Moral Moment

Prototype Progress Report
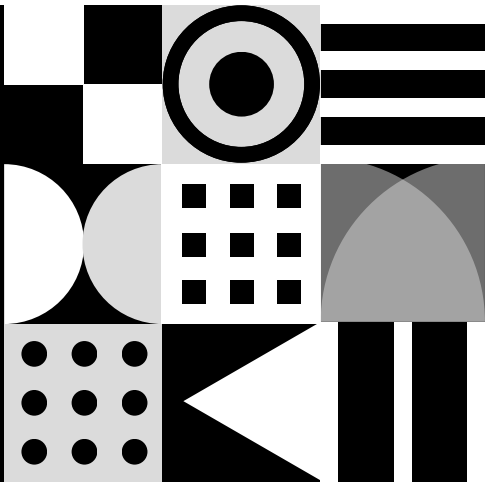
2024

Table of Contents

Version Control

From Week 2 to Week 11, there were 9 iterations of the prototype design. The following information includes the version number, who modified it, who reviewed it, and when it was reviewed.

Version Number	Modified By	Person of approval	Review Date
version 1	Shiying Cai, Xuan Liu	Ziyu Chen	Mar 13, 2024
version 2	Shiying Cai, Xuan Liu	Ziyu Chen	Mar 20, 2024
version 3	Shiying Cai, Xuan Liu	Ziyu Chen	Mar 27, 2024
version 4	Shiying Cai, Xuan Liu	Ziyu Chen	Apirl 3, 2024
version 5	Shiying Cai, Xuan Liu	Ziyu Chen	Apirl 10, 2024
version 6	Shiying Cai, Xuan Liu	Ziyu Chen	Apirl 17, 2024
version 7	Shiying Cai, Xuan Liu	Ziyu Chen	Apilr 24, 2024
version 8	Shiying Cai, Xuan Liu	Ziyu Chen	May 1, 2024
version 9	Shiying Cai, Xuan Liu	Ziyu Chen	May 8, 2024

Prototype Details

You can access our prototype by:
https://www.figma.com/design/6PINXpuynOE8HFpRz3wDtn/Moral-Moment?t=ZVNcpUXsLaY2KCl1-7

Access Information

Here is the Figma link to access our design:

https://www.figma.com/design/6PINXpuynOE8HFpRz3wDtn/Moral-Moment?t=ZVNcpUXsLaY2KCl1-1

Interaction Guides

When you visit our Figma link, you will be taken directly to the following page as shown in the screenshot.
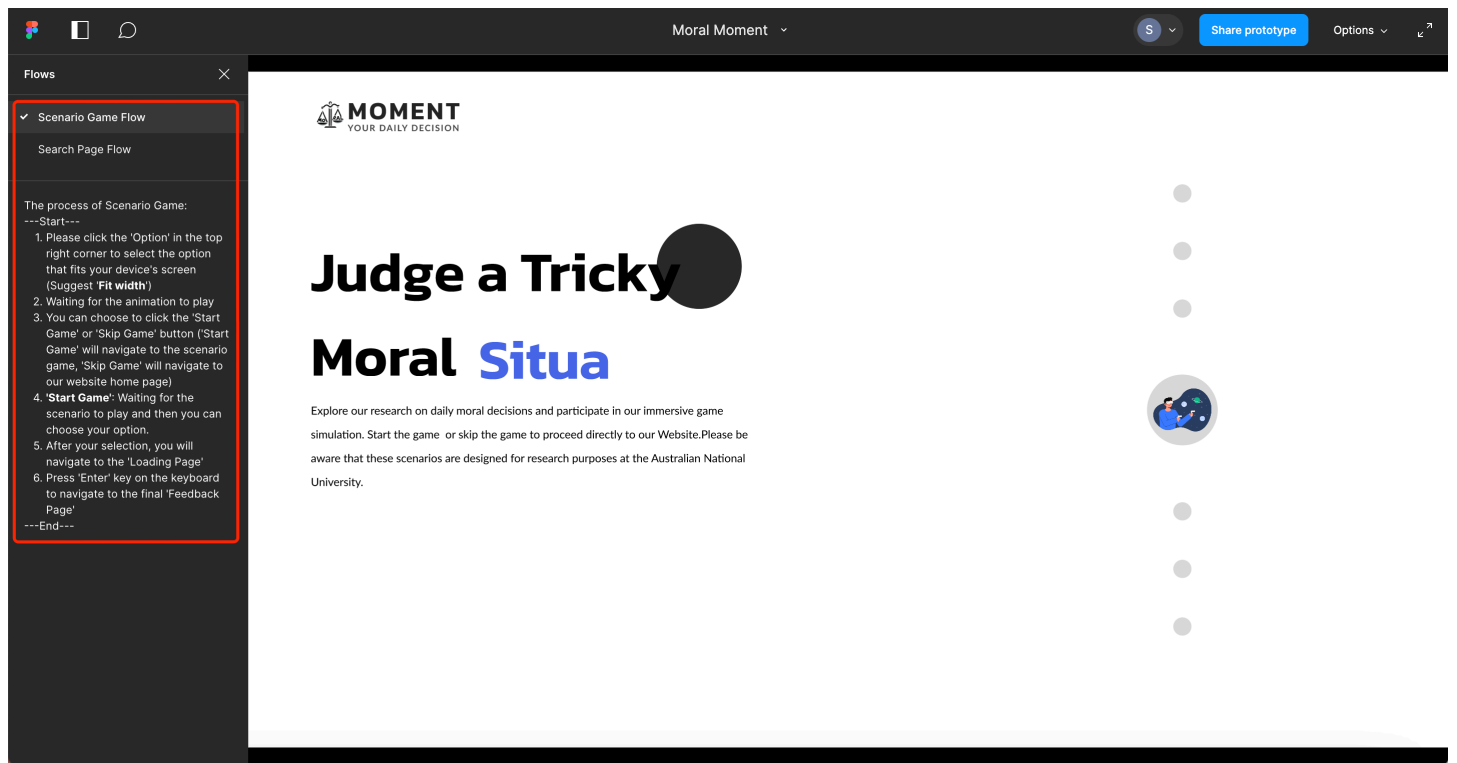
Instructions:

- The blue box is where you can see all of our pages, the **Ready to develop** page is where we have completed all of our pages at this stage, and under the **Need to Design** (this is an empty page and only serves as a divider) page are the pages that we are in the process of designing. If you want to access them please try to **be careful not to edit** any of the files.
- You can preview each flow of our prototype through a small window based on the **red text** in the screenshot.
- The yellow box shows our comments on the page completed at this stage, and you can hover over any of the bubbles to see the content of our comments.
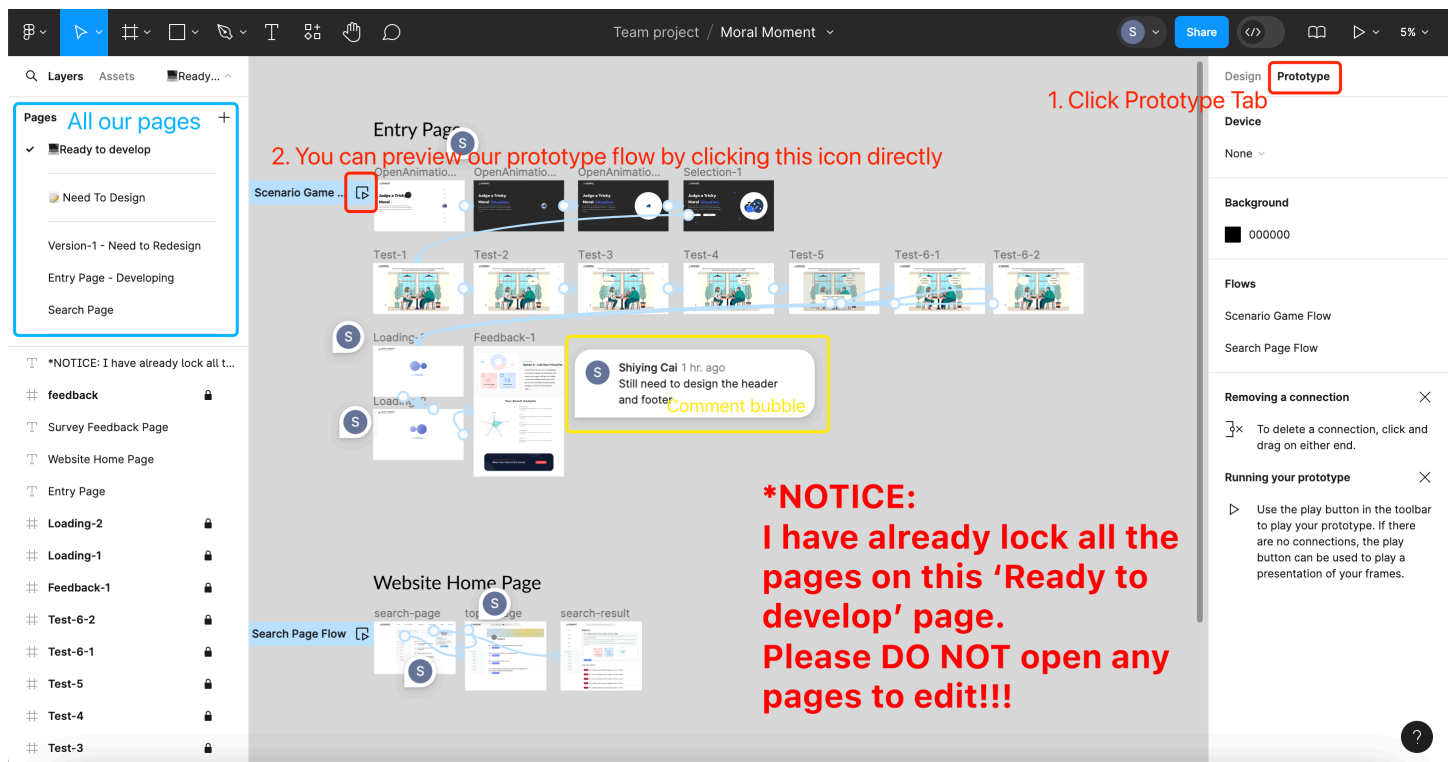
- If you want to present our flow directly, please click this button and select **Present**.
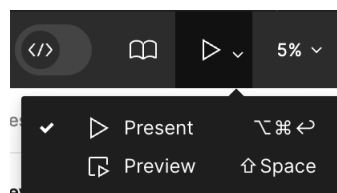
- When you enter Present mode, you can select any flow you want to present on the left and you can see a detailed description of each flow.

✓ Scenario Game Flow

Search Page Flow

The process of Scenario Game:
---Start---
1. Please click the 'Option' in the top right corner to select the option that fits your device's screen (Suggest '**Fit width**')
2. Waiting for the animation to play
3. You can choose to click the 'Start Game' or 'Skip Game' button ('Start Game' will navigate to the scenario game, 'Skip Game' will navigate to our website home page)
4. '**Start Game**': Waiting for the scenario to play and then you can choose your option.
5. After your selection, you will navigate to the 'Loading Page'
6. Press 'Enter' key on the keyboard to navigate to the final 'Feedback Page'
---End---

Judge a Tricky

Moral Situa

Explore our research on daily moral decisions and participate in our immersive game simulation. Start the game or skip the game to proceed directly to our Website.Please be aware that these scenarios are designed for research purposes at the Australian National University.

Functionality Description

Function List

- Entry Scenario Game page
- Loading page
- Feedback page after playing scenario game
- Website home page (search page)
- Topic page
- Search Result page
- Survey feedback page after doing the survey

01 | **Entry Scenario Game**

This is the opening screen function when the user enters our web page. Users can choose to play a game or skip the game and go directly to our website.

02 | **Loading Page**

Once the user has completed the scenario game, he/she will be taken directly to the Loading page until we give him/her feedback on the game (in the prototype, please press 'Enter' on the keyboard to go to the Feedback page).

03 | **Feedback Page**

This is the feedback we give our users in the game. Users can see their options and the percentage of people with different options. We will provide some text describing the user's options as well as an analysis of the different five dimensions. At the bottom of the page, we will also provide a banner that will lead the user to our survey.

04 | **Website Home Page**

The home page of our website is directly a search page. There are a total of 47 topic tags and 5 of the most discussed posts for users to choose to visit. Users can search for posts in the search box. At the same time, we provided a banner that hovered on the right side of the page to direct users to our survey.

05 | **Topic Page**

Users can access this page by clicking on any of the topic tags, which show all posts related to that topic. Users can view the detailed content of the posts by using the expand button.

06 | **Search Result Page**

Users will be navigated to this page after performing a post search. On this page, the user can see the results of the search as well as a list of posts that are relevant to the user's search.

07 | **Survey Feedback Page**

This page shows the results that we give to the user after filling out our surveys about all his options. The results are described in five different dimensions. And we provide the user with a link so they can share their results.

Known Issues

You can go through all the comment bubbles in the Figma file to get an idea of the features we're still missing

Page	Issues
Entry Page	- Need to design a mobile version of the page. - The page transition time of the scenario game can be adjusted according to the final requirement. - The time to jump to the loading page is adjustable - In formal development, the user does not need to press the keyboard 'Enter' key on the Loading page in order to go to the next page. - The feedback page still lack of header and footer.
Website Home Page	- There are 47 topics in total. We need to make a slidable frame to display all topics. - The navigation bar on the left side needs to be designed according to the final implementation of the site. - We need to find images associated with each Topic. - There are five tags like 'Not the Asshole'.