



TrailQuest

Group 11 - User Requirements

A gamified hiking companion app that transforms the world's hiking trails into an engaging collection adventure.

Group 11
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Requirement Gathering

Purpose & Objectives

The purpose of this user study is to gather information from potential TrailQuest users to identify their characteristics, lifestyle, goals, and behaviors related to hiking.

Objectives:

- ★ To understand user characteristics such as hiking experience level, hiking frequency, typical hike duration, and group preferences.
- ★ To discover user lifestyles including how hiking fits into their schedules and routines.
- ★ To identify user goals for hiking activities, such as social interaction, fitness, exploration, and leisure.
- ★ To examine user behavior related to pre-hike preparation, on-trail experiences, and post-hike recovery.
- ★ To pinpoint common difficulties users face before, during, and after hikes, such as selecting trails, navigation issues, and finding hiking partners.
- ★ To determine user preferences and motivations for gamified features, such as achievements, leaderboards, and community engagement.

User Study Methodology

Survey format: Online Google Forms questionnaire.

Participants: 11 respondents (beginner to intermediate hikers).

Data Collected: Hiking habits, difficulties, preferred app features, and motivation factors.

User Survey

We are building a hiking app named TrailQuest and this survey will help us understand your interests, behaviours, and experience related to hiking and outdoor activities. Your feedback will help provide useful information for us to decide which are the core features that are useful for the target users.

How often do you hike?

- Weekly or more
- A few times a month
- A few times a year
- Never

Who do you usually hike with (check all that apply)?

- Alone
- With Friends
- With Family
- With Organized hiking groups
- Other (please specify)

How long is your typical hike?

- Less than 1 hour
- 1–3 hours
- 3–6 hours
- More than 6 hours

What factors are important to you for hiking?

Factor	Very Important	Important	Neutral	Not Very Important	Not Important At All
Earning rewards (badges, challenges, etc.)	<input type="radio"/>				
Accessibility (transportation to/from the trail)	<input type="radio"/>				
Physical fitness	<input type="radio"/>				
Exploring new places	<input type="radio"/>				
Socializing with others	<input type="radio"/>				
Scenery	<input type="radio"/>				
Safety	<input type="radio"/>				
Challenge level	<input type="radio"/>				
Ease of finding a suitable trail	<input type="radio"/>				
Relaxation & stress relief	<input type="radio"/>				

Other (please specify): _____

What (if any) difficulties to start a hike (check all that apply)?

- No time
- Lack of motivation
- Lack of hiking partners
- Selecting the appropriate trail (unclear, outdated info, etc.)
- Don't know how to prepare (gear, safety, navigation, etc.)
- Difficult to find parking or transportation to the trail
- Other (please specify): _____

What (if any) difficulties during hiking (check all that apply)?

- Getting lost (forgot to download navigation app, offline map, etc.)
- Unexpected changes (weather, closures, obstacles, etc.)
- Issues with hiking partners (unfriendly, unreliable, unhelpful, etc.)
- Other (please specify): _____

What (if any) difficulties after hiking (check all that apply)?

- Feeling extremely tired or sore after the hike (muscle soreness, dehydration, injuries)
- Difficulty tracking my hikes (logs, achievements)
- Difficulty sharing my experience (photos, videos, stories)
- Other (please specify): _____

How do you prepare for a hike (check all that apply)?

- Searching trail information on websites

- Watching trail guides or safety videos
- Asking for trail recommendations in online communities
- Using a checklist for gear and safety preparation
- Other (please specify): _____

How do you solve problems during a hike?

- Using a digital or offline map for navigation
- Checking real-time trail updates from online sources
- Using an emergency SOS or location-sharing feature
- Communicating with hiking partners through tracking or messaging
- Other (please specify): _____

What would help you after a hike?

- Logging hike data (distance, time, elevation)
- Completing challenges, earning badges, or tracking progress
- Sharing hikes through social media or community platforms
- Following post-hike recovery tips (hydration, stretching, rest)
- Other (please specify): _____

What hiking apps have you used?

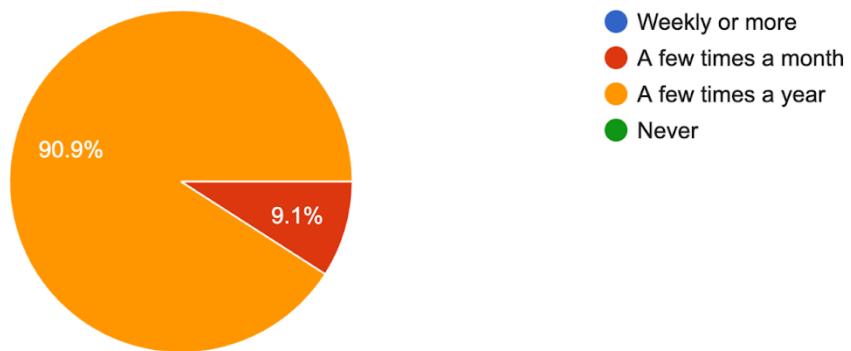
How interested are you in the following features?

Factor	Very Interested	Interested	Neutral	Not Very Interested	Not Interested At All
Reward System (badges, challenges, etc.)	<input type="radio"/>				
Real-time Trail Updates (Users share trail conditions like weather, terrain, etc.)	<input type="radio"/>				
Group Hiking Features (Find hiking buddies, or join organized hikes)	<input type="radio"/>				
Learning hiking knowledge from the App	<input type="radio"/>				

Data Visualization & Analysis

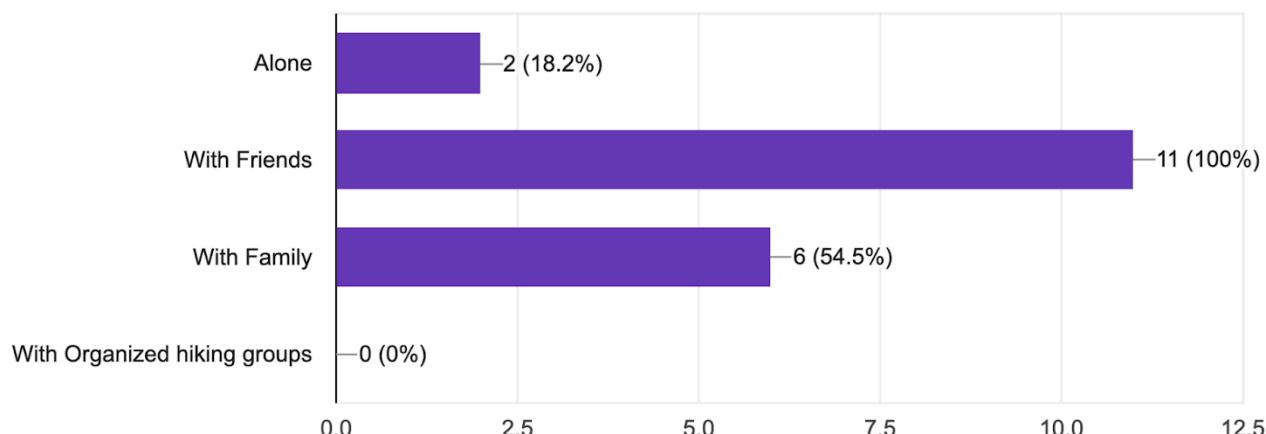
How often do you hike?

11 responses



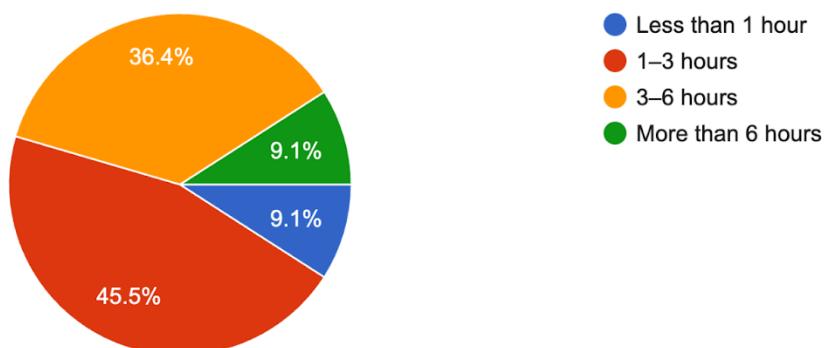
Who do you usually hike with (check all that apply)?

11 responses

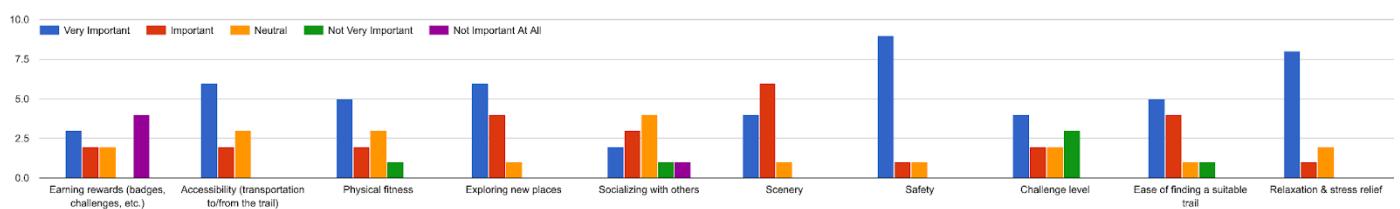


How long is your typical hike?

11 responses



What factors are important to you for hiking?

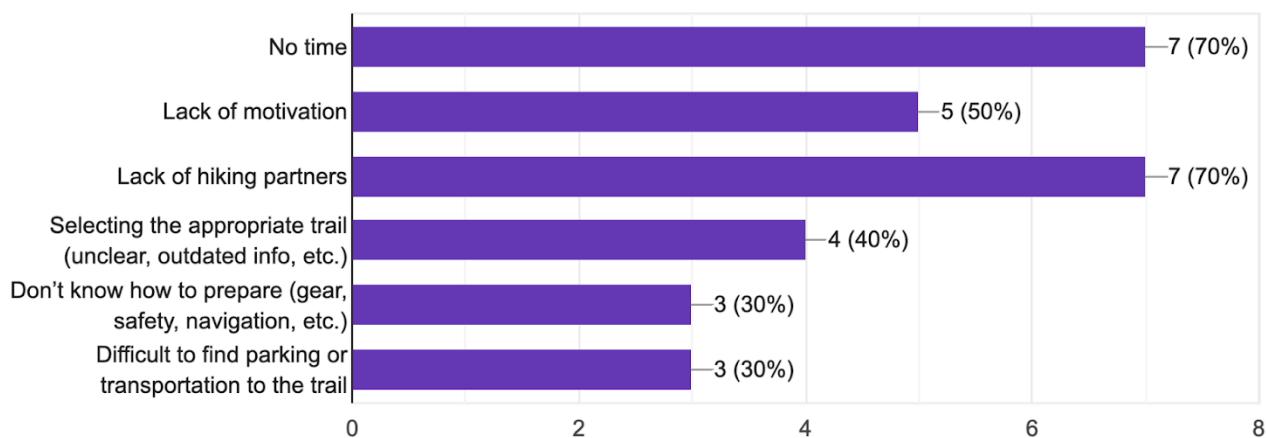


Other Factors: 1 response

Family-friendly

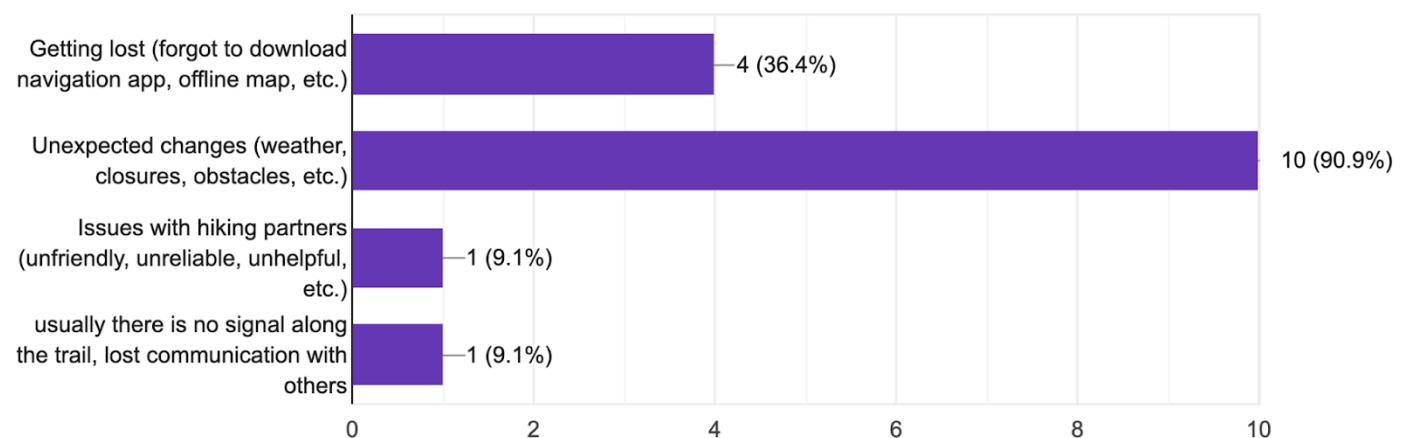
What (if any) difficulties to start a hike (check all that apply)?

10 responses



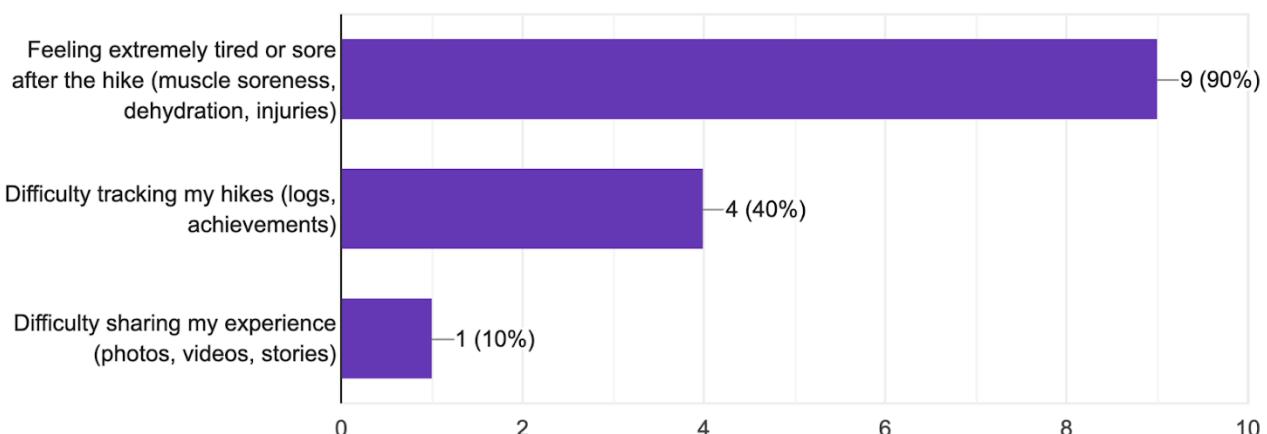
What (if any) difficulties during hiking (check all that apply)?

11 responses



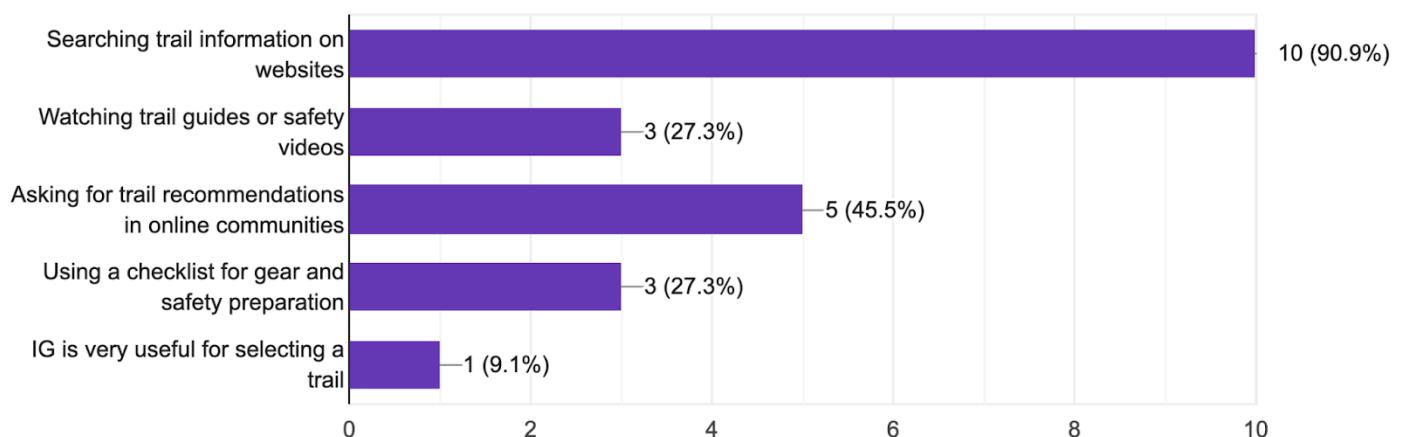
What (if any) difficulties after hiking (check all that apply)?

10 responses



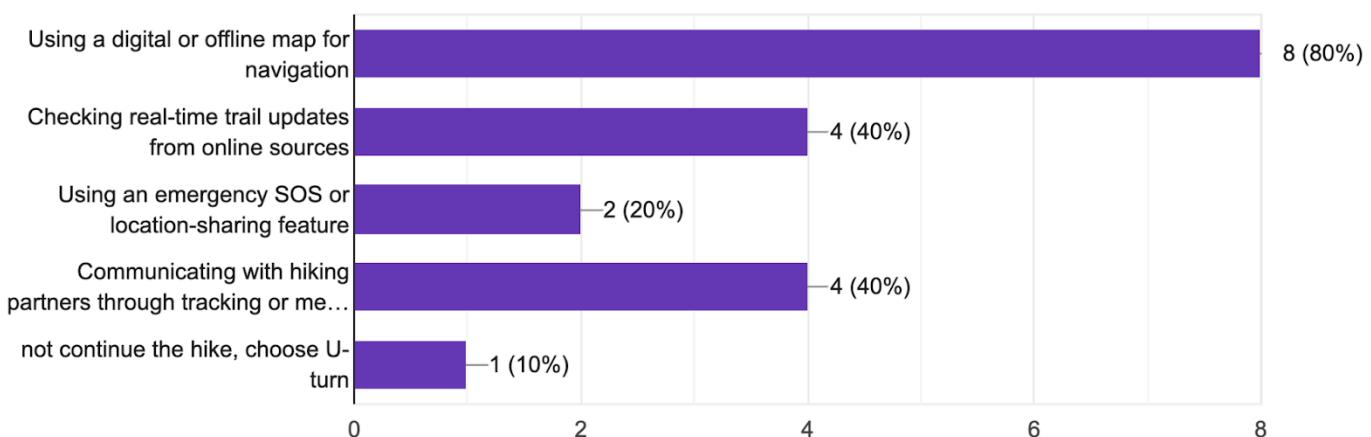
How do you prepare for a hike (check all that apply)?

11 responses



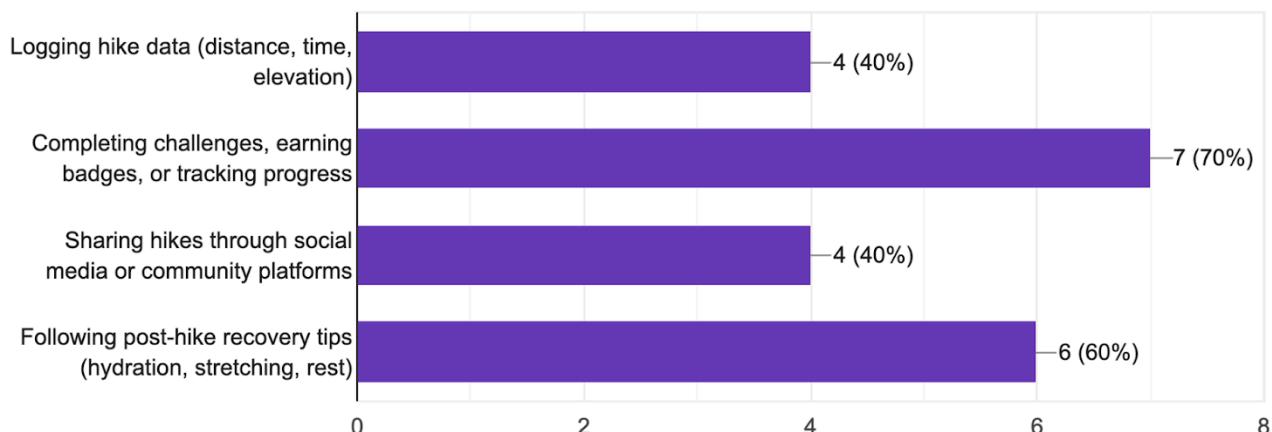
How do you solve problems during a hike (check all that apply)?

10 responses



What would help you after a hike (check all that apply)?

10 responses



What hiking apps have you used? 4 responses

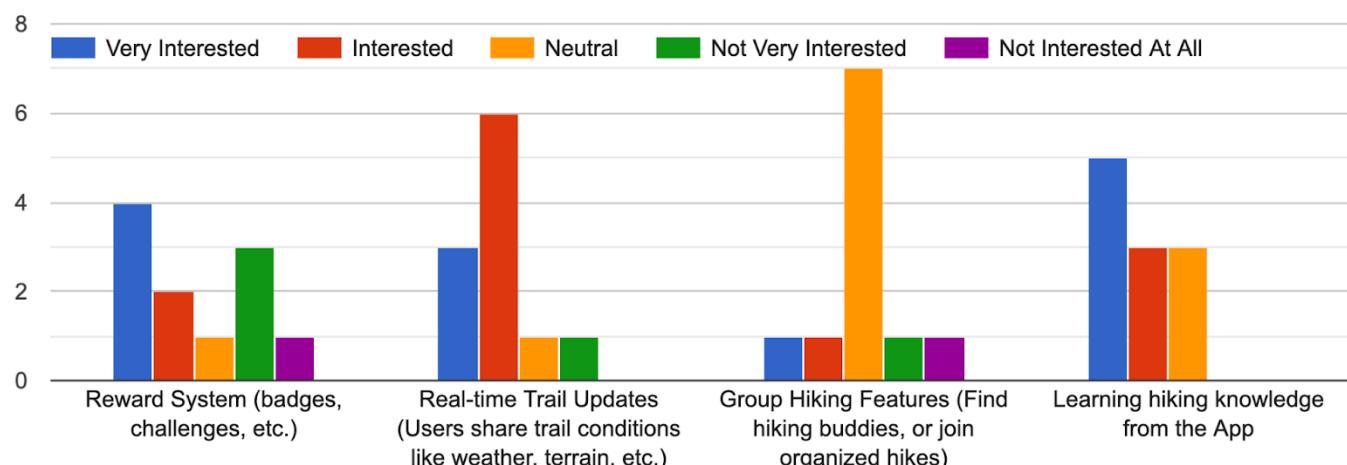
alltrails

AllTrails, community websites

Google map

none

How interested are you in the following features?



Key Insights

90.9% of users hike only a few times a year

→ The app **should have strong motivation features**, such as challenges, streaks, and milestone rewards, to encourage frequent engagement.

100% of users hike with friends

→ The app **must** have **group hike coordination tools**, including event scheduling, group chats, and shared navigation.

70% struggle with having time and finding hiking partners

→ The app **should** have **a quick-match hiking buddy finder** and **flexible hike planning tools** that suggest nearby short trails based on time availability.

90.9% report unexpected trail/weather issues

→ The app **must** have **real-time trail updates** with community-reported conditions, weather alerts, and hazard warnings.

70% want gamification (badges, challenges, rewards)

→ The app **should** have **achievement tracking**, including digital badges, leaderboards, and personalized progress goals.

90.9% of users search for trail information online before hiking

→ The app **must** have **a well-organized trail database** with verified reviews, route details, and essential preparation tips.

80% use digital/offline maps for navigation during hikes

→ The app **must** have **offline GPS navigation** with waypoints, elevation profiles, and route tracking.

90% feel extremely tired or sore after hiking

→ The app **should** have **post-hike recovery guidance**, including hydration reminders, stretching routines, and nutrition advice.

70% want earning badges, tracking progress→

The app **should** have **automatic hike logging and progress tracking** to help users monitor their achievements.

Requirements Generation

Persona: Tim Nguyen

- ★ **Age:** 38
- ★ **Occupation:** Software Developer
- ★ **Hiking Experience:** Beginner
- ★ **Tech Proficiency:** High
- ★ **Social Behavior:** Extroverted, prefers hiking with friends and family
- ★ **Hiking Frequency:** A few times a year
- ★ **Typical Hike Duration:** 1–3 hours
- ★ **Motivation:** Enjoys social aspects, gamification (badges, challenges), and exploring new places



Background & Lifestyle

Tim is a casual hiker who prefers social hikes with friends. He struggles with finding beginner-friendly trails, lacks real-time trail updates, and sometimes loses motivation. He enjoys tracking achievements and likes features that encourage consistency, such as badges and leaderboards.

Scenario: How Tim Uses TrailQuest

1. Uses TrailQuest to find an easy, beginner-friendly trail with good accessibility.
2. Checks real-time trail updates to avoid bad weather or obstacles.
3. Plans a group hike with friends using the app's event coordination feature.
4. Uses GPS navigation to stay on track during the hike.
5. Earns a "First Group Hike" badge and shares his progress in the community.
6. Gets post-hike recovery tips and sets a new hiking challenge for motivation.

Key Requirements Derived from Tim's Persona

Beginner-friendly trail discovery

→ The app must have filters for easy, accessible trails.

Real-time trail updates

→ The app must have user-reported weather, closures, and obstacles.

Group hiking coordination

→ The app must have event scheduling, friend invites, and shared navigation.

GPS navigation & offline maps

→ The app must have turn-by-turn guidance to stay on track.

Gamification & social engagement

→ The app should have badges, leaderboards, and community sharing.

Post-hike recovery support

→ The app should have hydration, stretching, and recovery tips.

Personalized challenges

→ The app should have streaks and new hike suggestions for motivation.

Persona: Mengyang Zhou (Moon)

- ★ **Age:** 33
- ★ **Occupation:** Computer Science Student
- ★ **Hiking Experience:** 1 year experience
- ★ **Tech Proficiency:** High
- ★ **Social Behavior:** Extroverted, prefers hiking with friends and family
- ★ **Hiking Frequency:** Many times a year
- ★ **Typical Hike Duration:** 2-5 hours
- ★ **Motivation:** Exploring new places, Strengthen the body, Spending time with friends, Gamification (badges, challenges).



Background & Lifestyle

Moon is an experienced hiker who is passionate about exploring new trails. After experiencing hikes in different seasons and terrains, she began to value her equipment, hoping to enhance her hiking experience by upgrading her gear. Of course, she also enjoys pursuing achievements, which not only gives her a greater sense of accomplishment when looking back on the trails she has hiked but also makes her more goal-oriented for her next exploration. Additionally, she enjoys interacting with people who share the same interests, hoping to learn where her friends have recently hiked.

Scenario: How Moon Uses TrailQuest

1. Use TrailQuest to filter and find routes that offer a certain level of challenge suitable for herself through filtering options.
2. To learn how to choose hiking gear through articles or videos within the app.
3. After completing a hiking task, share her latest experiences and insights in the community.
4. After unlocking digital badges, share them on social media to encourage more people to join in.

5. Check out friends' latest updates on the app and interact with each other.

Key Requirements Derived from Mengyang's Persona

Powerful route filtering

→ Let users find hiking trails efficiently.

Comprehensive outdoor knowledge

→ Upgrade users' hiking skills.

Community

→ Space for communication among users.

Sharing

→ Allows users to share on social media.

Achievement system

→ The sense of accomplishment from reflection & the sense of purpose from exploration.

Persona: Hao suo (Chris)

- ★ **Age:** 40
- ★ **Occupation:** Database Administrator
- ★ **Hiking Experience:** amateur
- ★ **Tech Proficiency:** low
- ★ **Social Behavior:** Only exercises with familiar friends
- ★ **Hiking Frequency:** Fixed number of times per year
- ★ **Typical Hike Duration:** 2-3 hours
- ★ **Motivation:** Relaxation, participating in physical activities with friends

Background & Lifestyle

Chris has a demanding job, often staying up late to manage databases and solve issues efficiently. For him, hiking is not about challenges but about unwinding from his work routine. He prefers quickly finding suitable hiking routes without spending too much time planning. Instead of seeking physically demanding trails, he focuses on relaxation and socializing with friends or family. A successful hike for Hao is not measured by distance or elevation but by how comfortable and enjoyable the experience is.

Scenario: How Chris Uses TrailQuest

1. Uses TrailQuest to quickly find suitable weekend hiking routes, prioritizing shorter, less strenuous options.
2. Checks for trails with good facilities, such as rest areas, supply stations, or spots suitable for socializing.
3. Uses TrailQuest's planning feature to coordinate with his regular hiking group efficiently.
4. Views weather forecasts and real-time trail conditions to ensure a smooth and hassle-free hike.
5. After finishing a hike, leave a brief experience review, focusing on relaxation rather than achievement.

Key Requirements Derived from Chris' Persona

Fast route recommendations

→ Prioritizes time efficiency and avoids complicated filtering.

Leisure-focused hiking information

→ Emphasizes comfort, convenience, and social aspects rather than difficulty.

Hiking planning & invitation features

→ Enables easy coordination with familiar hiking partners.

Real-time weather and trail conditions

→ Ensures a smooth and worry-free hiking experience.

Lightweight experience sharing

→ Allows users to leave quick, simple reflections instead of complex achievements.

Synthesis of Requirements

Based on insights from **user studies** and **persona analysis**, we categorized the key requirements into **Must-Haves** (Essential for Core Functionality), **Should-Haves** (Enhancing Engagement & Experience), and **Want-to-Haves** (Additional Enhancements for User Enjoyment) as below:

Must-Have Requirements

1. **Real-time trail updates**
→ Users must be able to access **weather conditions, obstacles, and trail safety reports** to make informed decisions.
2. **GPS navigation & offline maps**
→ The app must provide **turn-by-turn navigation with offline access** for seamless usage in remote areas.
3. **Group hike coordination**
→ Users must have tools for **event scheduling, friend invites, and shared navigation** to enhance social hiking experiences.

4. **Advanced trail filtering options**
→ Users should be able to filter trails by **difficulty level, terrain, and season suitability** to match their preferences.
5. **Quick and easy trail recommendations**
→ The app must offer **fast route suggestions** without requiring complex filtering, catering to users who prioritize efficiency.
6. **Beginner-friendly trail filtering**
→ The app must allow users to **find easy, accessible trails** to support novice hikers.
7. **Hiking group planning**
→ Users must be able to **organize and sync hikes** with familiar hiking partners effortlessly.
8. **Social engagement & community features**
→ The app must allow **users to share hikes, badges, and experiences**, fostering an interactive hiking community.

Should-Have Requirements

1. **Achievement system & gamification**
→ The app should implement **badges, leaderboards, and rewards** to encourage hiking consistency.
2. **Personalized challenge system**
→ The app should provide **streaks, milestone-based goals, and custom hike challenges** to keep users motivated.
3. **Post-hike recovery support**
→ Users should receive **hydration reminders, stretching routines, and recovery tips** after hikes.
4. **Hiking knowledge resources**
→ The app should offer **educational content** such as gear recommendations and skill-building guides to improve user preparedness.
5. **Comfort-oriented trail details**
→ Users should have access to **information on rest areas, supply stations, and scenic spots** to enhance relaxation-focused hikes.
6. **Lightweight hike reflections**
→ The app should allow users to leave **quick, simple reviews** instead of detailed logs to accommodate casual hikers.
7. **Social media sharing**
→ The app should provide **integrations for sharing achievements and hiking experiences** on external platforms.

Want-to-Have Requirements

1. **Augmented reality (AR) exploration features**
→ Users could explore trails with **interactive AR points of interest** for an immersive experience.

2. **AI-based smart recommendations**
→ The app could suggest **trails based on user preferences, fitness levels, and weather conditions.**
3. **Virtual hiking competitions**
→ The app could introduce **leaderboard-based challenges** where users compete virtually with others.
4. **Trail rating & review system**
→ Users could rate trails and leave **detailed feedback** to help future hikers.
5. **Integration with wearable fitness devices**
→ The app could sync with **smartwatches and fitness trackers** to record hike metrics.
6. **Voice navigation support**
→ The app could include **hands-free audio guidance** for better navigation on trails.

Conclusion

Through an online survey of 11 respondents, we identified that most users hike infrequently, typically a few times a year, and largely with friends. They face significant obstruction such as finding time, securing hiking partners, and navigating unexpected trail conditions, yet they are motivated by social interaction, exploration, and the potential for gamified rewards. These findings, combined with the detailed analysis of personas like Tim Nguyen, Mengyang Zhou (Moon), and Hao Suo (Chris), have shaped a comprehensive set of requirements tailored to enhance the hiking experience.

The **Must-have requirements** address core needs: real-time trail updates, offline GPS navigation, advanced trail filtering and group coordination. These directly respond to our personas' needs - Tim's desire for beginner-friendly trails, and Moon and Chris's shared preference for efficiency.

Should-have requirements like gamification elements (badges, challenges, leaderboards) and post-hike recovery support will enhance engagement, particularly appealing to users like Moon who value achievements and community interaction. **Want-to-have requirements** such as AR exploration and AI recommendations outline our future vision.

Work Date/Hours logs

Tim Nguyen - 300367925

In January, I brainstormed and refined three main UX ideas: AI-Butler, Single Shop, and Auto Restaurant Menu. Finding inspiration was a challenge, so I explored Behance and Pinterest to gather design trends and competitor insights. In February, I worked on the user requirement survey, but getting enough participants was difficult. To solve this, I reached out to friends outside of class, which wasn't perfect as every one is flooded with surveys, but still helped us gather three more responses. In March, I finished the user requirement report, including personas, scenarios, and user needs. Writing realistic personas was challenging, so I referred to examples from Lecture

7 to structure them properly. Next steps, I plan to create a mood board, learn more about Figma skills, and design the first prototype.

Date	#Hours	Description of Work Done
Jan 20, 2025	3	Brainstormed and crafted three UX concepts for the project using FigJam. I referenced existing UX best practices and competitor features, refining the ideas into AI-Butler, Single Shop, and Auto Restaurant Menu
Jan 24, 2025	4	Conducted competitor analysis to identify industry trends and UX strengths/weaknesses by analyzing leading platforms with similar functionalities. I documented unique selling points and added example screens to the idea board to guide the design direction.
Jan 26, 2025	1	Finalized and refined the description for the AI-Butler idea, including PACT, value proposal and market report. I prioritized core features based on user needs and simplified the scope.
Jan 28, 2025	1	Met Priya to discuss the feasibility of all our ideas. I took notes for all advice I got for the team. And called members voted for the final idea.
Jan 31, 2025	2	Initialized the proposal repository in GitHub, structured the documents, and notified the team. We standardized the format using Google Docs with version tracking and multiple tabs.
Feb 02, 2025	4	Reviewed and refined the proposal document, ensuring all sections were well-structured, reasonable and comprehensive.
Feb 04, 2025	1	Finalized the proposal by adding contract details, work logs, and final checks on content flow. Submitted the first version to blackboard.
Feb 06, 2025	1	Reviewed the last time to address minor content improvements and fixing inconsistencies in the proposal. Updated logs and created log tabs in the doc for each member. Notified the team, committed to the repo, and submitted to the blackboard.
Feb 11, 2025	1	Reviewed user requirement survey video and summarized all best practices for the best survey design. Shared that with the team.
Feb 13, 2025	2	Research objectives for user requirement survey. Arrange existing questions from Mengyang into appropriate categories. Determine which questions are required to be reconsidered
Feb 14, 2025	2	Drafted question sets with 23 questions across 5 question sets. Focused on potential solutions.

Feb 18, 2025	2	Discussed with the team on selecting questions and refining them for the final survey version 1. Ended up with 12 questions for 4 sections.
Feb 21, 2025	3	As Chris added some new questions and required a review for quantifiable questions that can generate data visualization, I reviewed and crafted the Final Version 2.
Feb 25, 2025	1	Created Final Survey V3 based on the comments of Priya including crafting the survey context.
Feb 26, 2025	1	Created Google Form based on the Final Survey V3, including the “Be Specific: _____” questions and also notified the team if they have any modification.
Mar 05, 2025	1	Refine Google Form by moving “Other choice _____” option to the integrated list of the current question instead of using 2 separate questions. Send the form to friends to collect data.
Mar 06, 2025	0.5	Helped team in finishing log and submission (both blackboard and github)
Mar 09, 2025	1	Crafted user requirements report structure without personas. Created a group project on Figma and invited all involved personnel.
Mar 11, 2025	1.5	Created Tim Nguyen personas + scenarios. Notified team to write theirs. Write a list of requirements for Moon’s personas, and composed Synthesis of Requirements.
Mar 12, 2025	1	Refined the whole report, included the work log and submitted.
Mar 14, 2025	0.5	Wrote the summary paragraph for my work log. Notified the team to add theirs. Refined the report, double-checked and submitted

Mengyang Zhou 300378788

Over two months, I developed the "Trail Quest" hiking app concept. I began with brainstorming and research and then refined the proposal, focusing on user studies and the value proposition. I collaborated with our team, optimized the final proposal, and prepared a survey. Additionally, I caught up on missed lessons and completed the report with a conclusion.

Next Steps for Design Prototype Preparation:

- Moving forward with organizing the information structure, ensuring we're ready for an efficient layout process.
- Design brand colors based on the mood board.
- Familiar with Android components, preparing for user-friendly interactions.

Date	#Hours	Description of Work Done
Jan 17th	2	Observed daily life and brainstormed ideas for the applications I aim to design. One idea is a Recipe Tool designed to help people record their personalized recipes. Another is a Hiking application intending to encourage more people to explore outdoor activities through gamification.
Jan 18th	5	Created a Figjam template for the team. Refined ideas on FigJam. Considered what features need to be designed to achieve the desired vision. Search for related products, learn and research.
Jan 20th	3	Selected “Trail Quest” from the two proposals for further development. Refined its PACT analysis, value proposition, and market report.
Jan 28th	2	Attended Priya's video conference. Updated the proposal based on Priya's suggestions.
Feb 1st	2	Drafted the formal version of the proposal and discussed it with team members.
Feb 4th	1	Optimized some details in the final version of the proposal.
Feb 11th	5	Watched the video of UserStudy. Finished the survey draft.
Feb 18th	2	Discussed with the team on selecting questions and refining them for the final survey version.
Mar 04th	0.5	Send the form to friends to collect data.
Mar 08th	2	Watch the video to catch up on the lesson because I missed a class.
Mar 09th	1	Created own persona. Wrote Key Requirements from Chris' persona.
Mar 11th	1.5	Wrote the report conclusion. Refined the report detail, moved "Advanced trail filtering options" to Must-Have Requirements. Because finding the right route is important for most people.
Mar 14th	0.5	Reflecting on the past two months' activities. Planned the next steps.

Hao SUO 300392463

In the past two months, I participated in the key activities related to the development of EasyConnect and TrailQuest, focusing on brainstorming, market research, user needs analysis, and design refinements. For EasyConnect, I collaborated with my team to define its core features, target audience, and user experience, addressing challenges such as personalized local recommendations and language support. I also conducted competitor analysis and designed user surveys to better understand newcomer needs. For TrailQuest, I worked on refining the value proposition, structuring the document, and creating a persona to guide UX/UI design. Throughout, I actively participated in discussions, problem-solving, and iterative improvements to enhance both projects.

Date	#Hours	Description of Work Done
Jan 20	4	<p>Task: Brainstorming with the team to discuss the features and design direction of EasyConnect.</p> <p>Work Content:</p> <p>Started discussing the initial concept of EasyConnect, clarifying that the app aims to help newcomers smoothly integrate into a new city, with a focus on providing personalized local recommendations.</p> <p>Discussed how to tailor the recommendations based on different user needs, including information on restaurants, transportation, cultural activities, etc.</p> <p>Challenges Encountered:</p> <p>Team members had different opinions on how to present local recommendations. Some suggested displaying them on a map, while others preferred a list or card-based format.</p> <p>There was a lack of relevant reference cases, which made it difficult to determine the best presentation method during the discussion.</p> <p>Solution:</p> <p>Decided to first research similar apps (e.g., Nextdoor) to see how they present similar features, using them as a reference.</p> <p>Planned to conduct market research during the next discussion to decide on the final presentation method.</p>

Jan 21	2	<p>Task: Analyze and compare existing similar software (e.g., Nextdoor).</p> <p>Work Content:</p> <p>Reviewed the features of Nextdoor and Meetup, analyzing their strengths and weaknesses in community connections and support for newcomers.</p> <p>Noted Nextdoor's strengths in providing local information and community interactions but found it lacked structured guidance specifically for newcomers.</p> <p>Challenges Encountered:</p> <p>Existing software provides community interaction and local information but lacks structured guidance, which does not fully meet the needs of newcomers.</p> <p>Needed to better understand the needs of the target user group.</p> <p>Solution:</p> <p>Suggested conducting a market survey to identify whether the target audience consists mainly of immigrants or long-term local residents in a new environment.</p> <p>Planned to collect data through user interviews or surveys in the next steps to fill in these gaps.</p>
Jan 24	3	<p>Task: Discuss with the team the target user group for EasyConnect and determine the design direction.</p> <p>Work Content:</p> <p>In a group discussion, further defined the target user group for EasyConnect as newcomers, especially immigrants.</p> <p>Determined the app's core features, including local recommendations, community interaction, and language support, tailored for the target users</p> <p>Challenges Encountered:</p> <p>How to make the recommendation feature both practical and personalized while keeping the user interface simple and easy to use.</p> <p>Some team members raised the question of whether to provide a translation feature for users who do not understand the local language.</p> <p>Solution:</p> <p>Decided to start with local recommendations and refine the features through user research to determine which features are most needed.</p> <p>Added language support for English and Chinese to cater to the main target audience's needs.</p>
Jan 28	1	<p>Met with Priya to gather feedback on the ideas and documented key insights for further refinement.</p>

Feb 1	2	<p>Task: Revise the entire document structure, adjusting the app's goals and value proposition.</p> <p>Work Content:</p> <p>Based on team feedback, redesigned the TrailQuest document structure, including the target audience, value proposition, and core features.</p> <p>Updated the description of the target audience to clearly define it as individuals seeking interactive adventures, nature explorations, connecting with like-minded outdoor enthusiasts, or learning more about hiking.</p> <p>Challenges Encountered:</p> <p>Ensuring that all information flows smoothly and logically, especially when defining the target audience to avoid repetition and ensure clarity.</p> <p>Balancing practicality and innovation when determining the core features.</p> <p>Solution:</p> <p>Adjusted the document structure to make the content more concise and clear.</p> <p>Clearly defined the main features and provided detailed descriptions in the document.</p>
Feb 4	1	<p>Task: Review the user requirement survey video and extract key best practices for designing effective surveys.</p> <p>Work Content:</p> <p>Watched and analyzed the user requirement survey video, extracting key takeaways on how to design effective survey questions.</p> <p>Documented how to frame questions in a way that ensures clarity and relevance</p> <p>Challenges Encountered:</p> <p>How to design open-ended questions to gather more user feedback.</p> <p>Ensuring that questions reflect the user's needs and guide them to think about specific scenarios.</p> <p>Solution:</p> <p>Designed several open-ended questions focusing on asking users about their main difficulties in adapting to a new environment.</p> <p>Discussed and optimized the questions with the team to ensure they effectively collected useful data.</p>

Feb 11	3	<p>Task: Design the "User Goals and Characteristics" and "Technical and Design Considerations" sections in the survey draft.</p> <p>Work Content:</p> <p>Designed the "User Goals and Characteristics" section, clearly defining the target audience as new immigrants or individuals new to the environment.</p> <p>Discussed the technical and design considerations to ensure the design is highly usable and intuitive.</p> <p>Challenges Encountered:</p> <p>How to quantify "user needs" effectively.</p> <p>How to phrase questions to accurately reflect users' specific needs.</p> <p>Solution:</p> <p>Designed five focused questions to ensure effective collection of specific user needs.</p> <p>Set up open-ended questions for each to gather more detailed feedback.</p>
Feb 18	4	<p>Designed the User Goals and Characteristics (Understanding the Target Audience) and Technical and Design Considerations (Optimizing Usability and Experience) sections in the Survey Draft, with the aim of narrowing down the target audience. The challenge was in how to quantify the information and how to phrase the questions to obtain accurate responses. Discussed these issues with other team members and together, we finalized the relevant questions.</p> <p>Additionally, I designed open-ended questions and possible answers.</p> <p>Challenges Encountered:</p> <p>None</p>
Feb 21	2	<p>Participated in group discussions, removing some repetitive and meaningless questions. My task was to complete the User Goals and Characteristics (Understanding the Target Audience) section in Final Version 1, which consists of 5 questions, as well as 2 questions in the Solution section. I also contributed to the creation of the official survey on Google Forms.</p> <p>Challenges Encountered:</p> <p>None</p>
Mar 10	1	<p>Created a persona and scenario for Chris, a database administrator who prefers relaxed and social hiking experiences.</p> <ol style="list-style-type: none"> Defined key requirements for TrailQuest based on Tim's needs, emphasizing quick route selection, social features, and convenience. Translated the persona and requirements into English to ensure clarity and usability. <p>Next Steps:</p>

- Explore UI/UX design ideas that cater to different user motivations (challenge-seekers vs. relaxation-focused users).