

Info Parks USA - Explore The Park Scenario

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Overview:

Info Parks USA would eventually allow the user to explore the National Park they wish to travel extensively. The user would be able to look at his location in the park, the parks map, camping grounds, main attractions, website and dangers to consider when adventuring into the wilderness.

In addition the application will provide the user with a standardized packing list. The list will have the necessary items you need to pack depending on the traveling season and other considerations; like bear spray if you are traveling to a natural bear habitat. The user would also be able to add its own items to the list and check them off as they pack them.

This scenario describes how the user interacts with the application to learn about the park they are visiting and what to pack for their trip.

A main feature of the application implemented in this scenario is the ability to find the closest camping grounds based on the users location. When in need and in the park the traveler would be able to press a button to initiate the search. This will be done by using the phones location services and Google maps API.

Scenario “Explore The Park”

After the user logs into the app, they will be able to explore the park they are traveling to. The app will show a list of national parks that the user can pick from, as well as allow the user to search for a particular park of their liking on the search bar. Upon success, the app will display the initial park menu screen to explore the park. The menu contains a PACKING LIST, CAMPING GROUNDS, PARKS WEBSITE, MAP.

When the user opens the packing list, the app . will prompt the user to enter the month they are traveling. Then the app will provide the user with a standardized packing list. The list will be based on the season's weather and will include other necessary items for the trip. The app will also allow the user to add their own items based on their personal needs.

The PACKING-LIST command shows a standardized list of items that the user can pack for his trip. The user will see the recommended items for that specific National park, based on Rangers feedback. Items like Bear Spray, Heavy Jacket, Flashlight, Tent, and sleeping bag. There will be an option to add your own personal items in the list.

The CAMPING GROUND command will result in the user's location being recorded and used to show a list of the camping grounds in the park sorted by distance. For each camping ground the user will have a button for directions to the camp and a button for the camp's website.

At any point or after the user is satisfied with his park research he/she will be able to exit the application by using the top menu to log/out. The system will save the users trips and the next time the user logs in, he/she will be presented with a "Previous Parks" context menu. The menu is linked to the users account and the users info database, the system will return and display the previous trip list.

The diagram below showcases the multiple screens involved in this scenario and how they interact with one another:

