



myPeter: Making the Peter Great Again

an on-the-go token purchase app!

Problem statement: Why do we need myPeter?

Inconvenient transportation system

- Physical tokens are problematic
- Peter is often late
- Transportation information is spread across multiple sites



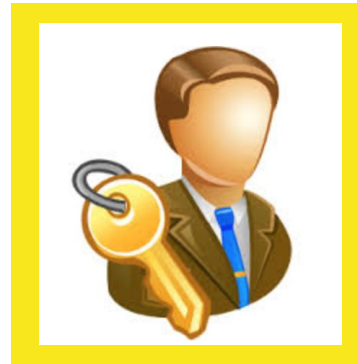
Personas

Our end users are anyone who utilizes the Peter Pan bus, either the MIT Exchange or Senate version.

- Wellesley students
- MIT students taking classes at Wellesley
- off-campus students

The main user groups are:

- The students
- The bus driver
- The system admin



Quotes from Interviews

“I would love nothing more than to be able to buy a token for the bus from my phone”

“Especially because the bus drivers are less flexible about accepting cash this year, going into Boston can be really inconvenient.”

“Usually my decision to go to Boston is very last minute, I’m actually so glad I ran into you and you had a token to sell me...I wish there were more ways to get tokens”



Main needs:

1. Ability to purchase tokens on the go
2. A one-stop application for everything related to the Peter
3. Simple validation process for bus driver
4. Streamlined way for admin to update schedules/post announcements

Task Analysis: How will myPeter work?

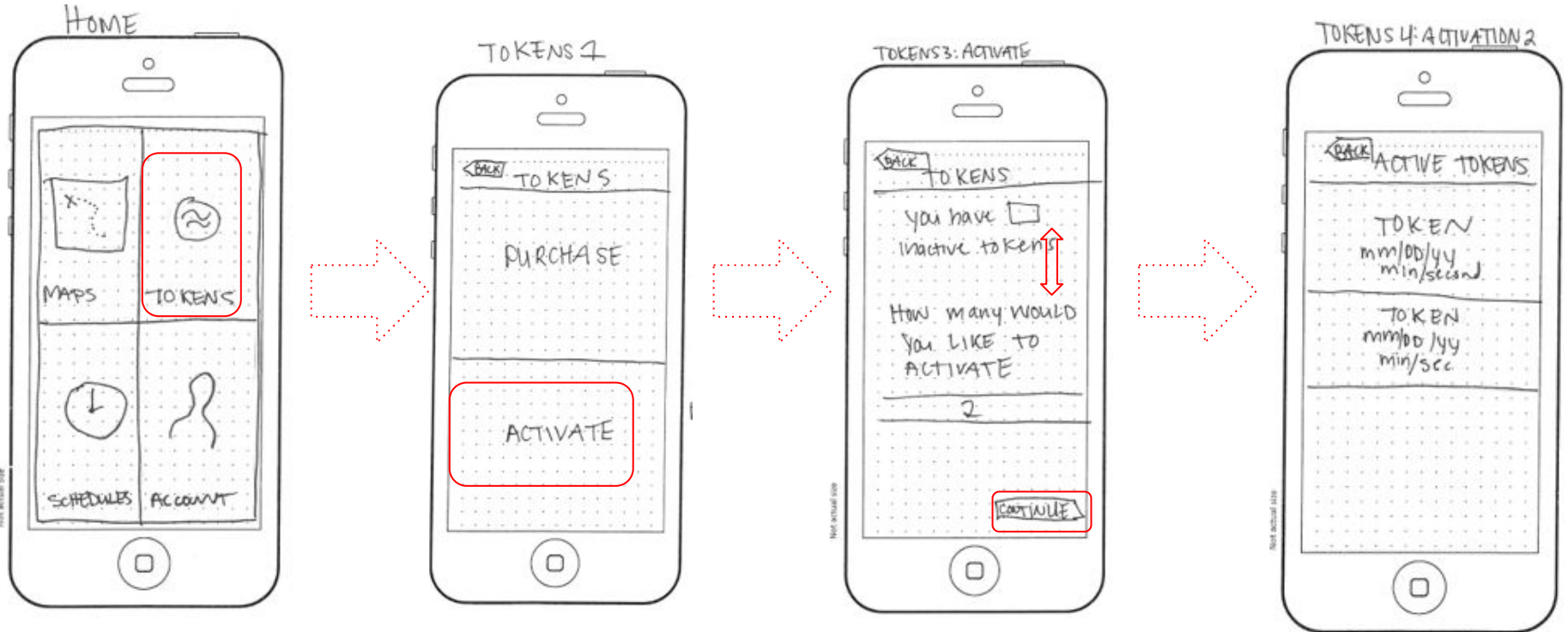
- Task & Scenario 1:
Purchase Token(s)
- Task & Scenario 2:
Validate Token
- Task & Scenario 3:
Plan trip

Storyboard: When will the app be used?

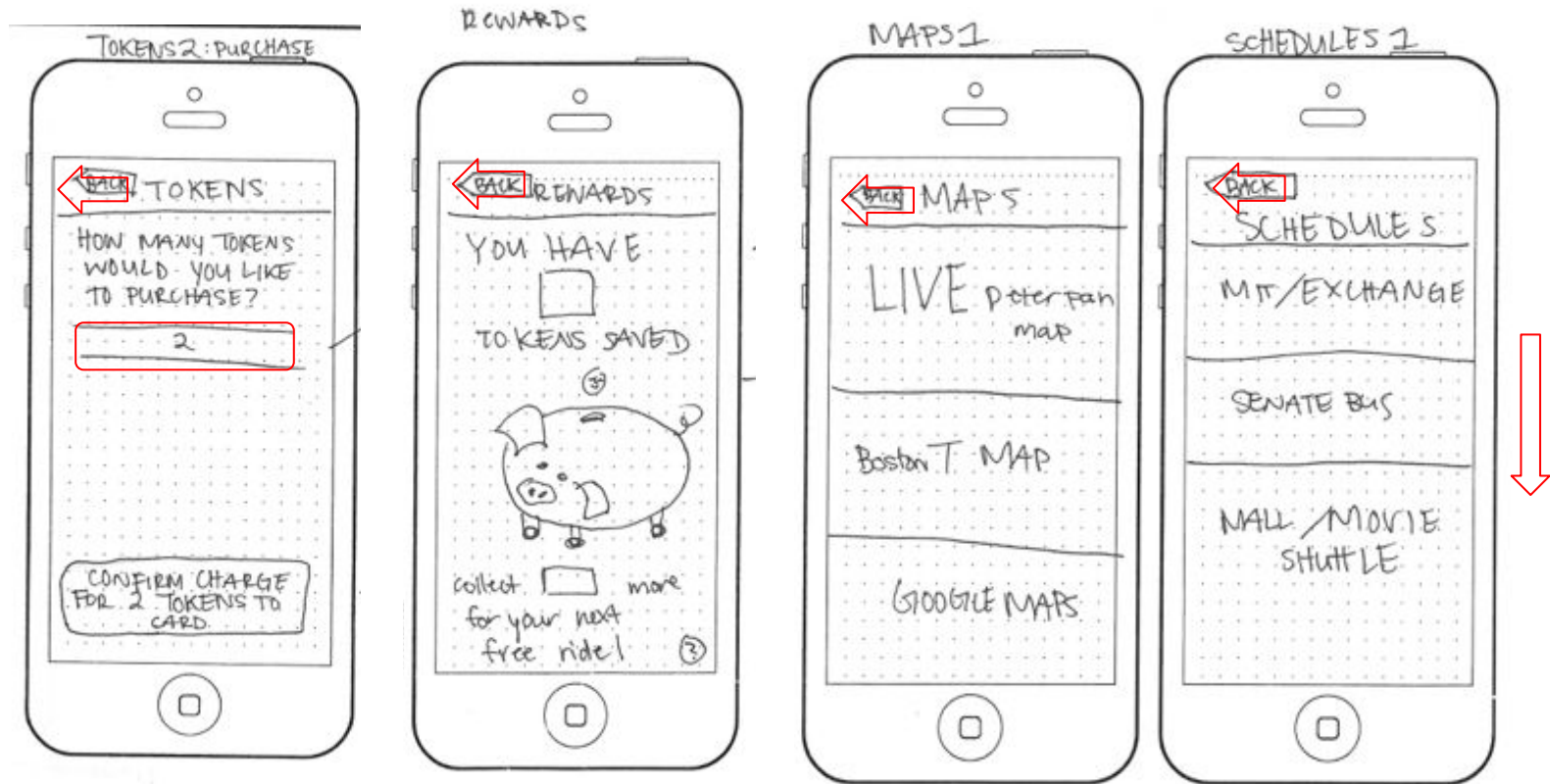
1. Last minute purchase of token by first time user
2. Use of previously purchased token by existing user to get onto the bus
3. Looking at bus schedule to plan trip

What will the app look like?:Design #1

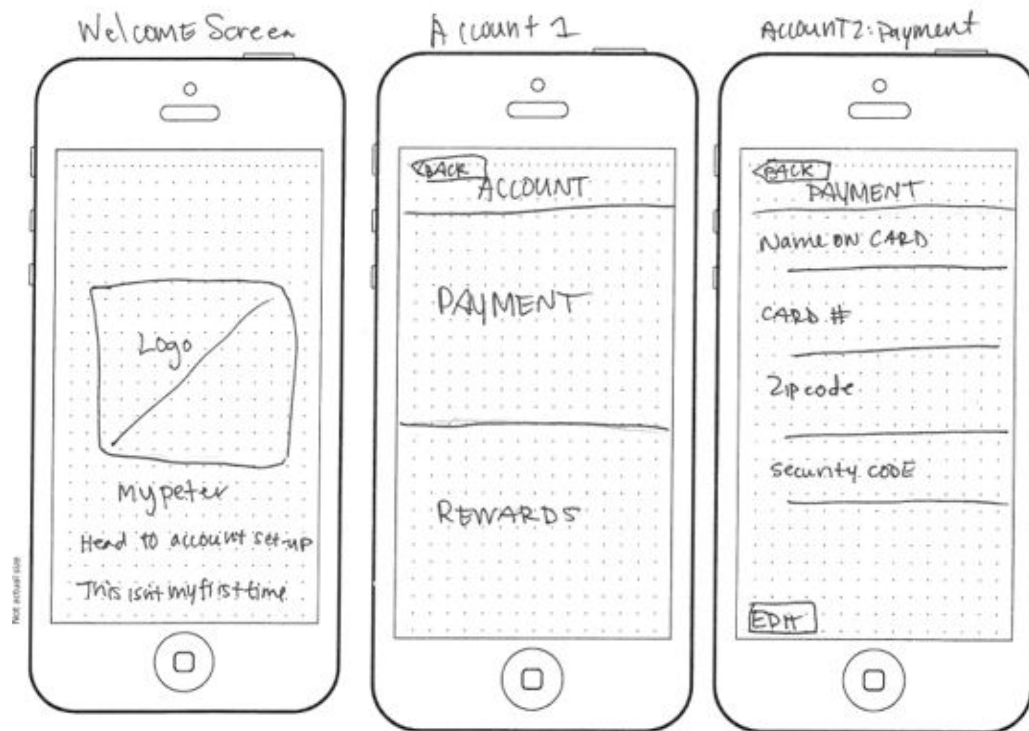
Scenario: Use of previously purchased token by existing user to get onto the bus



Design #1, continued

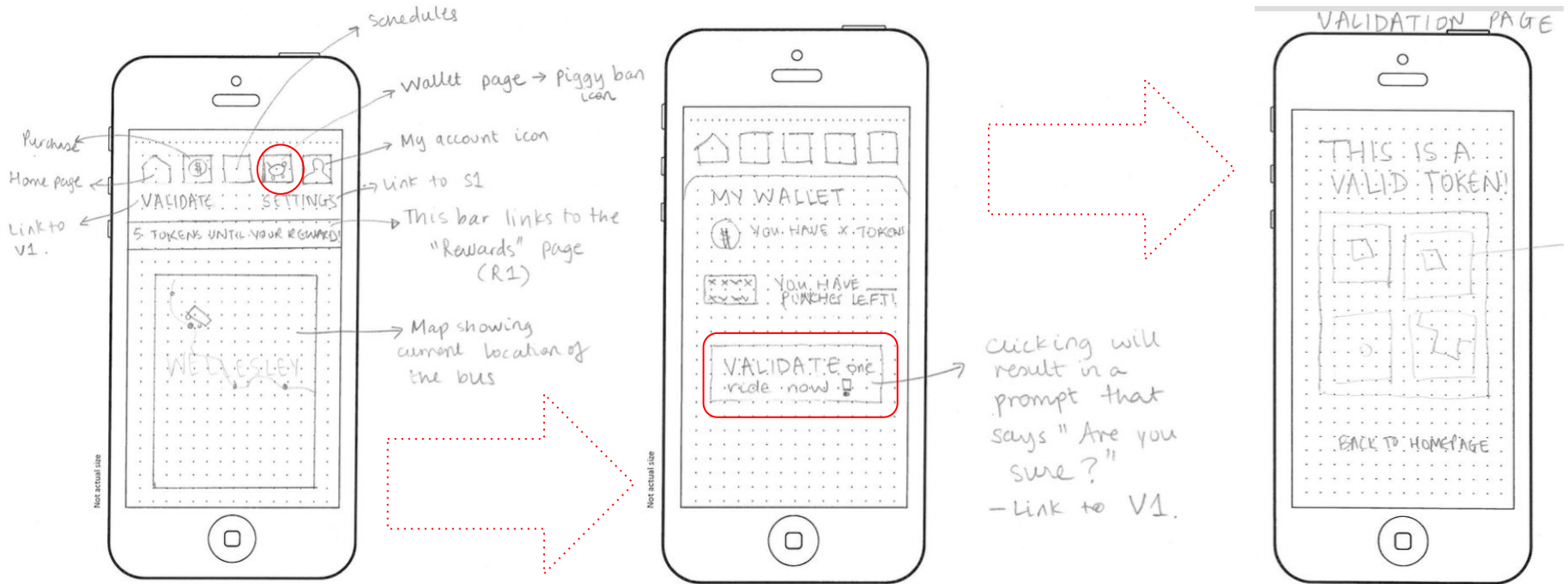


Design #1, continued

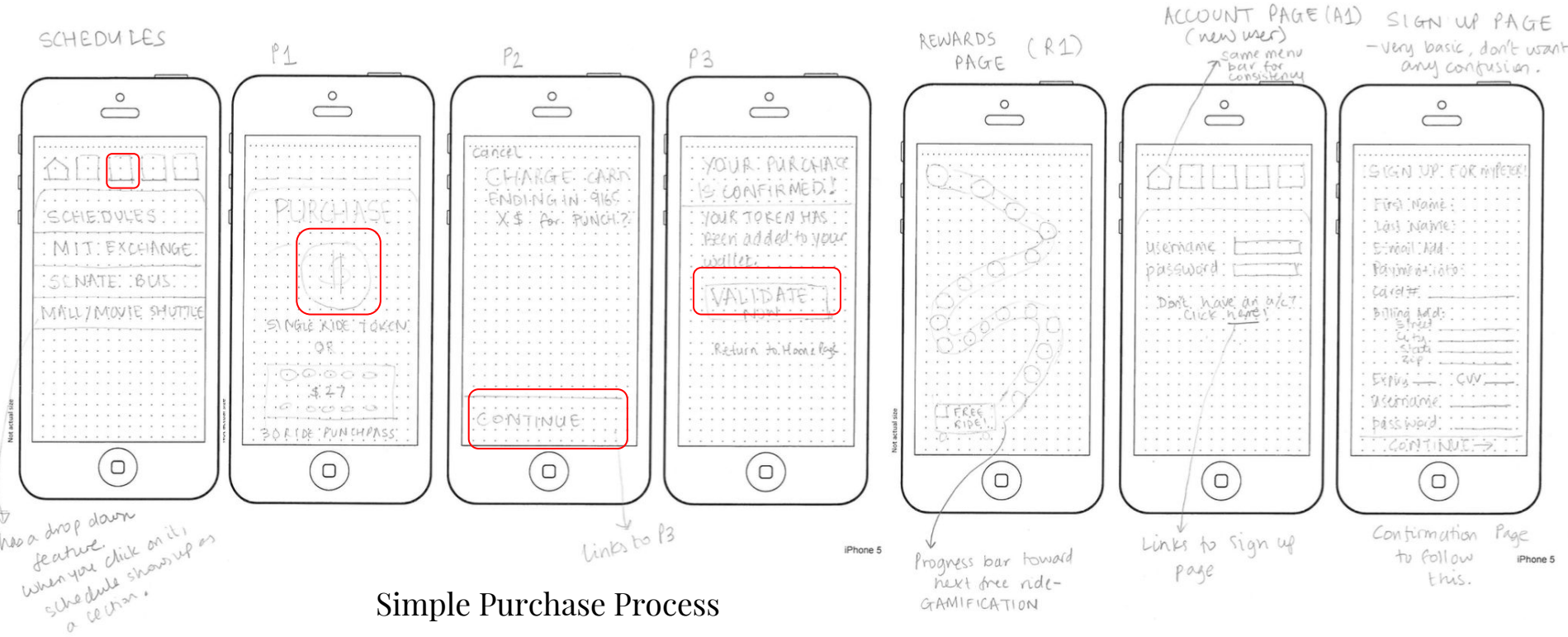


What will the app look like? :Design #2

Scenario: Use of previously purchased token by existing user to get onto the bus



Design #2, other screenshots of the app



Simple Purchase Process

Design 1 vs. Design 2

Design 1	Design 2
Simple homepage: large, eye-grabbing buttons with only 4 options	Top menu bar to navigate, Map on the homepage
Must go into Rewards tab to view progress	Rewards tab on homepage
Does not require QR code for validation	Requires QR code for validation
Accounts tab has only 2 options - Rewards and Payment, no settings	Simple purchase process, only one way forward
One-time Splashpage to welcome new users	Includes one time purchase option
	Receipts feature