Mid-fidelity Report

A. Link To The Completed Prototype

https://www.figma.com/file/eSdgekSGoBeWgeF5j1OnTw/Walkie-Doggie-MK2?node-id=0%3A1

B. Why We Picked The Design

In the paper-prototype report previously written, we labeled the paper-made design as A and the tablet-sketched as B. Among the two, we picked the latter as a mid-fidelity prototype because we came to a conclusion that B was more intuitive and simple to use. To pick an example, the dog paw interface (**Figure 1**) had too many features crammed in a single pop-up modal, and was not intuitive to a user what some features are supposed to do. The two buttons (below the start button) have labels that are too long and maybe small for a user to see it in a glance. Moreover, the buttons may not look like any other buttons we expect to see; hence, a user will be confused about what they are supposed to do. Therefore, we picked design B to further implement into a mid-fidelity prototype.
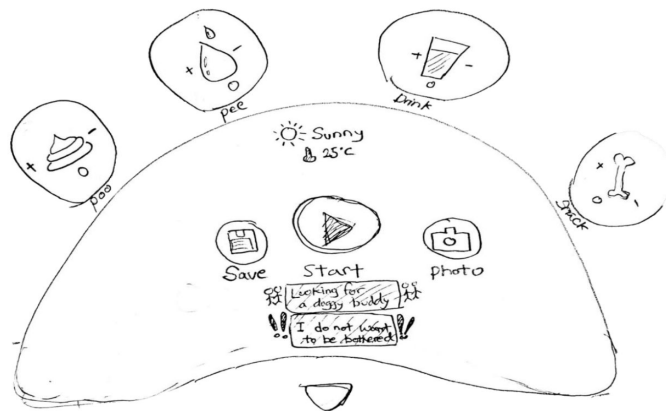

Figure 1. A pop-up modal from Design A.

C. User Testing

a. Testing Methods

Considering the current circumstance regarding COVID 19, we carefully selected the users among our close-relatives and reached them personally. All our users are dog owners who casually walk their dogs. Their age ranges from early 20s to 50s. Gender was not taken into account in choosing users.

b. Testing Results

After the user tests, we realized that some features were not intuitive. For instance, users could not clearly catch the meaning of 'money' and 'heart' icons in the routes page. In addition, many users did not even notice the menu bar's existence and its functions. Subsequently, the absence of the main page made some users confused; they often lost tracking their way.

D. Changes We Would Like To Make For The Actual Implementation

We plan to make the slide bar and icons more noticeable and intuitive in the future, so that users not familiar with mobile applications can easily utilize our application. In our actual implementation, we will also provide a tutorial when users first install the application on their mobile devices. We will describe what functionalities each button or tab possesses and show users how to fully utilize the application.

E. Notes From The In-Class Activity (April 29)

The team that reviewed our prototype gave us few tips and comments we could benefit from. First, they mentioned that it would be nice if the user was able to see the number of points he/she possesses inside the routes page, rather than only being able to see the points he/she could obtain from finishing a route. Second, they commented that they were a bit confused about the route start point and said that we should be more precise. Third, they pointed out an inconsistency in the design, saying that the section for the donations page is only implemented in the points page, but not in the side menu bar. Lastly, they stated that it would be nice to see the current weather on the main screen rather than inside the side menu bar. Overall, they complemented the straight-forwardness and cleanliness of our design.

We also had the opportunity to gain some feedback from the professor, who mentioned that the toggle button for stopping or resuming walks in our previous prototype was not a familiar convention and thus not very intuitive. As a countermeasure, we got rid of the toggle button and instead made three very intuitive buttons. In addition, we were told that the routes do not have intuitive names and should provide an overview of each route. We took his tips and implemented them in our latest design.