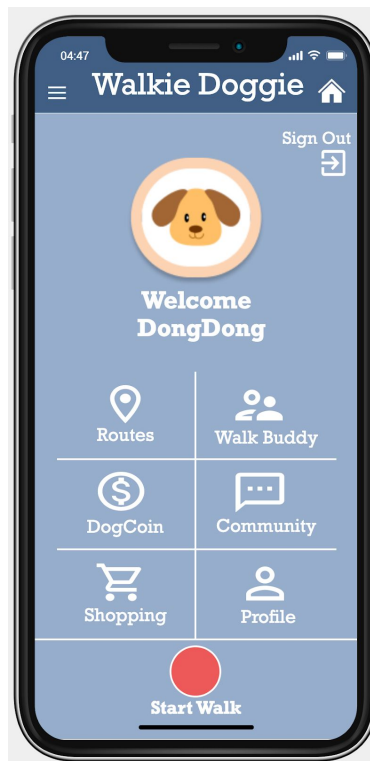


Team Puppies

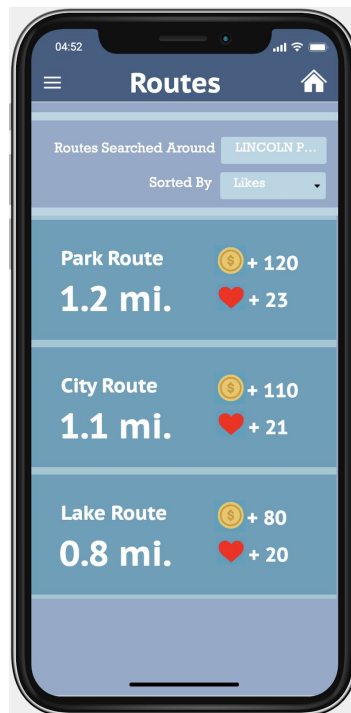
Final Report

David Cha
DongHun Kim
Hojin Jeong
Hyeon Joon Lee

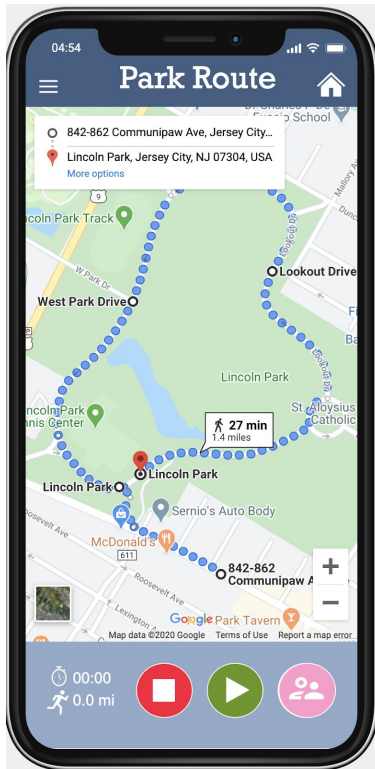
Representative screenshots



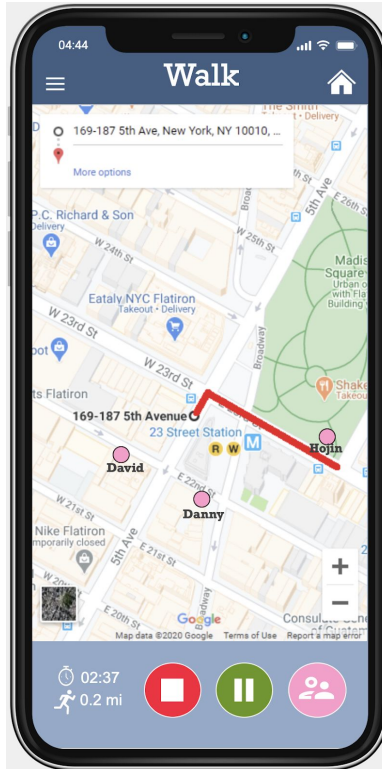
Screenshot 1. The WalkieDoggie home page. The mascot of our application welcomes the users once logged in.



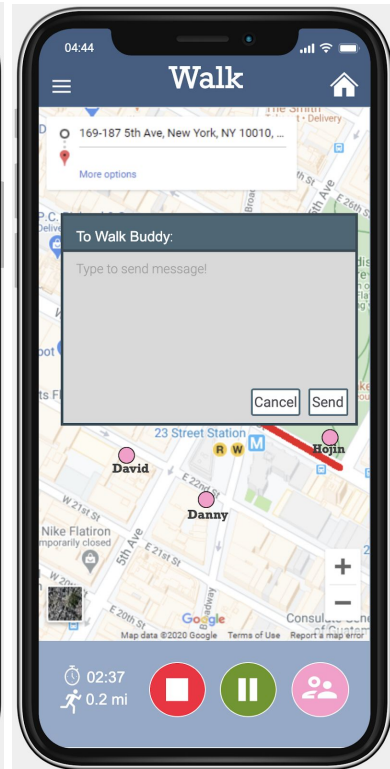
Screenshot 2. Routes page displays recommended routes selected by the number of likes many users have pressed.



(a)



(b)

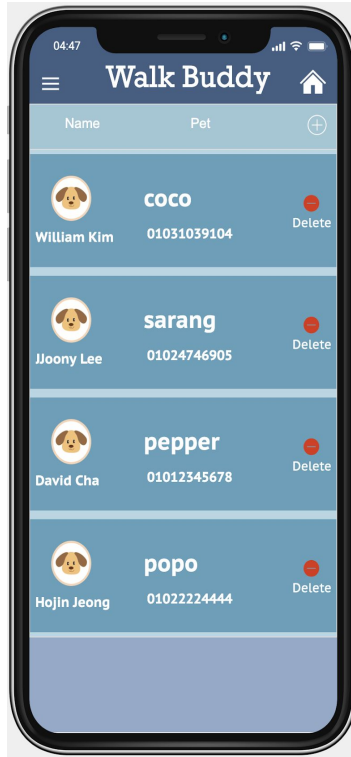


(c)

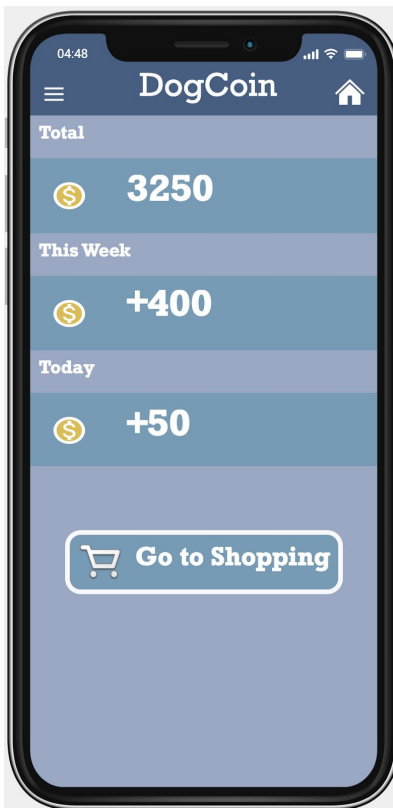
Screenshot 3a. The page appears when the user selects one of the routes (park route) from the route page.

Screenshot 3b. Once the user starts walking by pressing the play button (green center button), the GPS tracks the path that the user is walking and tracks the distance and time walked. In addition, walk buddies are indicated in the map (pink circles) who want to walk their pets with someone else.

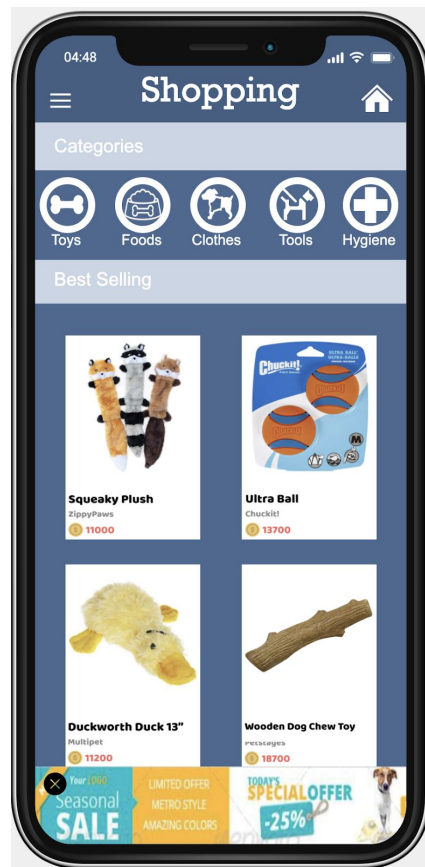
Screenshot 3c. The user taps on a buddy to send a message via chatting box to indicate that he/she is interested in walking together.



Screenshot 4. One of the main functionality of the application, Walk Buddy features adding or deleting buddies in nearby location to walk with.



Screenshot 5. The Dog Coin page shows how much credits the user earned by walking his/her pet. The further the user walks, the more coins earned.



Screenshot 6. Dog coins can be spent on the Shopping page of the application. The page provides a variety of pet consumables and toys that the user can get a discount spending their coins on. Advertisements are shown as a banner in order to provide coins to the users.

Changes since Iterative Prototype 1

The text and background was slightly hard to distinguish due to the lack of contrast. Therefore, we made our background color darker in contrast to the white text. Moreover, our font size and font families varied over different pages, thus making our design inconsistent and confusing. As a countermeasure, we changed the font families and sizes uniformly. Also, when a user types in the password to log in, it is revealed instead of being masked, hence causing the application vulnerable to possible security issues. Therefore, we modified our prototype to conceal the password when typing it in.

In our previous prototype, we did not implement the 'cancel' button that allows the user to take back his/her action after pressing the 'stop' button while walking. During a user testing, the user accidentally clicked the 'stop' button and had no choice but to either save or discard the walk history and go back to the main page. Therefore, in regards to the user's feedback, we added the 'cancel' button on the walking pages to prevent such mistakes.

Quality Arguments

Our design highlights simplicity and intuitivity yet appealing to many users via cuteness that comes from our mascot. With the knowledge that we have gained throughout the CSE 323 course, we were able to implement such a design in our project. Our primary goal for the design is visibility, since our target audience is pet owners in early to mid-ages. Our visibility must be attractive and intuitive to increase the users to simply turn the application on to do its work. For example, **Figure 1** clearly demonstrates such visibility by having only three navigation options: menu, home, and shopping button. Thus, our target audience will be able to focus on the 'coin' he/she earned.

Throughout the designing phase of the application, we have maintained consistency by using similar operations, layouts and elements for a similar task. This allows the users to breeze through while experiencing the application without any need for a help/tutorial. The **Figure 2** and **Figure 3** shows two prompt modals with OK and cancel buttons, and those consistency strengthens our project's usability.

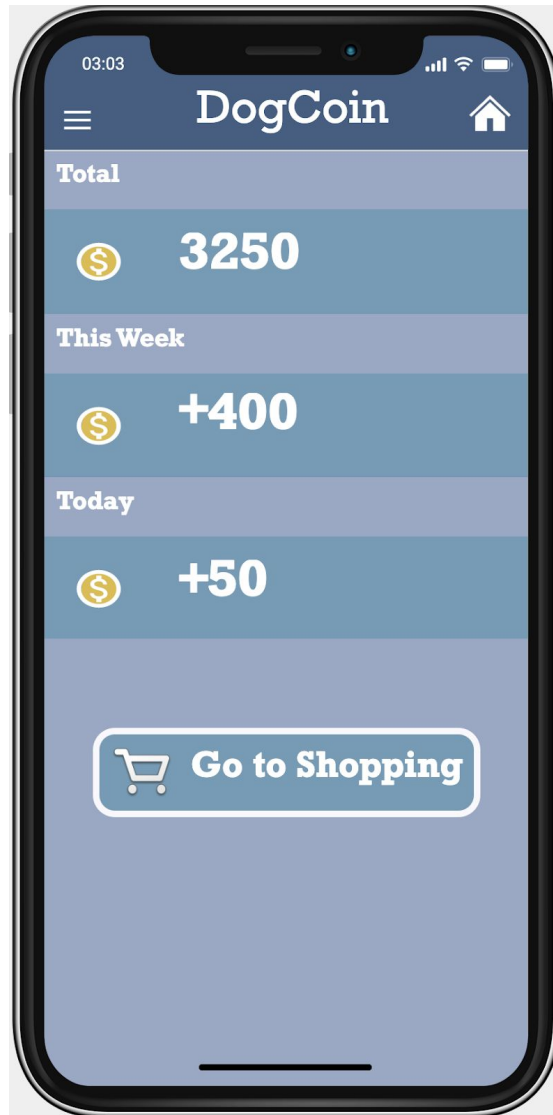
The perceived affordances help users figure out what actions are possible without the need for labels or instructions. In our application, the play / stop / pause buttons(**Figure 4**) look the same across a variety of programs with a play button having a triangle, a stop button having a square, and a pause button having two sticks. This enables the user to recognize what button does what without any guidance.

Our font color is highly contrasted with the dark background color so that its whitespace can focus attention and create atmosphere and different aesthetics. Also, contrast makes it so that the text doesn't blend in with the background and becomes difficult to read. With contrast, the text becomes more visible and enables users to read and identify information with ease.

Our team also focused on iconography which makes our function be easily recognizable. As you can see from both **Figure 5** and **Figure 6**, we aid users to easily understand the function and its purpose.

Our main page contains navigation grids that can lead to all the pages. Not only does it help users to easily navigate to the other pages but it also helps users to understand the app by showing all the functionalities it has in the first single page.

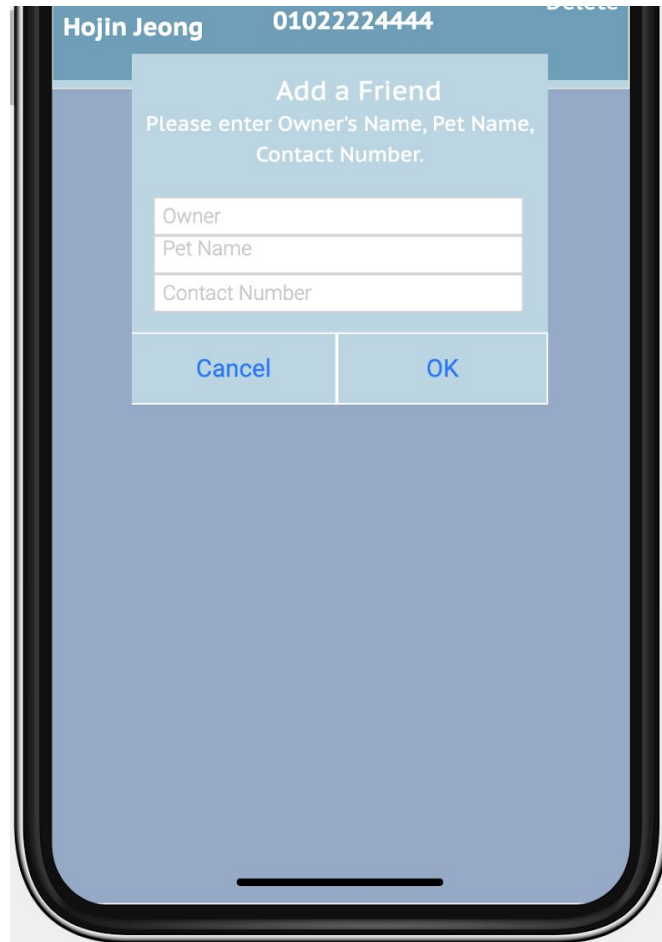
Along with our intuitive and simple design, we designed in a way that can attract people by inserting adorable icons.



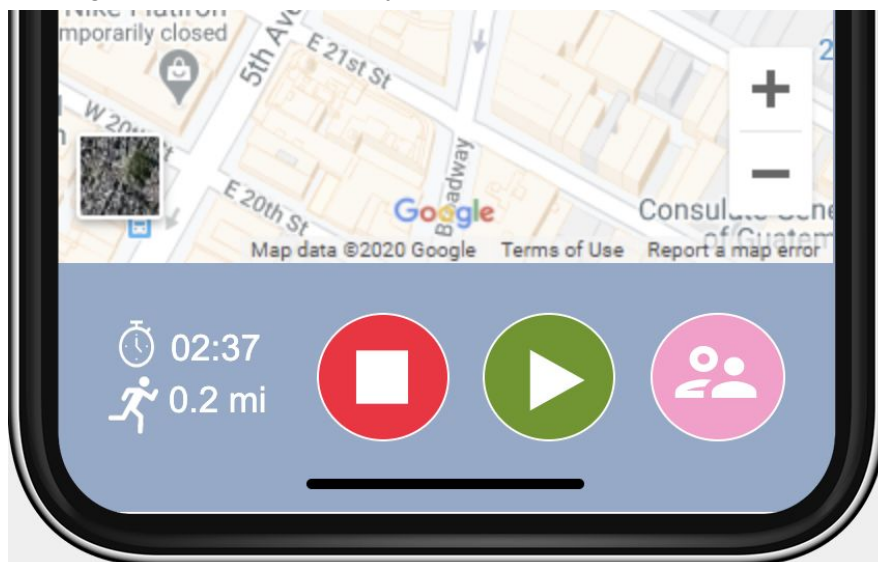
<Figure 1> The “DogCoin” page shows how much coins the user has and has the option to go shopping with a single click.



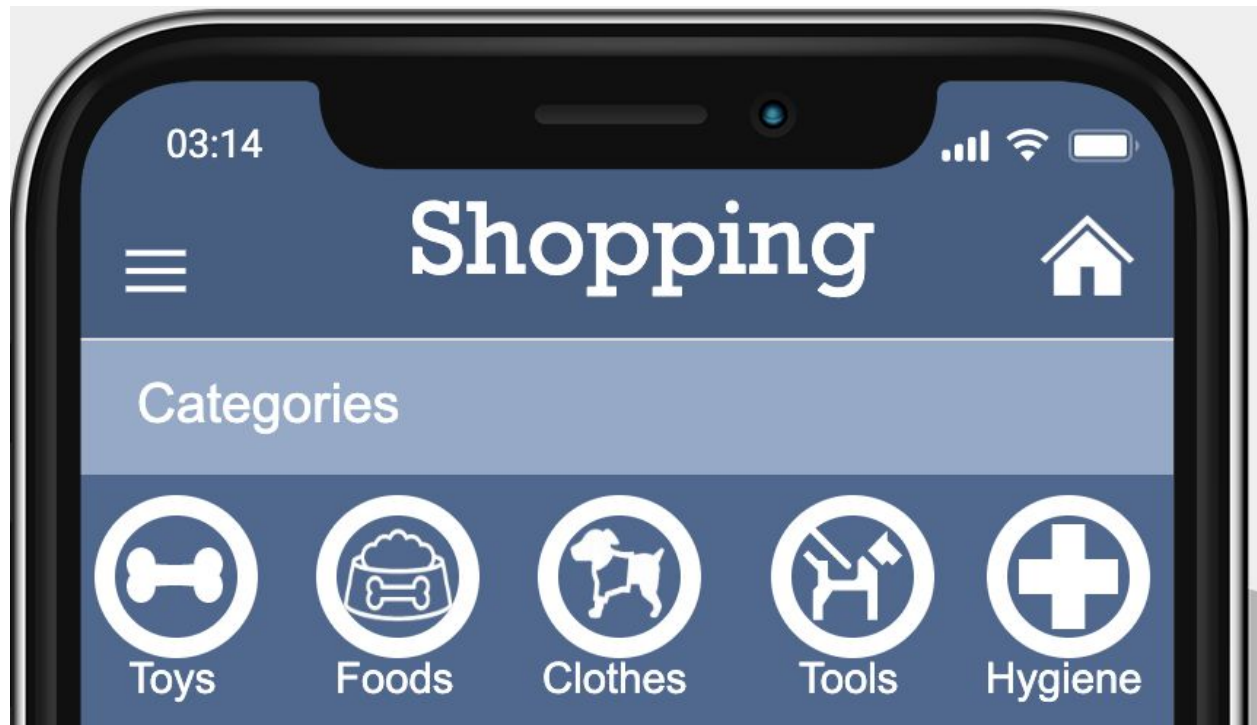
<Figure 2> The consistency of the Cancel / OK prompt modal1



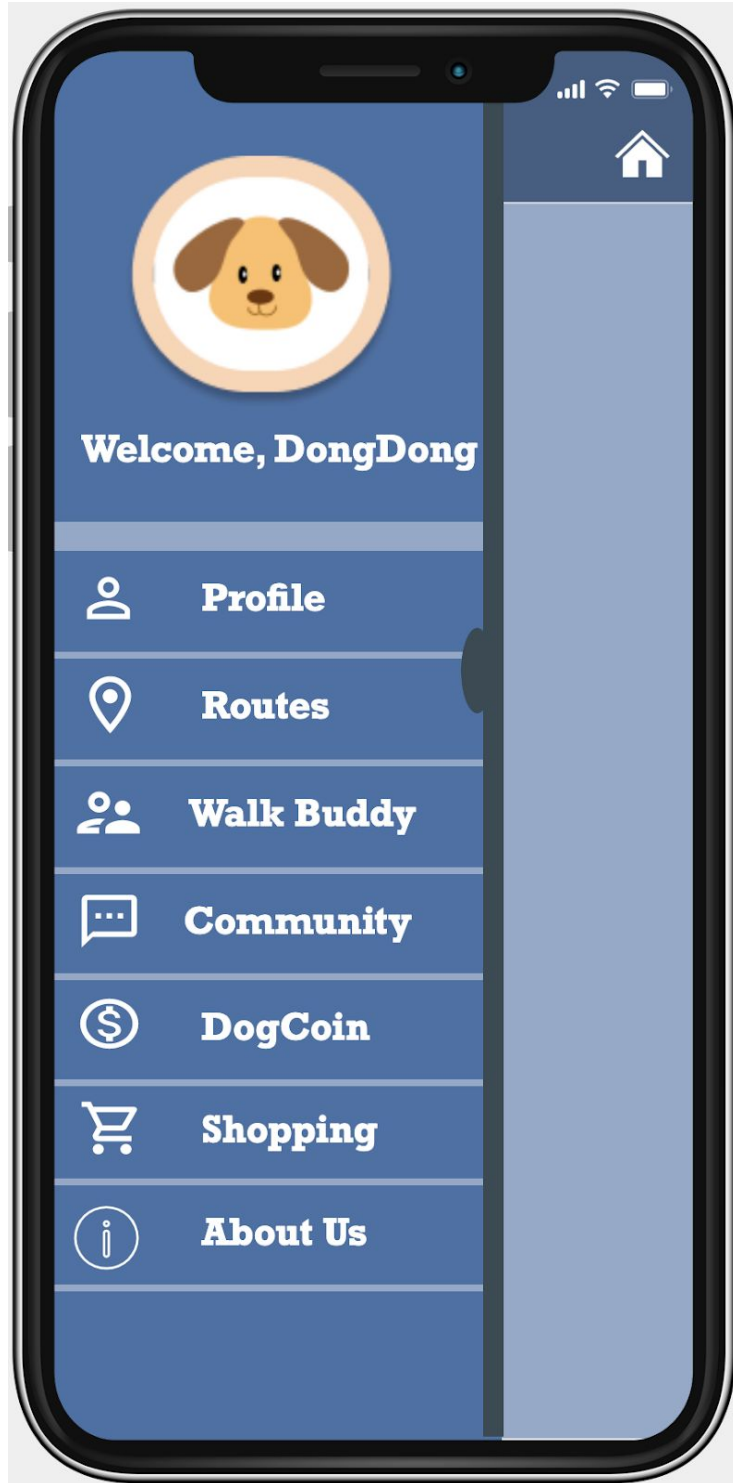
<Figure 3>The consistency of the Cancel / OK prompt modal



<Figure 4> The Affordance Play / Stop icon & Friend icon



<Figure 5> The Whitespace



<Figure 6> The Iconography