

# **PRODUCT IMPROVEMENT** **CASE STUDY**



**transit.**

## **RELEASE NOTES - PHASE 2** **UI/UX Enhancements + Stop** **Discovery**

PRANEETH KODURU

**Release Date:** End of Sprint 6

**Version:** v2.0

**Overview:**

Phase 2 focused on simplifying the user experience, improving the navigation flow, and implementing key discovery features to help riders find nearby stops and route information quickly.

**Features Delivered:**

- UI/UX Optimization
  - SCRUM-32: UI audit
  - SCRUM-33: Screen redesigns
  - SCRUM-34: UI changes implementation
  - SCRUM-35–37: Map zoom logic update
  - SCRUM-10: Consistent zoom across views
- Bus Stop Discovery & Route Clarity
  - SCRUM-38: Fetch/filter stops based on GPS
  - SCRUM-39: Nearby stops map/list UI
  - SCRUM-40: Tap-to-view service frequency
  - SCRUM-42–45: Route clarity improvements
  - SCRUM-12: Route clarity by stop
  - SCRUM-46–47: Student verification flow

**Known Issues / Limitations:**

- Some inconsistencies in nearby stop detection on older devices
- Verification prompts may not persist across all login states

**Dependencies / Technical Notes:**

- Google Maps & Transit API integrated for route and stop data
- UI changes tested across iOS/Android form factors.