

Group 6 - Final Prototype & Storyboard

Part 1: Final Prototype: Changelog

Link to Figma:

<https://www.figma.com/proto/fTjQBHDra9MA8XMgpB8XrMHb/Untitled?node-id=0%3A1&scaling=min-zoom>

Combining A & B:

Combining prototypes A and B was a difficult task. While prototype A was more colorful and playful, prototype B was more mature and easy on the eyes. Focusing on who this application was targeted towards- College students and working professionals- it would be the wiser approach to lean towards prototype B's designs of the more muted colors.

Although the design aspects of B were chosen over A, the initial customization of logs was used from prototype A as it proved to be more understood by the users in our usability tests. People seemed to enjoy how simple and direct it was how they had to customize their logs. Although using this, we used the format of the calendar from prototype B as it seemed to be less confusing and better formatted. Aside from the listed above, the prototypes were relatively similar in usability and purpose.

The harder challenge was seeing which prototype had caused the least amount of usability issues and took the most heuristic approaches into account. Seen below is the detailed description of modifying both prototypes into a final, efficient prototype based off of the three major usability issues we had ran into.

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Table of Usability issues:

<u>Usability Issue</u>	<u>Resolution</u>
❖ Legibility issues	<p>The modification for the better for the legibility issue involved using another font as well as remaining more consistent with our font choices. Another modification made for the legibility issue was increasing the size of the font as well as changing the colors to more eye-catching ones. This tied back to the heuristic of Pretty good minimalistic design and aesthetics. Taking this heuristic into consideration, we made note of importance of keeping things to a minimal in order to not distract the users from the important and main points of the application. Reducing the objects and buttons per screen increased the legibility of our application, using this heuristic benefited this usability issue.</p>
❖ Aspects of the layout of the application	<p>Aspects of the layout were confusing to certain users. To take into account the heuristic approach of Good efficiency and flexibility, we had to make a modification so our application could suit all users- both new and old. In order to successfully implement this, in our final prototype we made not of the original and new usability concepts we invented and made them more user friendly by making them similar to more common applications- such as</p>

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	<p>Google Calendar.</p> <p>This will allow users- both new and old- to gain a familiar feel when using our application.</p>
❖ Formatting of the calendar	<p>This usability issue reminded us about the heuristic Good match between system & real world. Calendars have been used since the dawn of time. Adjusting this usability issue was quite simple considering we just had to make our application's calendar more real-world feeling in order to gain a more user friendly feel. Taking note of how other applications successfully do this, we were able to re-format our calendar to cause less usability issues.</p>

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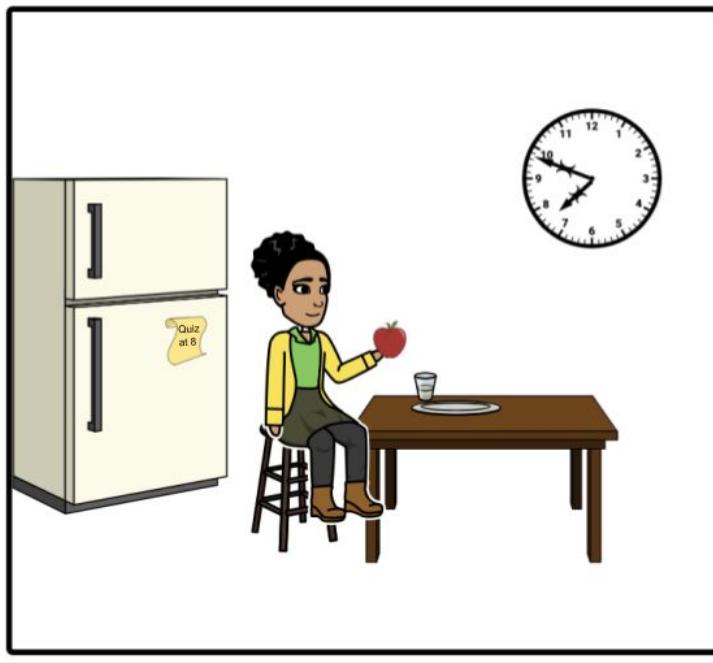
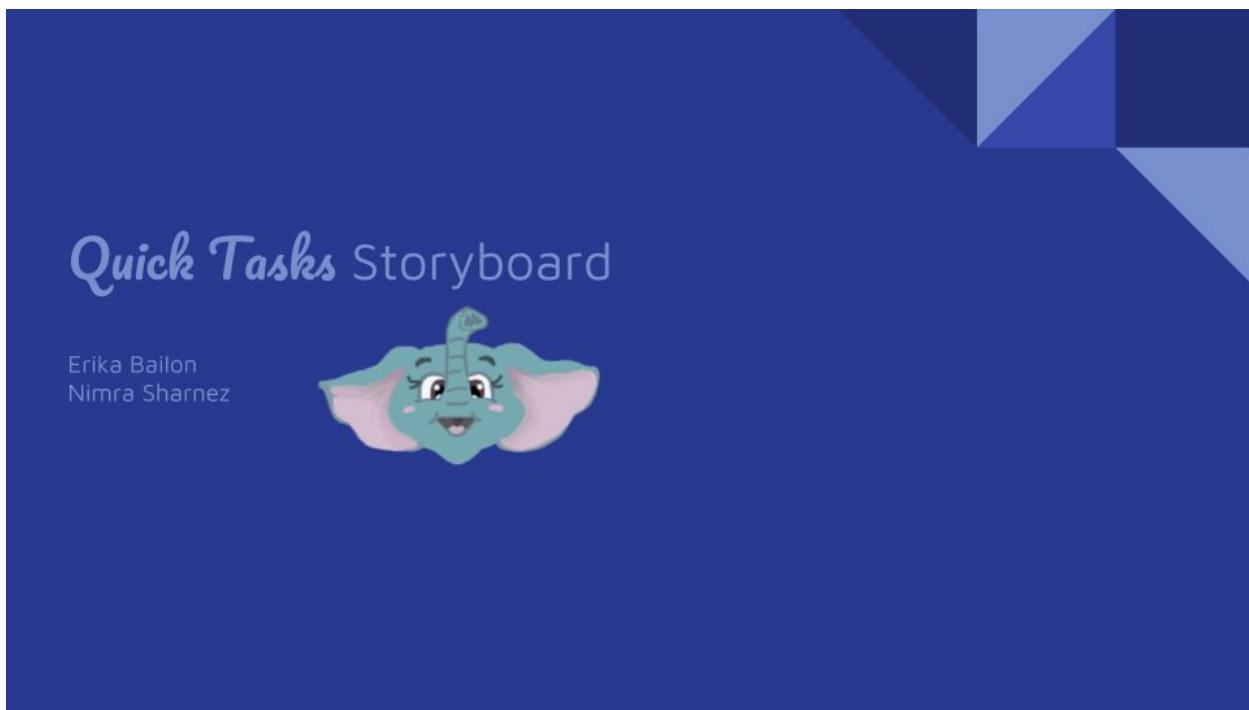
Part 2: Video Storyboard

Link to slides of Storyboard (Screenshots of storyboard attached below):

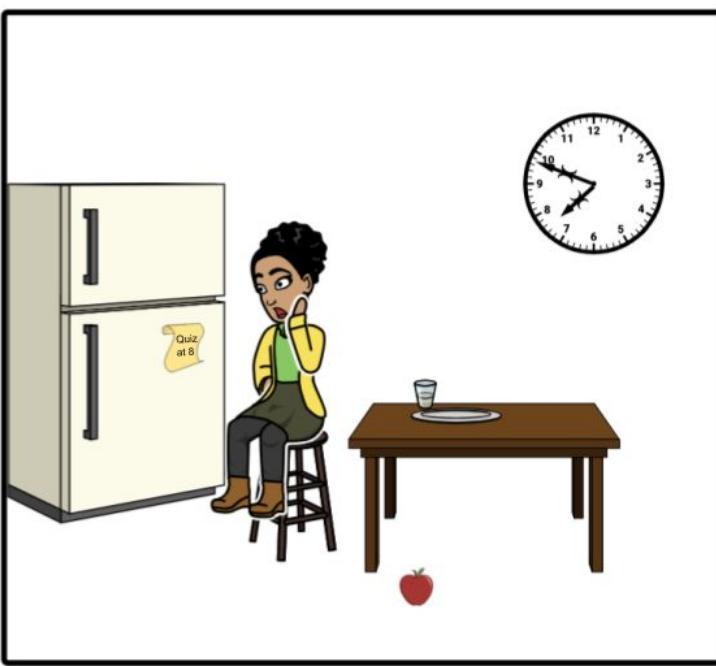
<https://drive.google.com/file/d/1zHeQWchlC-GJqRW2KG7pWSe3F8jZGsRI/view?usp=sharing>

We presented this story board in the 201 section on Friday December 7th, around 10am. Erika Bailon and Nimra Sharnez presented the power point presentation that contained each slide, an image of our storyboard. Our TA told us it was a good storyboard and a good presentation of it. The TA said since there weren't many students in class nobody had to act out their storyboard, however, we both created and explained each slide of the storyboard equally.

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Oh no! I am going to be late!



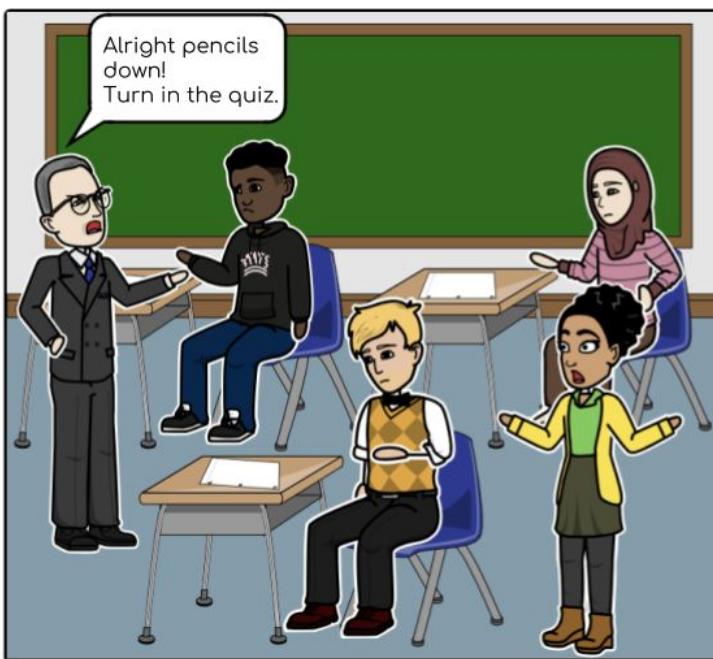
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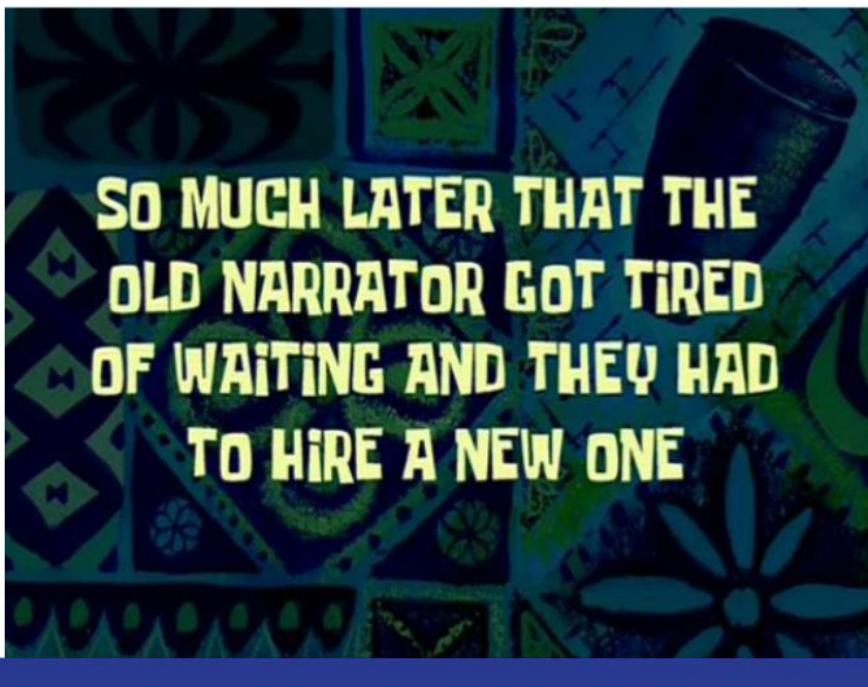
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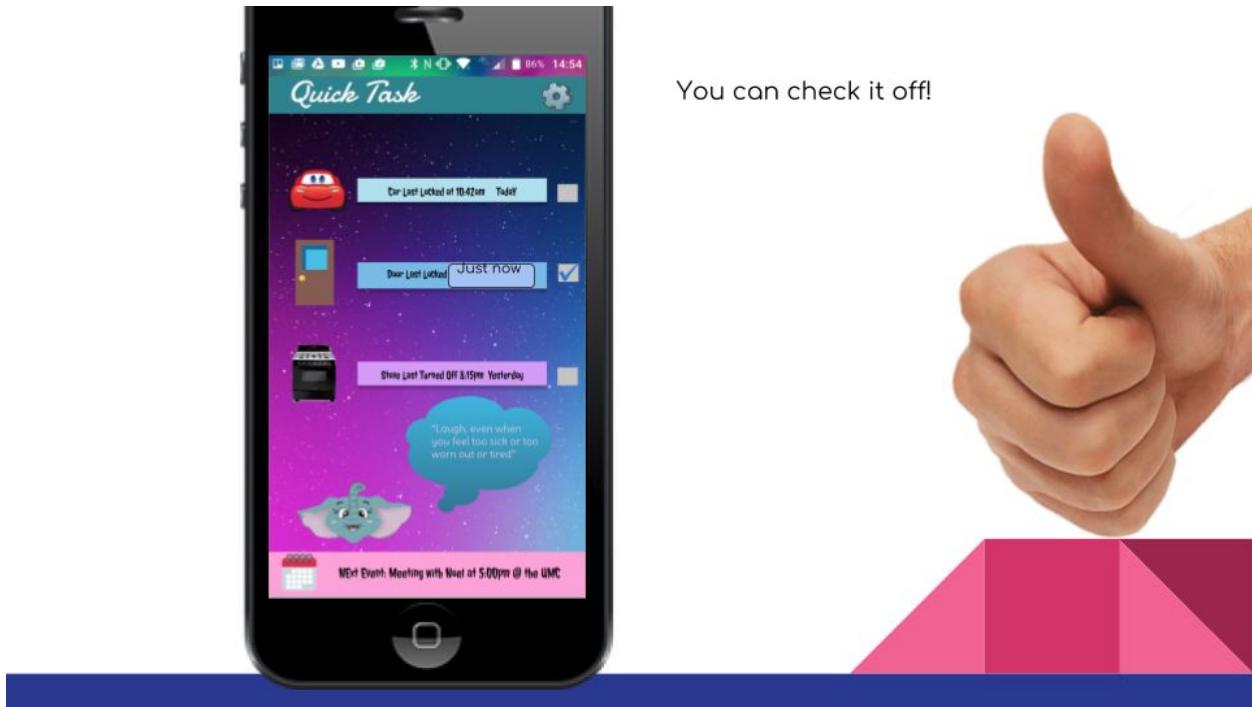
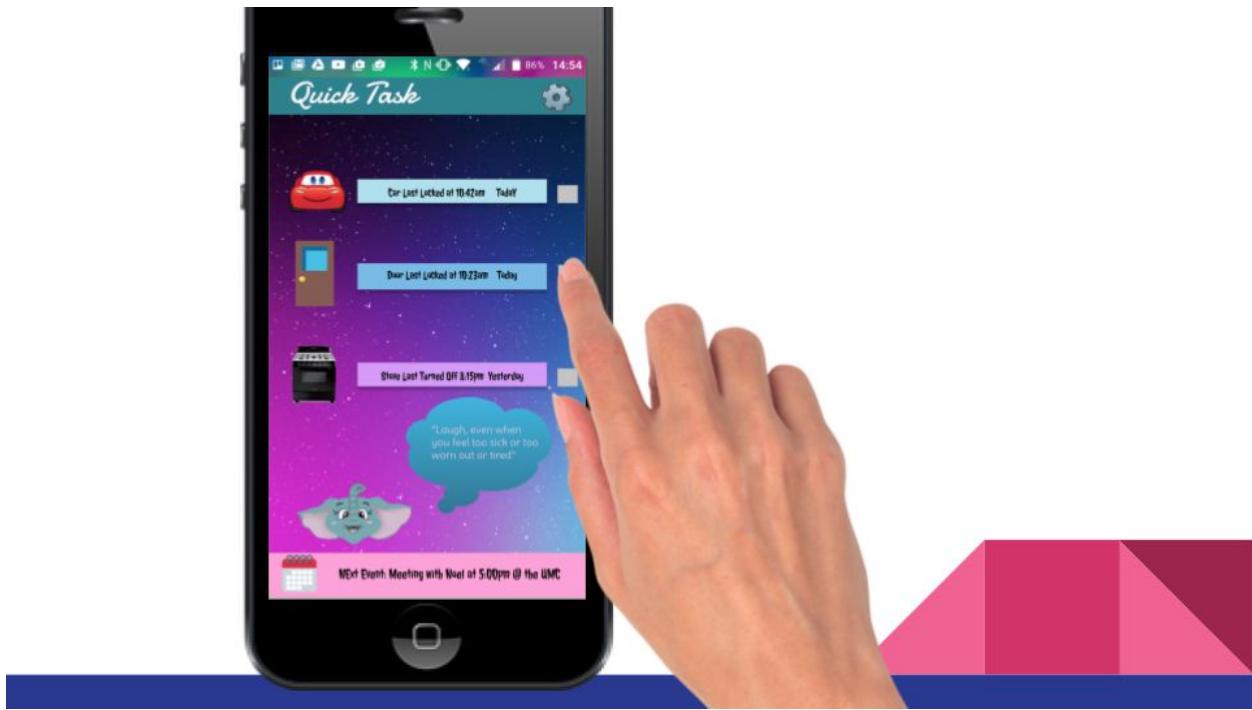


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A storyboard panel showing a hand interacting with a smartphone displaying the 'Quick Task' app. The app shows a list of tasks: "Car Last Locked at 10:42am Today", "Door Last Locked at 10:23pm Today", and "Stove Last Turned OFF 8:15pm Yesterday". A quote bubble from the app says: "Laugh, even when you feel too sick or too worn out or tired". At the bottom, it says "Next Event: Meeting with Noel at 5:00pm @ the UMC". To the right of the phone, text reads: "You can check off the things you've done so you don't have to second guess yourself!"

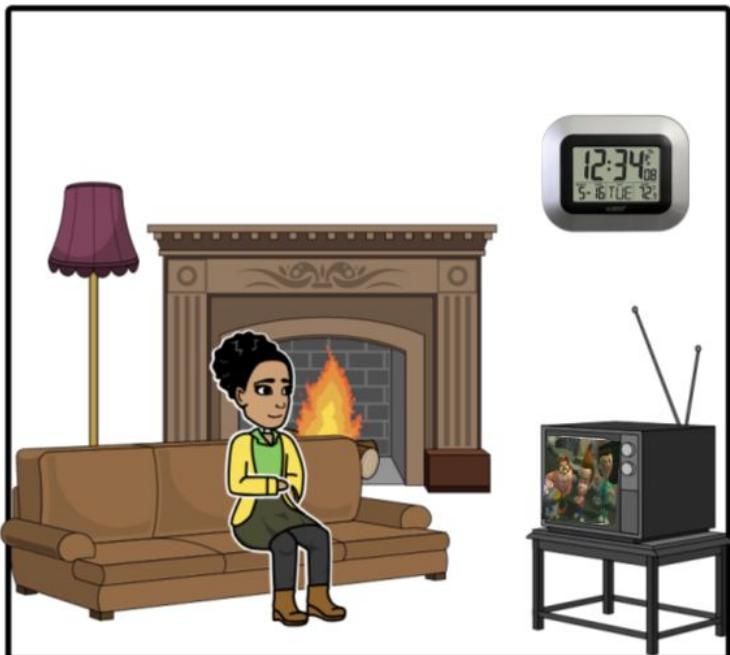
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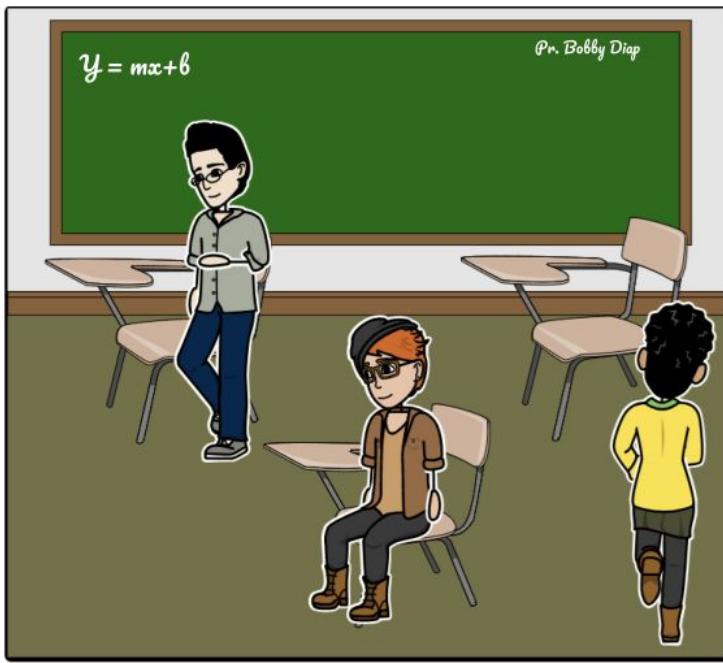
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