

Wanderlust: High-Fidelity Prototype

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The Wanderlust high-fidelity prototype is designed to be run on an Android mobile phone and requires the user to give permission to the app to access location services. Due to the various different screen sizes and resolutions of Android devices, the positioning of widgets in the app may vary slightly depending on the device it is run on. Additionally, internet connection is required for proper functioning of the set destination page and the maps.

Since the user will likely not be traveling around while using the prototype, we have implemented simulations of several scenarios on the navigation page. Please note that the simulation of what happens when a user enters an unsafe region is designed specifically to work when the user has set a destination of Ray Park. The other two simulations (arrival and out of bounds) should work regardless of the set destination, although the arrival simulation requires the user to set a destination in order to work. Additionally, the user's current location is hard-coded to be Stanford University to make the simulations easier and testing of the app more reliable.

Enjoy your journey!