

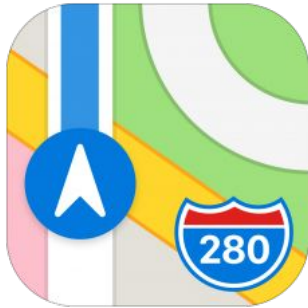
Wanderlust

WORRY LESS. EXPLORE MORE.

The Problem



**Only tells you the fastest route.
-> No Fun, Unsafe**



**Makes you follow the route.
-> Takes away your attention.**

Our Solution

Less map, more fun.

Lets the user **move freely** within the set boundary.

->**Explore** more while getting to the destination.

Alarms the user when going out of bound
or approaching unsafe place.

->**Safe, worry-free** exploration.

Simple Task

Be immersed in the environment

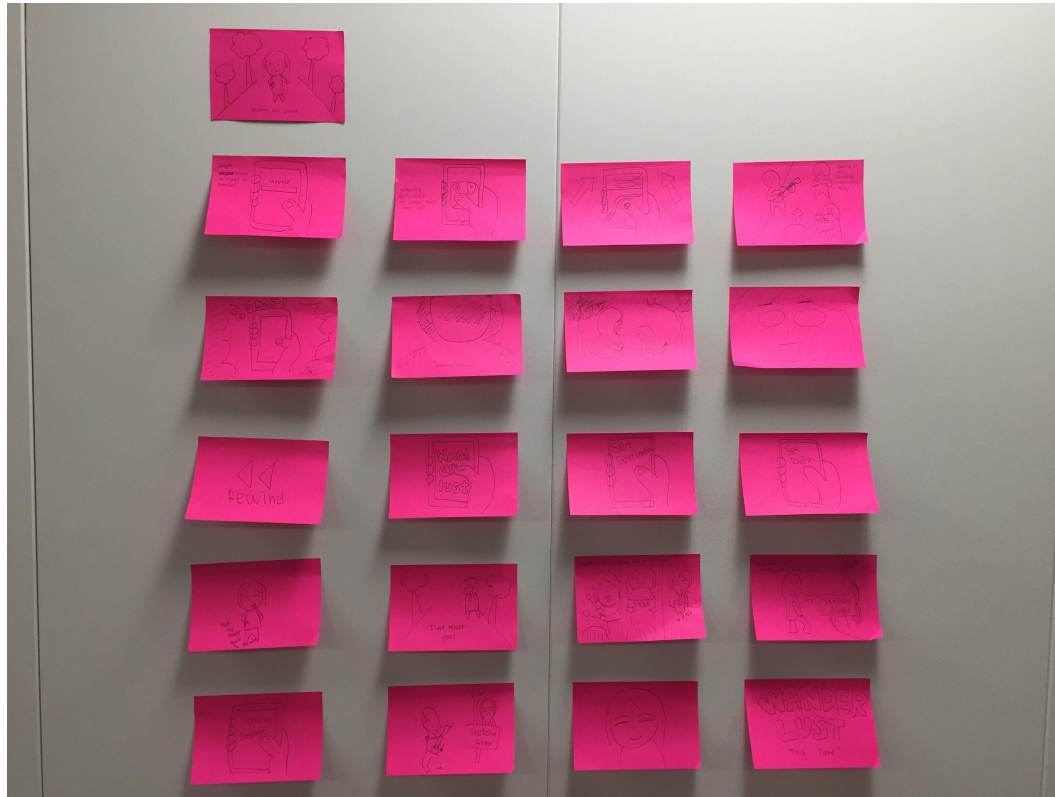
Moderate Task

Safely explore the area

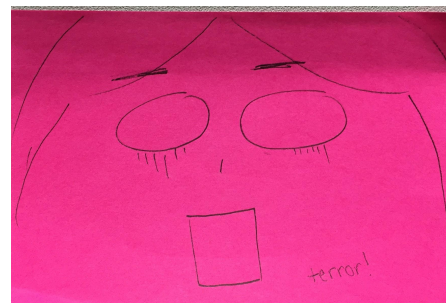
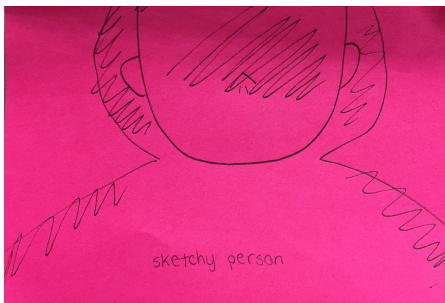
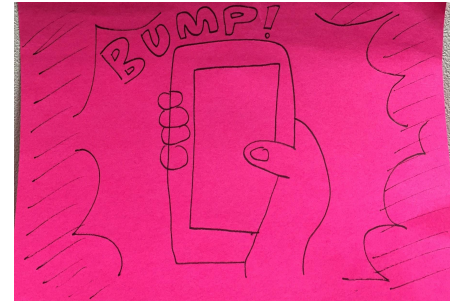
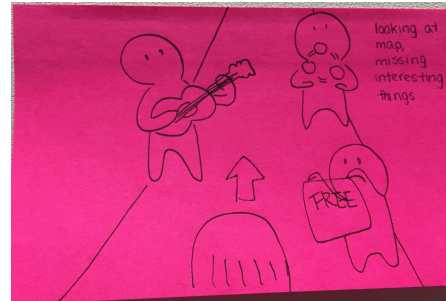
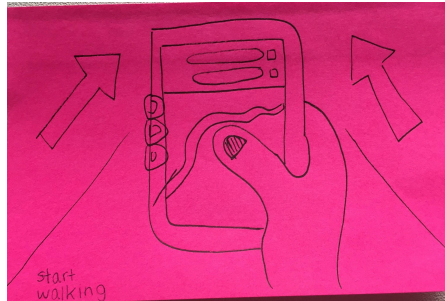
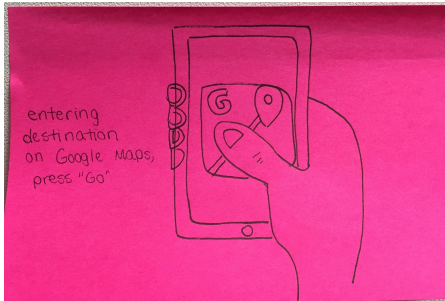
Complex Task

Find directions to the destination

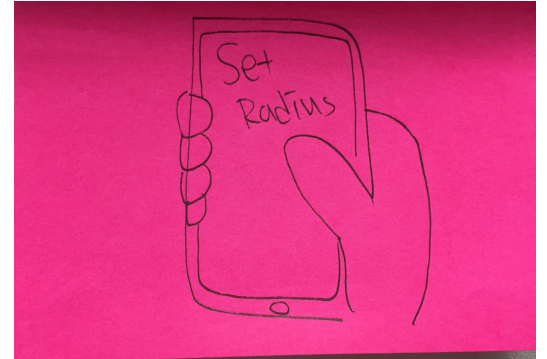
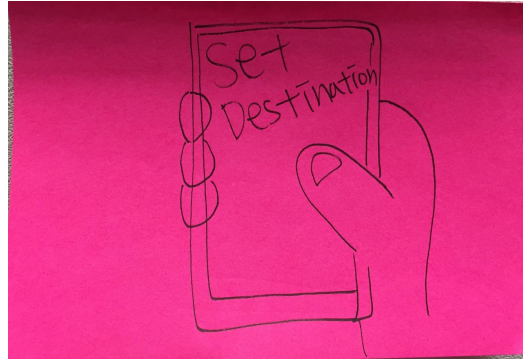
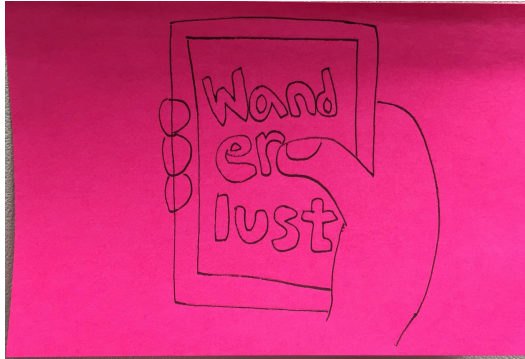
Storyboard



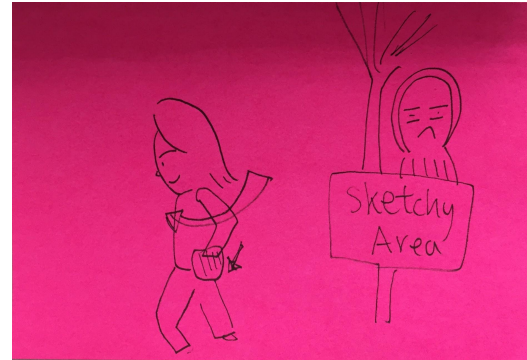
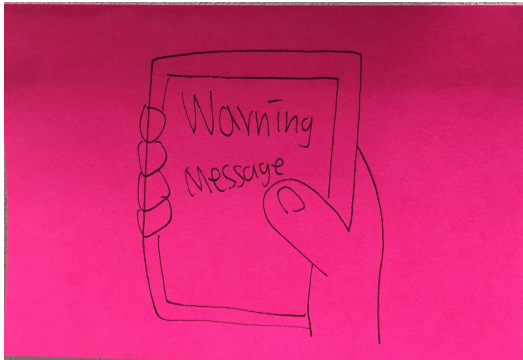
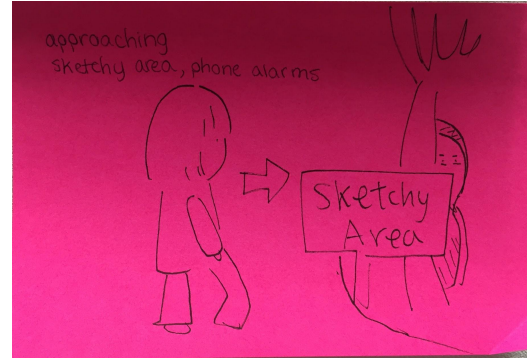
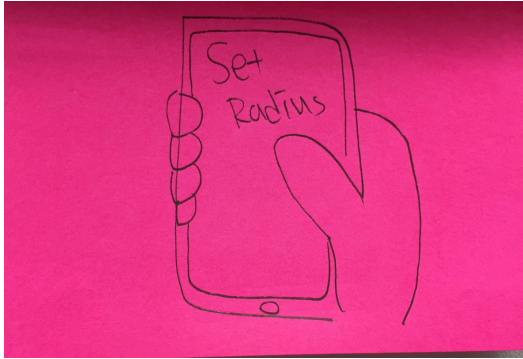
Addressing Problem



Complex Task



Moderate Task



Simple Task

