

Prototype Abstract for BuddyU

Team 84

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BuddyU is an android app that is going to be used by college students to connect them to collaborate on their schedules. We will have three main features of the app including a scheduler, profile, and chat feature. We plan on creating the app using Android Studio. By the end of this term we will create a comprehensive paper prototype that we will present to potential users to test. We can accomplish this prototype by collaborating efficiently with our lab partners by grouping off in two groups and working on different aspects of the prototype. We will design and illustrate screenshots of our app. A main topic we will address with the paper prototype is the transition and overall layout of the app. The design layout has to be specific and navigable. Testing the paper prototype will allow us to see if our app is user friendly and efficient. We could encounter problems such as the user getting stuck and becoming unsure of what they should do in a given situation if the app is unclear. In order to gather concrete data from prototype testing we can time how long it takes for two users to connect their schedules. We can also count how many times the user goes back and forth between screens if they become confused. What we expect to learn from this prototype is to be able to address and rectify problematic encounters we might have while creating a functional prototype including the user interface, chat feature, and scheduler. If we run into a problem we don't know how to fix, we will learn how to figure out alternative ways to mold the problem or change the feature that creates the problem in the first place. We expect to learn how we need to better design the app's user interface.