

Task: get data to make decision on intersection

		PO	Method of Generating Movement				
			Extract	Difference	Moment	Positive	Circumstance
Method of generating PO	Escape	no cars flying cars flying people no roads no traffic lights no sidewalks no people no speed limits	people can travel where cars can't physically go	cars dont fly people dont fly technology for mass produced flying car doesn't exist	people would fly over the road whenever a car would be passing through, no interaction	cars would never stop for people people don't have to wait for cars	incredibly high traffic and there's no possible way to cross
	Reversal	cars go slow people go fast people damage cars cars don't stop at the light people go under/over the road drivers stop for pedestrians	People have their own routes away from cars Cars can't hit people	cars CAN hit people!! currently theres no way to implement at the location	People can go over or under the streets and not interact with cars at all	Cars and people have no interaction cars don't have to stop	incredibly high traffic and there's no possible way to cross
	Distortion	people stop for cars instead of cars stopping for people cars on sidewalks and people on roads walk across road before the car stops press button to cross after crossing	cars don't need to stop people are traveling when cars are not there cars and people don't interact	we walk across only after cars stop possible to get hit if car does stop	Able to walk across the road without stopping for traffic Traffic can flow unimpeded from pedestrians	traffic doesn't have to stop for pedestrians people don't have to worry about road safety with regards to vehicle-pedestrian interaction	high speed/congestion, cars don't have to slow down and pedestrians don't need to stop
	Exaggeration	cars can't hurt people cars have to turn off for people people need to crawl across intersection massive warning lights/sounds	cars pose no threat to people people are able to cross without worry of a crash	cars do pose a threat and people should be wary of crashes	cars are hard... what if they were soft? What if people were hard and wouldn't be hurt by a hard car.	no fatalities for people getting hit by cars	in case cars do collide with pedestrians, people don't get hurt and there is no vehicular damage
	Wishful	car knows when to stop pedestrians know when cars run lights people cross with lights on them intersection put up barriers when someone crosses cars couldn't hurt people people could walk through cars	it is obvious for drivers when they need to stop	Drivers don't always pay attention Cars can't sense pedestrians	cars could sense pedestrians from a quarter mile away	cars would not hit people cars could react faster than people	driver falls asleep/becomes incapacitated