



## User Journey Map (The Disaster Simulation)

**Title:** *Operational Protocol: 48-Hour Disaster Response Simulation*

### Phase 1: Zero-Hour (The Impact)

- **User Scenario:** Power grid and cellular towers are incapacitated.
- **App Action:** BeaconMatch detects "No Signal" and automatically triggers **Survival Mode**.
- **Public Health Goal:** Establish immediate presence and "SOS Heartbeat" for vulnerable individuals (elderly, trapped, or injured).

### Phase 2: Hour 2 – Hour 6 (The Triage)

- **The "Need" Broadcast:** A survivor (Requester) selects "Medical: Bleeding Control" from a pre-set list.
- **The Mesh Propagation:** The request "hops" through four phones in the neighbourhood to reach a "Verified First Aider" (Provider).
- **The Match:** The Provider "Swipes Right" to accept. The Requester's phone chirps to confirm help is arriving, reducing panic and psychological stress.

### Phase 3: Hour 6 – Hour 24 (Resource Orchestration)

- **Asset Sharing:** Neighbours use the app to locate potable water or heavy tools (ladders/chainsaws).
- **Navigation:** Guided by the Compass Interface, a neighbour delivers water to an isolated household, navigating debris-blocked streets without a digital map.

### Phase 4: Hour 24 – Hour 48 (Professional Handover)

- **The Handshake:** Upon meeting, the QR code scan verifies the mission is complete.
- **The Data Sink:** When a WHO or Red Cross team enters the area, their "Super-Node" devices automatically sync with the local mesh, "downloading" the 48-hour history of needs and successful rescues to map the community's health status instantly.