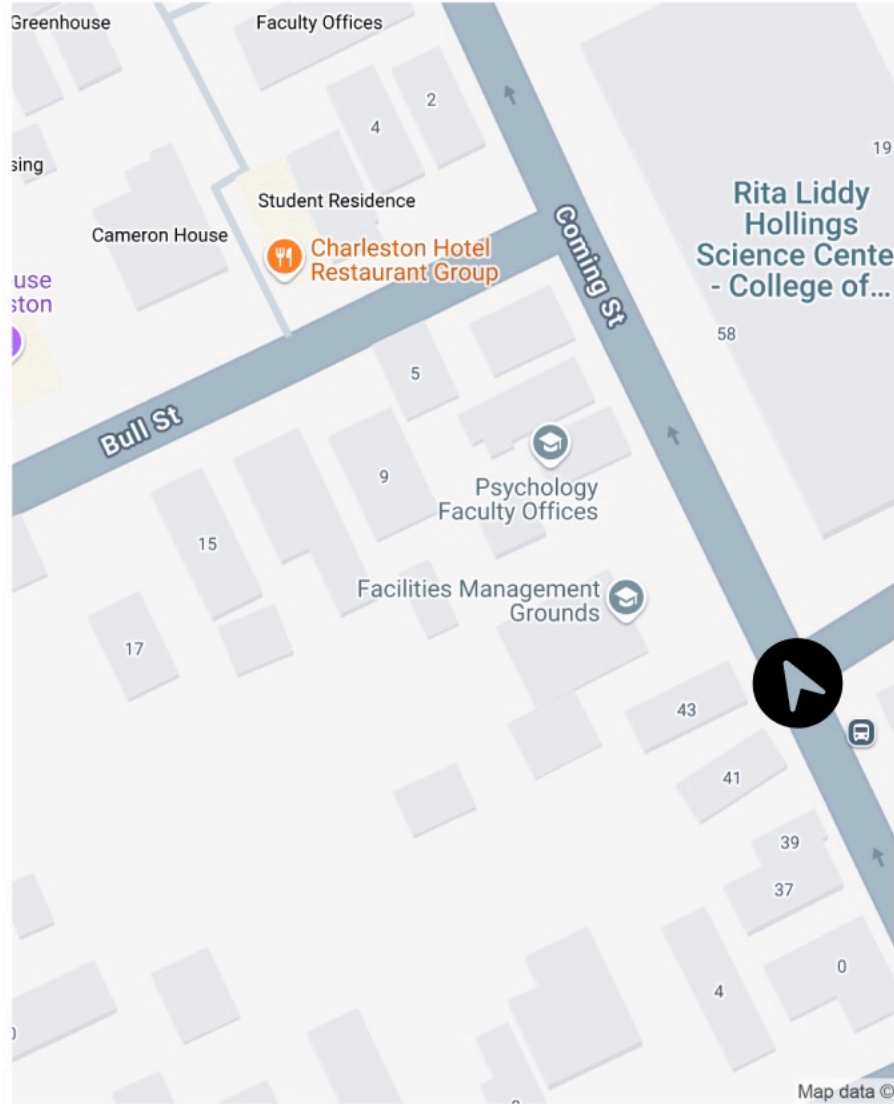
< Back

# Checkpoint Finder



Hints

Map



Map data ©



Progress to Next Checkpoint



## **Use Case #2 Prototype**

- 1. Staff member want to design an engaging learning experience for the students in the scavenger hunt**
- 2. Staff member selects from the list of added locations**
- 3. Staff member selects Add storyline/event**
- 4. System displays input field for selected location**
- 5. Staff member types in desired storyline or event**
- 6. Staff member selects the "submit" button**
- 7. System shows preview of the text that the staff member created**
- 8. System displays "is this correct" followed by a yes/no prompt**
- 9. Staff member selects "yes"**
- 10. System prompts user to "add more" or "finish"**
- 11. Staff member selects "finish"**

