

# planit

travel with a **game** plan.

## problem

Travel planning is a burden.

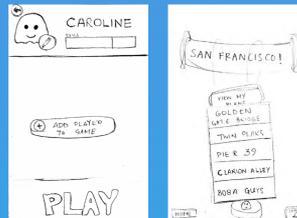
Planit aims to **gamify this planning process**, making getting ideas from family and friends fun.

## process

Through needfinding, we realized that people have fun and find motivation best through competition and games.



Needfinding

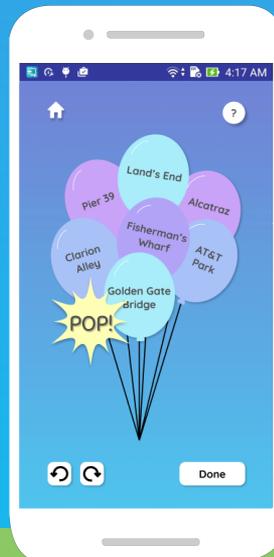
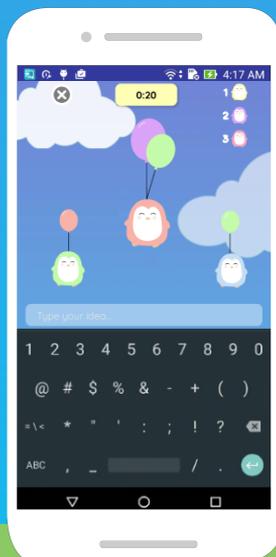
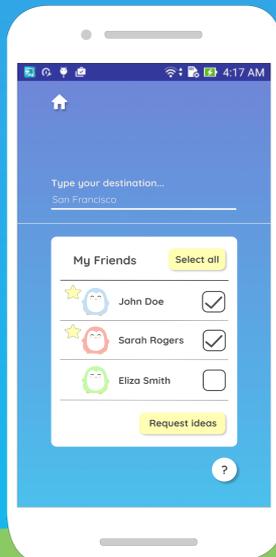


Low-Fi & Prototyping



Heuristic Eval

## key features



- 1 Request ideas from family and friends
- 2 Give ideas via game
- 3 Choose the best ideas