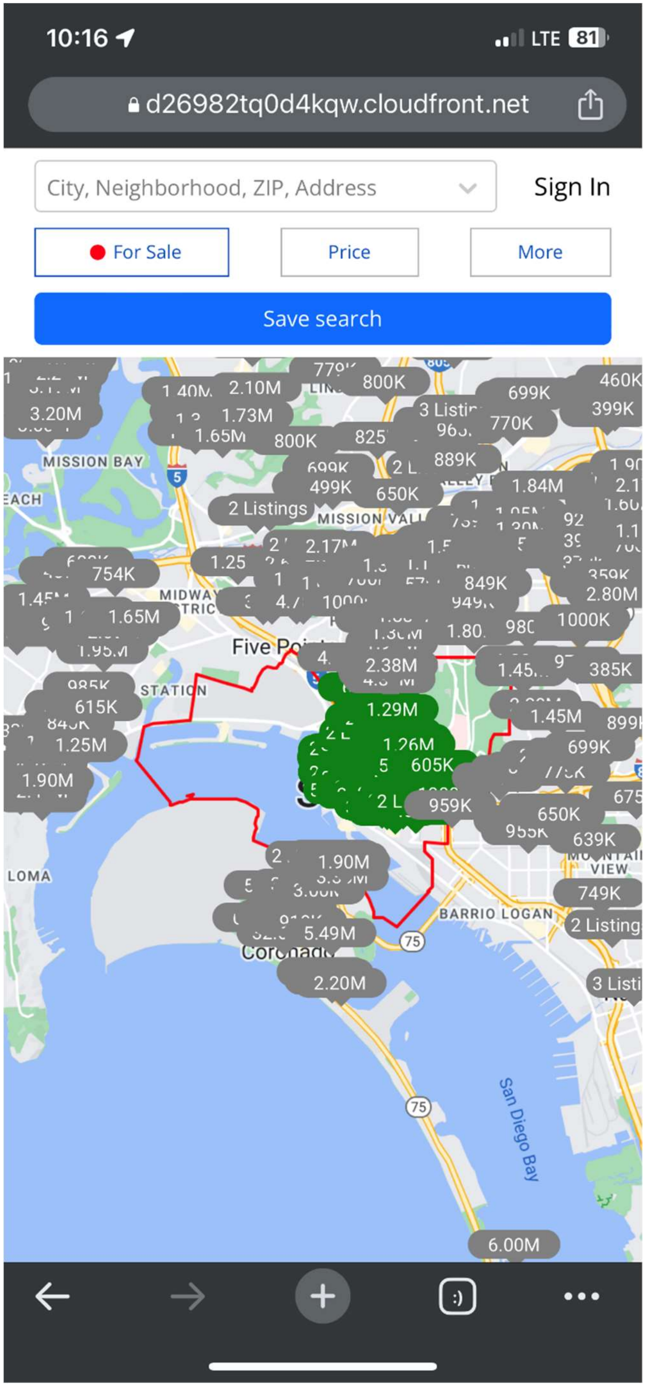


Figure 1: Map results is too crowded. New Requirement: automatically zoom in when there are too many results. There should be a maximum of N (configuratble in .env, default 15) items on the screen.

Detailed Requirement:

This requirement focuses on improving the user experience when displaying a large number of results on a map. Currently, the map appears too crowded, making it difficult to view and interact with individual results.

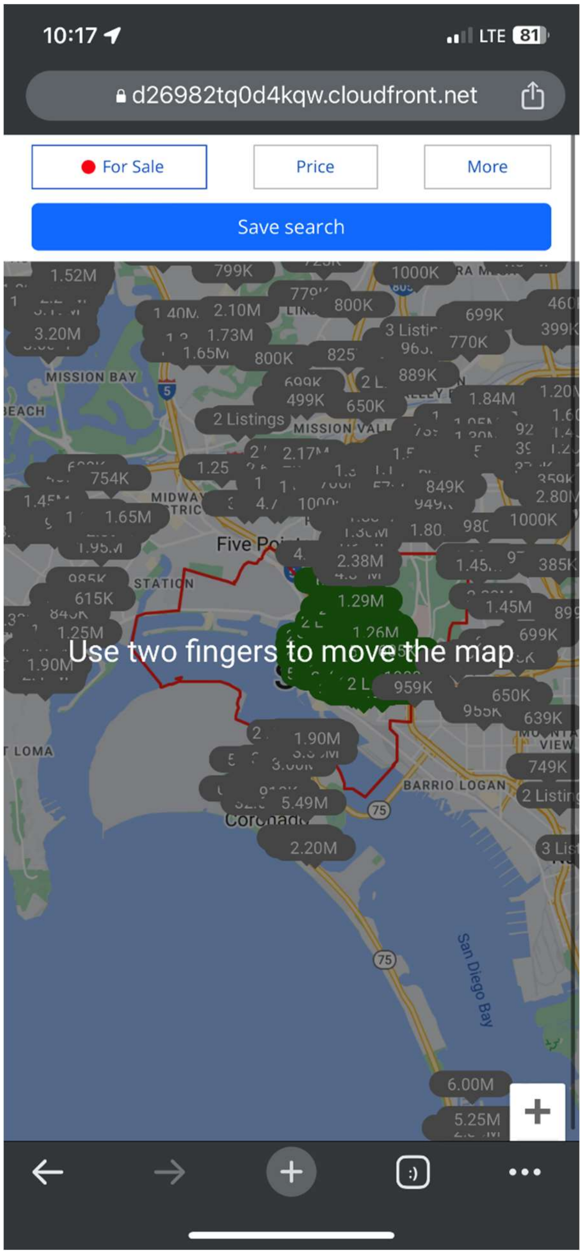
To address this issue, you need to implement a feature that automatically zooms in on the map when there are too many results displayed. This will provide better visibility and usability for users. The maximum number of items that should be shown on the screen at once is defined by a variable "N". This variable should be configurable in a .env file, allowing easy adjustments to the maximum number of visible items. By default, the value of N should be set to 15.

To accomplish this, you would need to:

- Add a new variable in the .env file to store the maximum number of items (N) to be displayed on the screen, and set its default value to 15.
- In your application, read the value of N from the .env file.
- Determine the number of results currently displayed on the map.
- If the number of results exceeds N, automatically adjust the map's zoom level to ensure that no more than N items are visible on the screen at once.
- Ensure that the map remains functional and user-friendly after implementing this feature.

By implementing this requirement, you will improve the user experience by making it easier to view and interact with individual results on a less crowded map.

Figure 2: Two fingers required to move the map.



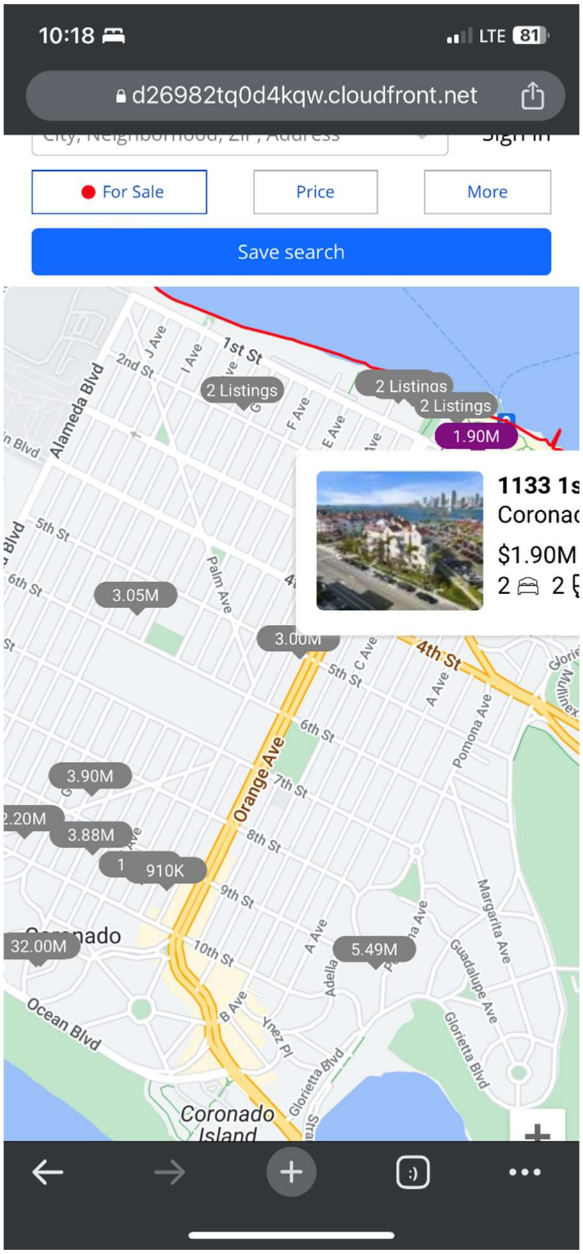
Use two fingers to move the map

Detailed Requirement:

This requirement focuses on improving the user experience when moving the map.

The user should be able to move the map with one finger by dragging it.

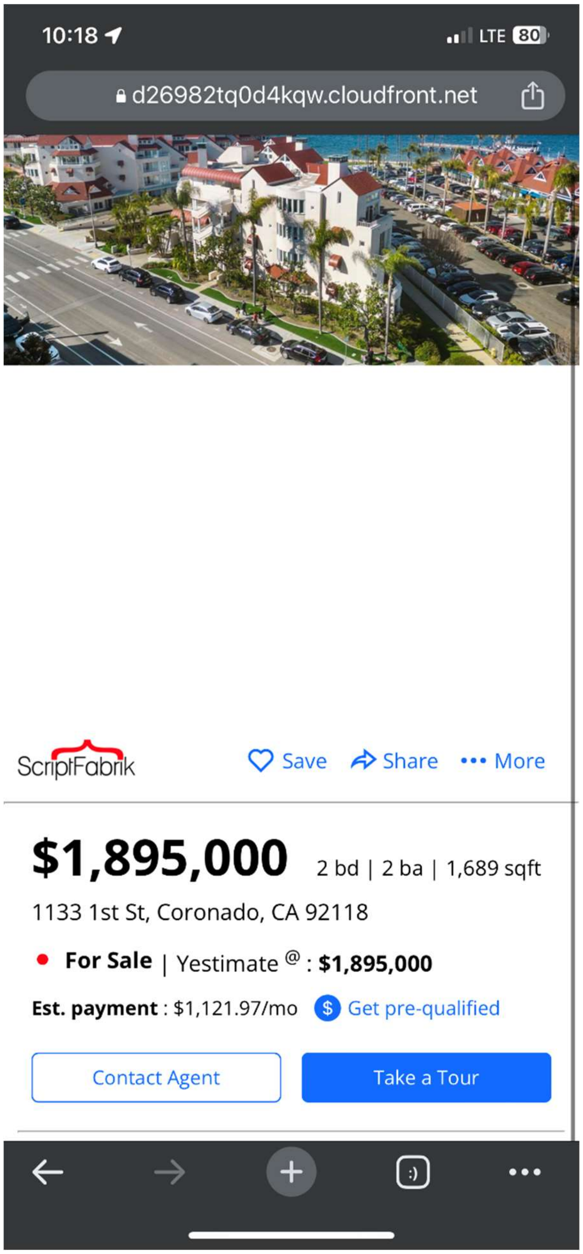
Figure 3: Information is truncated



Detailed Requirement:

The pop-up position should adjust automatically to prevent truncation.

Figure 4: The detail pane is unusable.



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Detailed Requirement:

The current issue, as shown in the provided screenshot, occurs when a user clicks on a pop-up item on the map using a mobile device (specifically an iPhone). After clicking the pop-up item, the user is taken to a new screen that does not display all the photos or information properly. Moreover, the user is unable to scroll through the content, and there is no option to return to the previous map view. This creates a dead-end experience for the user.

To resolve this issue, the following changes must be made:

Ensure that all the photos and information are properly displayed on the screen after a user clicks on a pop-up item. This should be responsive and adjust appropriately for mobile devices, including iPhones.

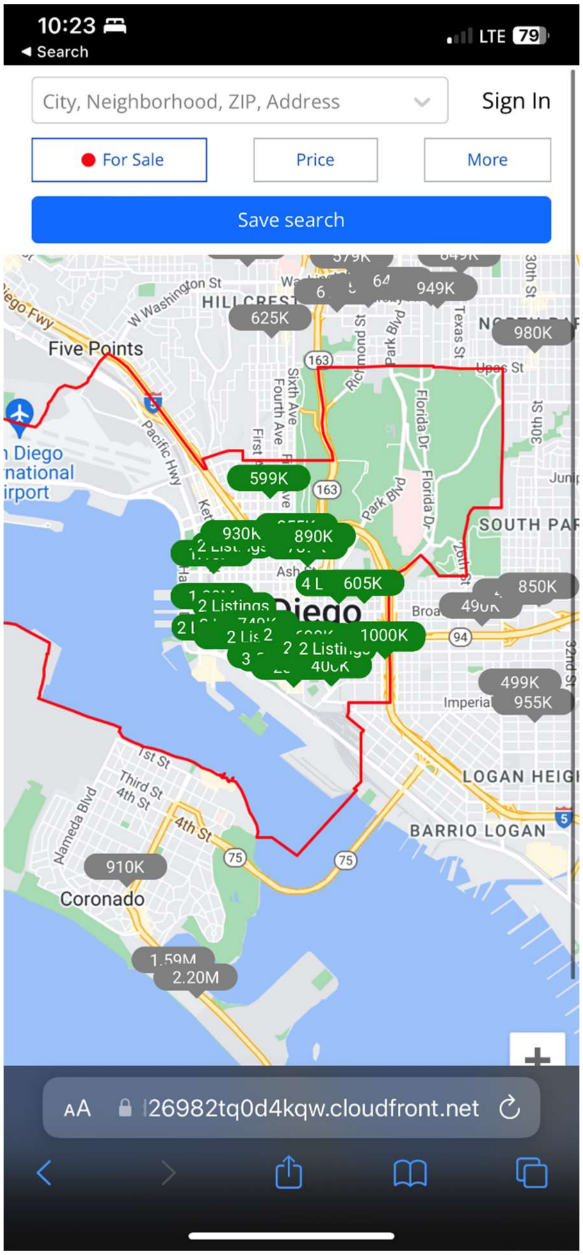
Implement a scrolling feature for the content in the new screen, allowing users to view all the photos and information on their mobile devices without any constraints.

Add a "Back" button or a similar navigation option that allows users to return to the previous map view easily. This button should be clearly visible and accessible on mobile devices, including iPhones.

Thoroughly test the implemented changes on various mobile devices, especially iPhones, to ensure that the issue is resolved and that the user experience is smooth and seamless.

By addressing these requirements, you will improve the user experience on mobile devices, allowing users to access all the information, scroll through the content, and easily navigate back to the map view.

Figure 5: Screen doesn't fit the viewport on mobile – notice how the bottom is truncated, you cannot see the Google Map disclaimers or the "-" button



Detailed Requirement:

The current issue is that the screen does not properly fit the viewport on mobile devices. This leads to a suboptimal user experience, as users may struggle to view and interact with the content on their mobile screens.

To resolve this issue, the following changes must be made:

Analyze the existing layout, styles, and UI components to identify the root cause of the viewport issue on mobile devices.

Update the layout, styles, and UI components to ensure they are fully responsive and adapt well to various screen sizes and resolutions, especially on mobile devices.

Make use of CSS media queries, flexible grids, and relative units (such as percentages or viewport units) to create a fluid layout that adjusts automatically to different screen sizes.

Ensure that all UI elements, such as buttons, text, and images, are easily readable and accessible on mobile devices, while also maintaining proper spacing and alignment.

Test the implemented changes on various mobile devices and screen resolutions to ensure that the screen now fits the viewport correctly and provides a seamless user experience.

Consider using popular mobile device emulators and testing tools, such as BrowserStack or Chrome DevTools, to simulate various mobile devices and screen resolutions during the testing process.

By addressing these requirements and implementing the necessary changes, you will improve the user experience on mobile devices by ensuring that the screen fits the viewport correctly and the content is easily accessible and readable.