App idea

1. The app should be able to allow user to locate and track the natural green space such as wetlands, through which the general population's knowledge and awareness about the green infrastructure are improved.

2. The app is aim to improve the quality of data points from users via the user interaction .

3. The overall of the project is to improve wetland maps, indicators, and model.

User

1. All younger public people

2. Specific to middle school students

3. Specific to high school students

4. Researchers

Requirement

1. 5th grader and above, with the possibility of integration into a school environment.

2. Utilization of visual and textual elements to deliver educational materials and give example pictures and locations of existing green infrastructures/spaces to help users understand concepts.

3. Users will be able to identify the location and time when collecting data points.

4. Users will be identified by username, but this is still up for discussion as it may drive personal investment by users and increase traffic.

5. Users will be allowed to categorize their own data points.

6. The app will have a slight gamification aspect, such as calling users "Green Detectives" or a badge system.

7. First-time app users will be prompted with a first-time learning guide.

User Goal Table

User	Goal
All younger public people	Know more about green space and infrastructure from the app
Specific to middle school students	Use the visual and textual elements in the app as educational materials
Specific to high school students	Use the visual and textual elements in the app as educational materials
Researchers	Use the data on the app that collecting from other users for research