Smart Bike Hiring App – Project Proposal

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1. Project Title

Smart Bike Hiring App
A modern and intuitive bike-sharing solution designed for students and visitors.

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2. Overview

Our project focuses on improving the **bike-sharing experience** by creating a user-friendly app with smart interaction techniques. The app will help users easily find, unlock, ride, and return shared bikes using a clean and intuitive interface, targeting real-world mobility issues on campus and in public areas.

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3. Problem Statement

Current bike-sharing apps often suffer from:

- Confusing layouts
- No real-time availability
- Lack of personalization
- Poor return tracking or payment systems

As a result, users waste time and may avoid using bikes, even if it's a convenient and eco-friendly choice.

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4. Target Users

- **Primary:** University students (on-campus transportation)
- **Secondary:** Visitors and tourists in cities
- Users looking for affordable, fast, and green transportation

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5. Design Goals

- Speed up the process of renting and returning bikes
- Reduce confusion with clear UI elements
- Offer real-time location and availability

- Create an experience that's fun, smooth, and secure

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6. Key Features

- ✅ Real-time map of nearby bike stations
- ✅ QR code unlock system
- ✅ Ride tracking & return confirmation
- ✅ Ride history & cost summary
- ✅ Payment options (card, campus wallet)
- ✅ Login/signup with Google/Apple
- ✅ User profiles & settings

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7. Innovative Interaction Techniques

- **QR-based unlocking** instead of manual input
- **Smart maps** showing availability in real time
- **Ride tracking UI** (duration, speed, location)
- **User-centered design** based on survey feedback
- **Adaptive UI** that changes based on user behavior or location (optional)

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8. Team Roles & Responsibilities

Name	Role	Pages / Tasks
Siwaporn Waleesila	UI/UX Designer	Splash, Login, Signup, User Profile
Saw Ler Nay Say	Interaction Designer	Map view, Bike station info, Search
Kyaw Zay Aung	Developer	QR Scan, Ride tracker, Bike return
Matee Thavonvijit	Backend/Logic	Payment, Ride history, Settings

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9. Expected Outcome

We aim to deliver a **high-fidelity prototype** using Figma with smooth user flows.
Our design will be tested with real users, and feedback will be used to improve the experience.

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10. Project Timeline (Rough Plan)

Date Finish	Task
April 28	Proposal, Team Roles
May 2	User Research (Interview, Survey, Personas)
April 30	Sketches and Low-Fidelity Wireframes
May 2	High-Fidelity Figma Design
May 4	Usability Testing
May 4	Final Report, Presentation Slides, GitHub Setup

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11. Tools

- **Figma** – UI design & prototype
- **Google Forms** – Surveys
- **GitHub** – Project repo, collaboration
- **PowerPoint** – Final presentation