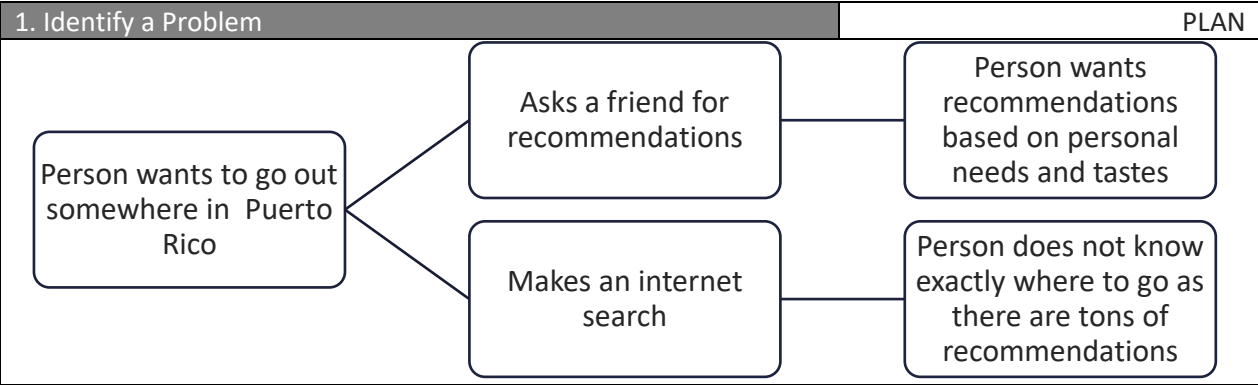# Problem Solving (A3) Report

Topic: **Place Explorer in Puerto Rico**

Date: August 19, 2020
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1. Identify a Problem	PLAN

Person wants to go out somewhere in Puerto Rico
→ Asks a friend for recommendations → Person wants recommendations based on personal needs and tastes
→ Makes an internet search → Person does not know exactly where to go as there are tons of recommendations

2. Set the Target	PLAN

The target user of this product is anyone who is in Puerto Rico or is planning to go and wants to explore different places on the island. This product is expected to provide users the opportunity to find new places in Puerto Rico based on their choices (proximity, budget, mood, environment, etc.). The user will be able to find reviews and exact location of each place on the platform. In addition, user will have the option to save the places they liked (Favorite places), those that they didn't (Blocked places), and those they would like to visit in the future (Wish list).

3. Analyze the Causes	PLAN

Many people do not know what they want to do until they are presented with an alternative they like. This happens mainly because of their limitation to view potential solutions. Some people are not aware of all the touristic/entertainment/gastronomic places that exist in Puerto Rico because of the poor advertisement they have. In the apparent lack of places to go out, people end up visiting other countries. Consequently, several local places have to close because they do not have enough visitors to bear all the business costs, which in turn affects the economy and attractiveness of the island.

4. Propose & Implement Countermeasures	PLAN/DO

The countermeasure for this problem would be to create a platform that recommends places in Puerto Rico to the user based on a simple test that helps filter the places by personal needs and tastes, giving the user more accurate alternatives.

5. Check/Evaluate	CHECK

6. Act and/or Standardize	ACT