

# Group: Sketches and Storyboards

## Group Name and Members

### Team Puppies

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## List of Tasks

1. GPS for tracking a walk
2. Recording past walks
3. Monitoring of weather and fine dust
4. Marking when and where the dogs went potty or drank water
5. Incentives (points) when taking a walk
6. Shopping dog products
7. A community of dog owners
8. Dog-friendly shops shown on the map
9. Hiring dog walkers
10. Sharing and recommending routes
11. Showing a list of animal hospitals with their prices
12. Donate points (transferred as money) to local animal shelters

## Three Selected Primary Tasks

1. GPS for Tracking the Walk
2. Incentives When Taking a Walk
3. Share & Recommend Routes

## Three StoryBoards

### 1. GPS for Tracking the Walk



1. It's a good day to walk my pet.
2. I am lost. Where should I go?
3. I got an idea!
4. Found my location using the "Puppies" application.
5. Found a dog-friendly cafe, just as I saw it on the map.
6. Enjoying brunch with my dog.

## 2. Incentives When Taking a Walk



- 1: The dog wants to go out
- 2: The user picks up the phone and gets ready to go out
- 3: The user presses the "start" button and starts walking the dog
- 4: The user is walking the dog and receives incentives depending on the distance he/she has walked
- 5: After the walk, the user has received x points as an incentive
- 6: The user shops dog products on the app with those points

### 3. Share & Recommend Routes

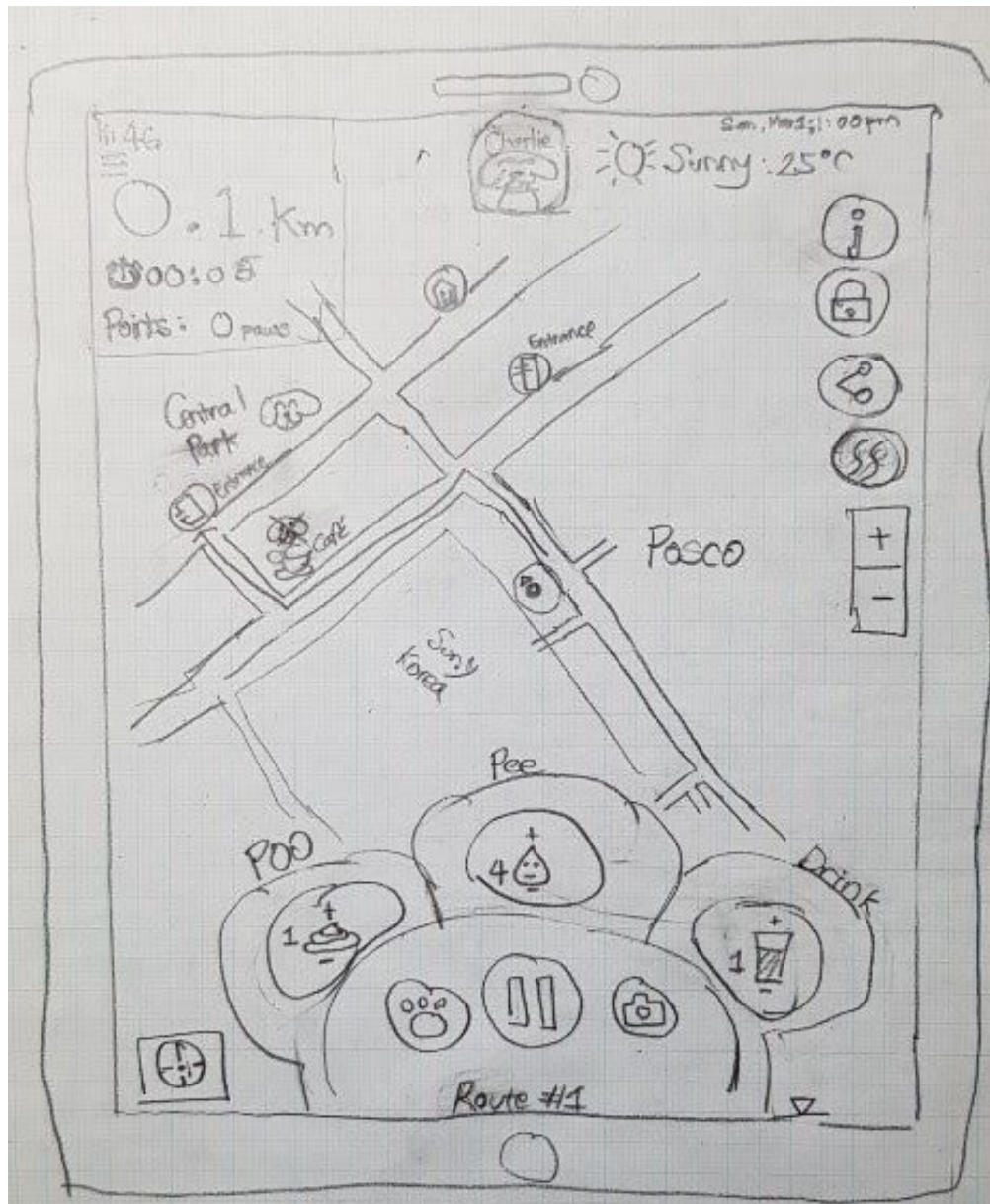


1. A user, looking for a route for walking a dog.
2. The user sees and chooses a recommended route from the application.
3. The user walks his/her dog with the selected route
4. The user sees a No-pets sign
5. The user updates and shares the information about the route.
6. Other users can view the updates.

## Twelve Primary Interfaces

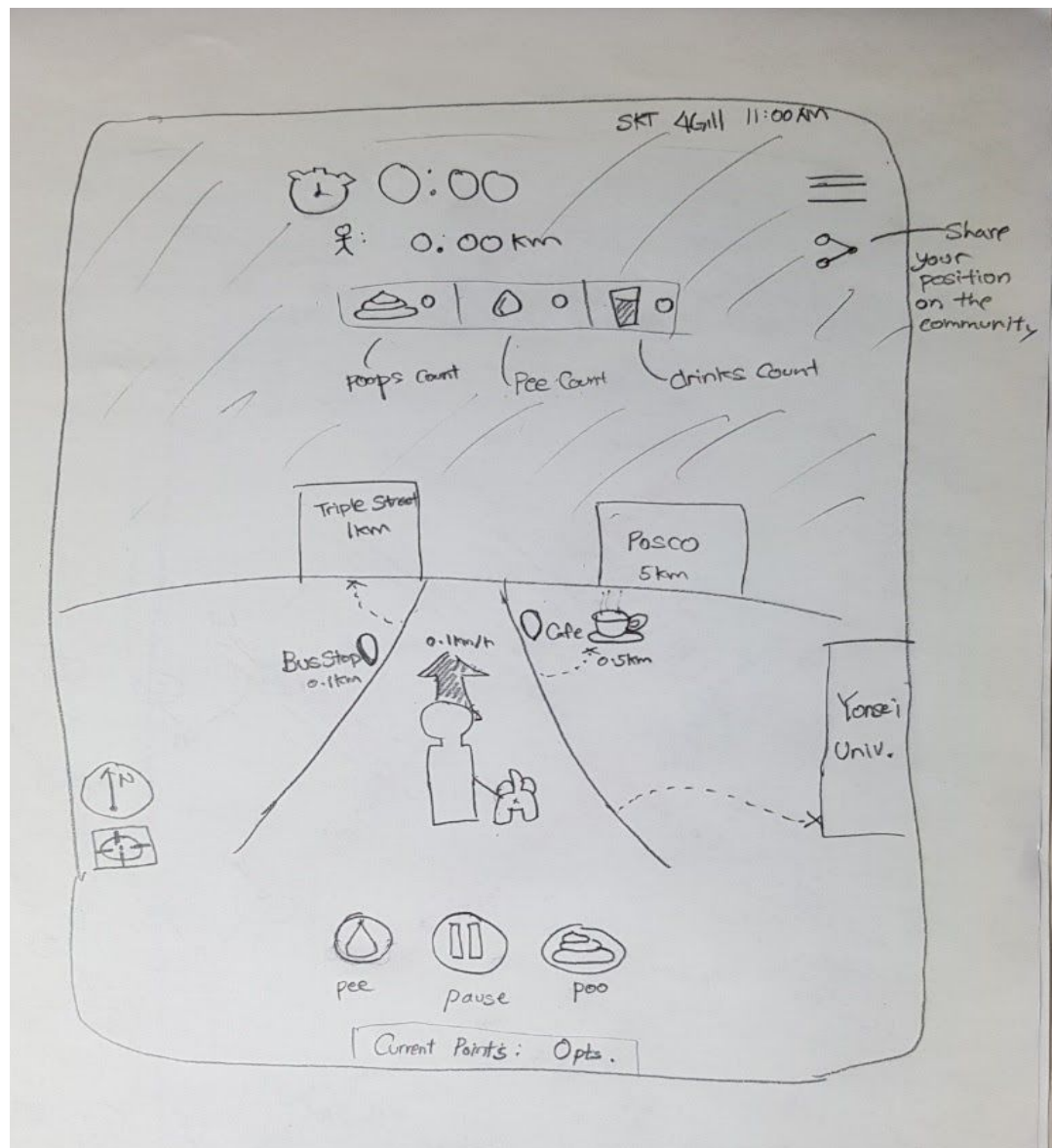
### 1. GPS for Tracking the Walk

A.

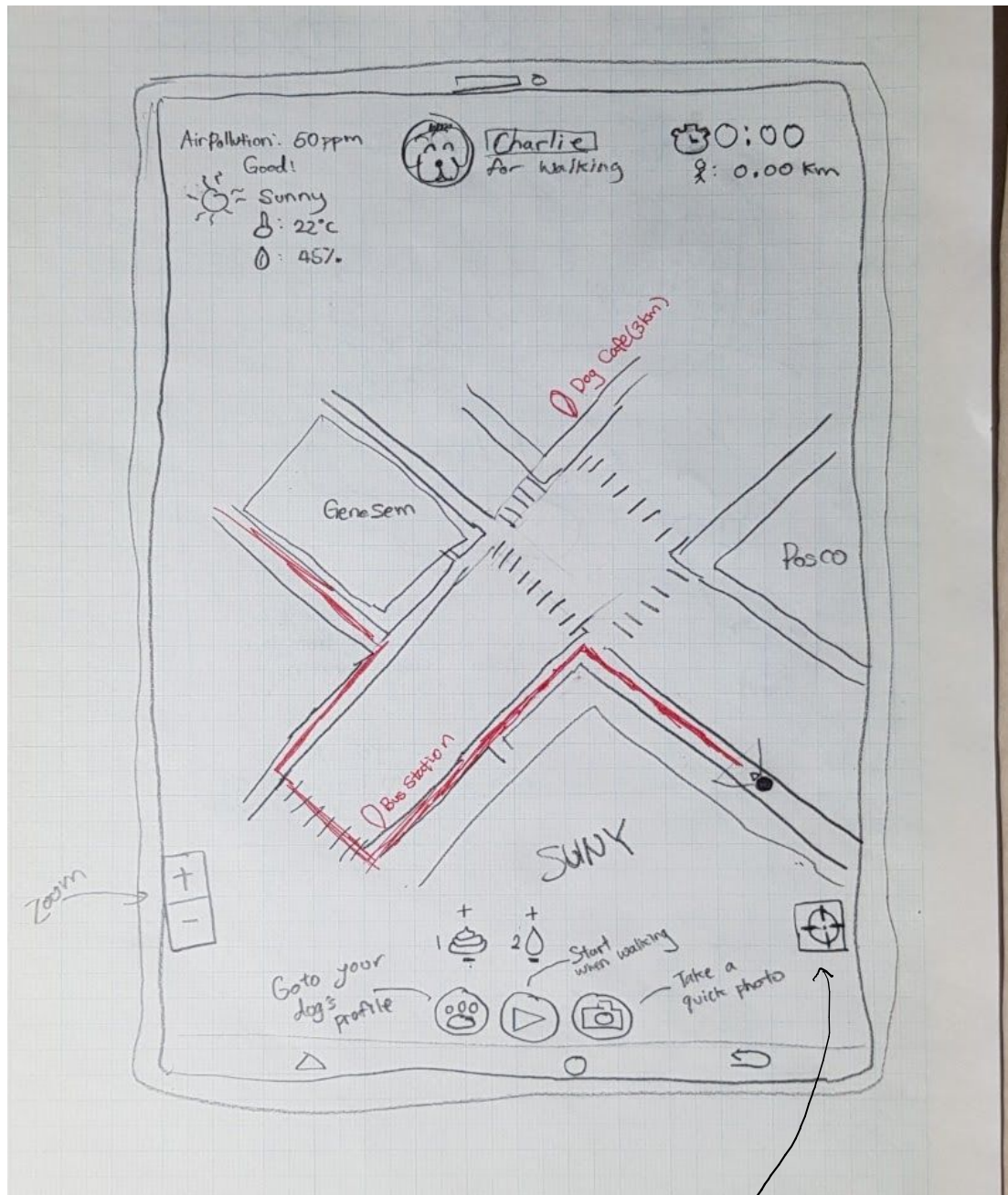




B.

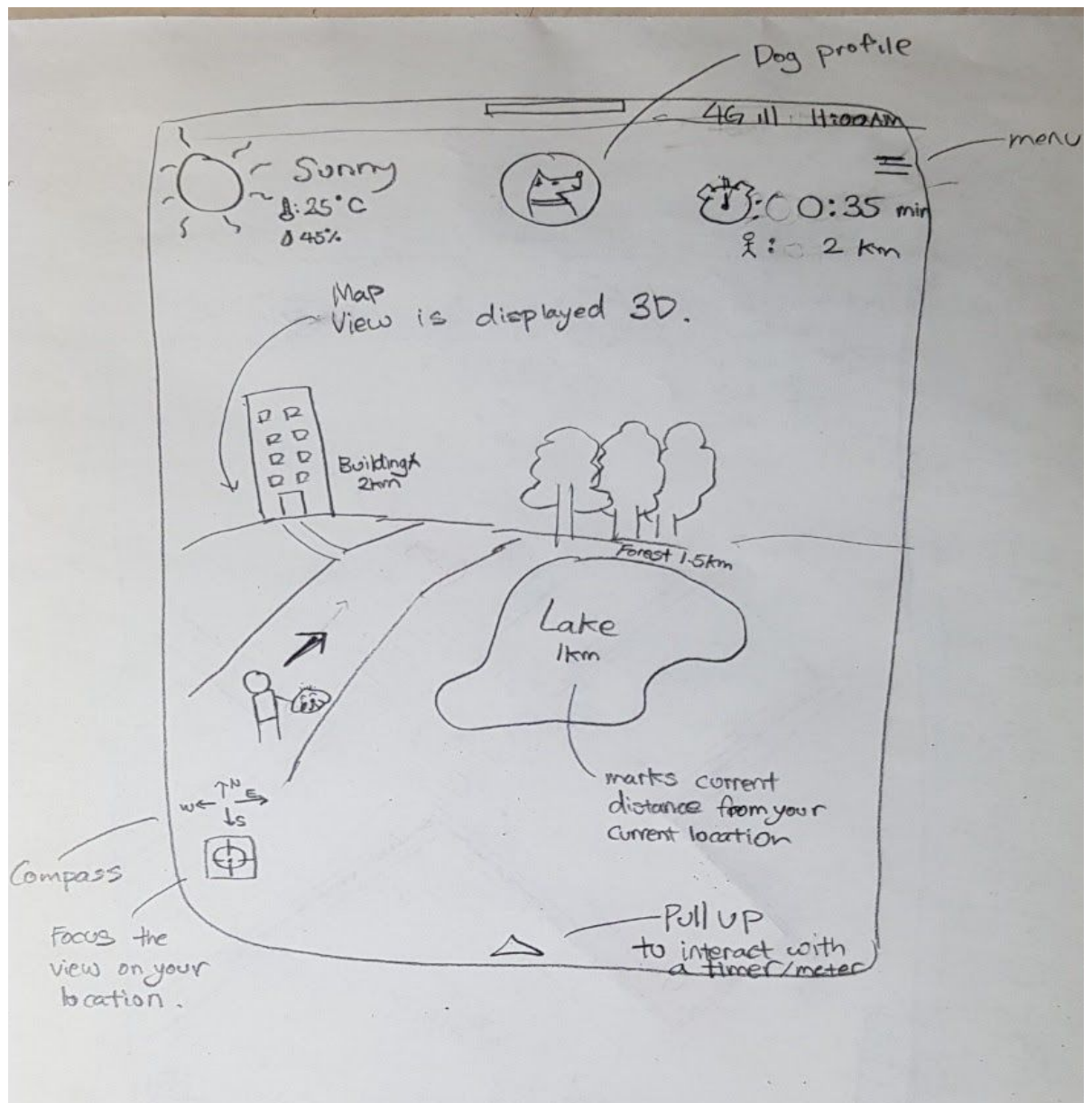


C. ★



clicking this  
leads to the  
secondary screen

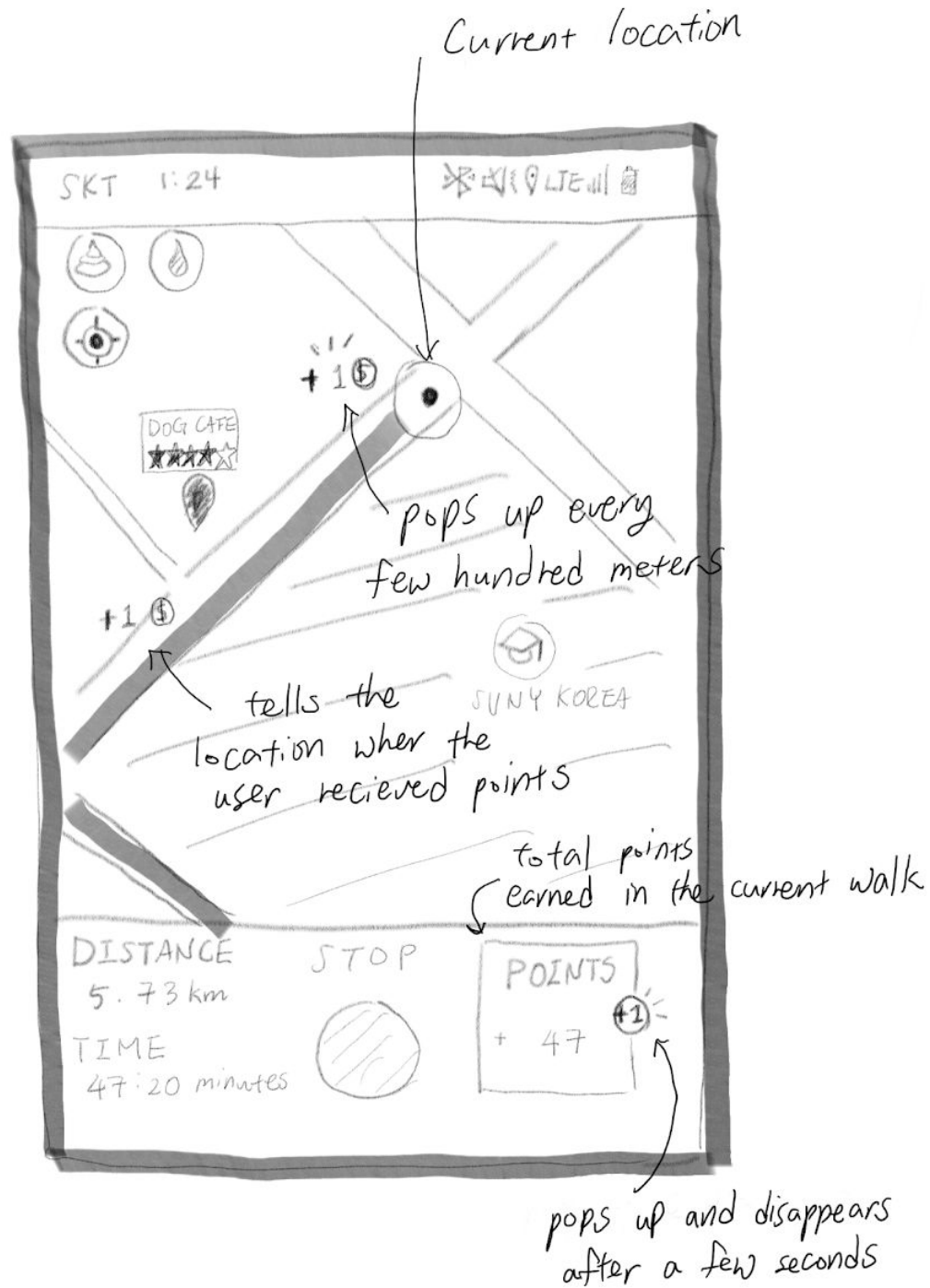
D.



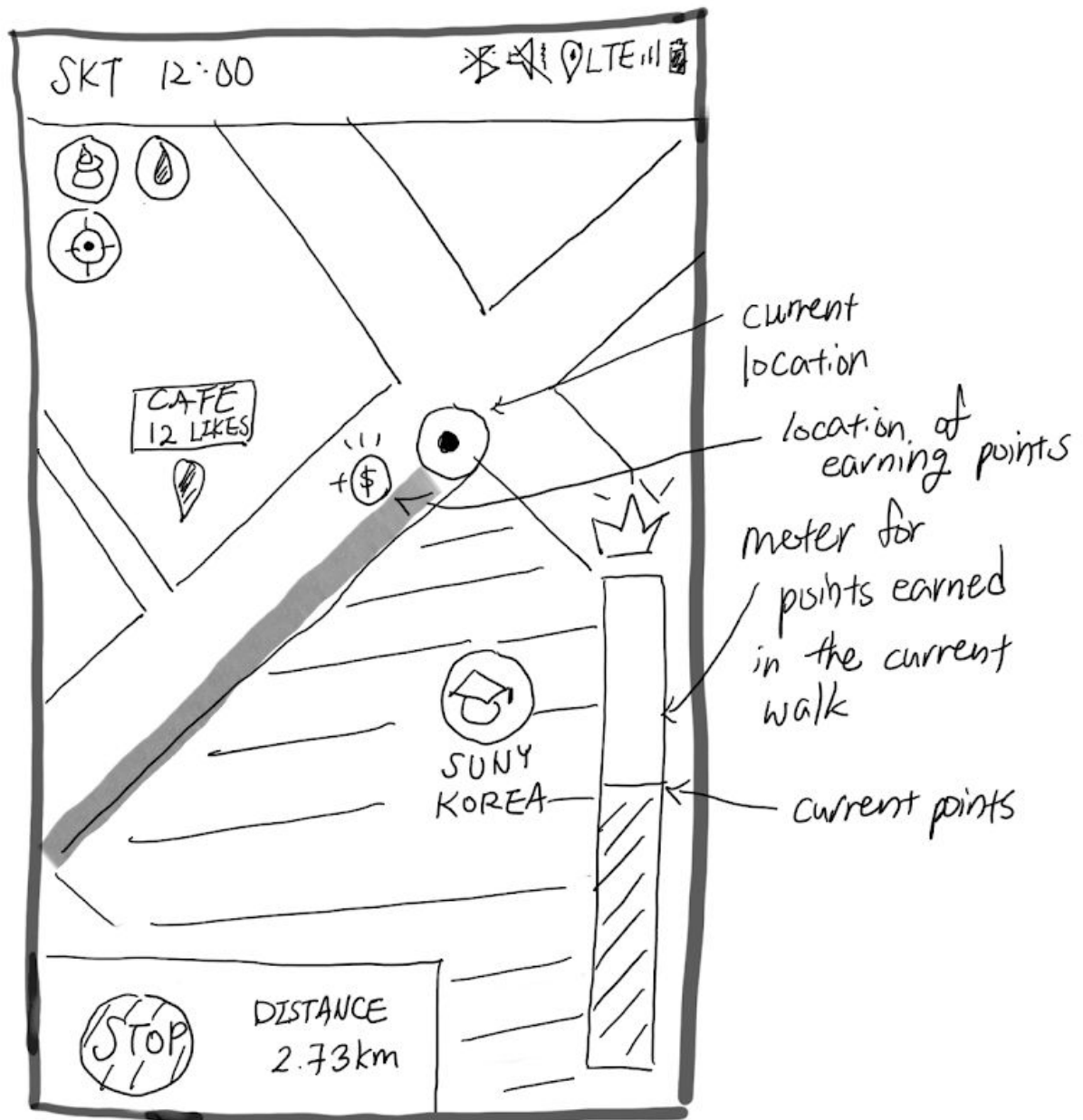


## 2. Incentives When Taking a Walk

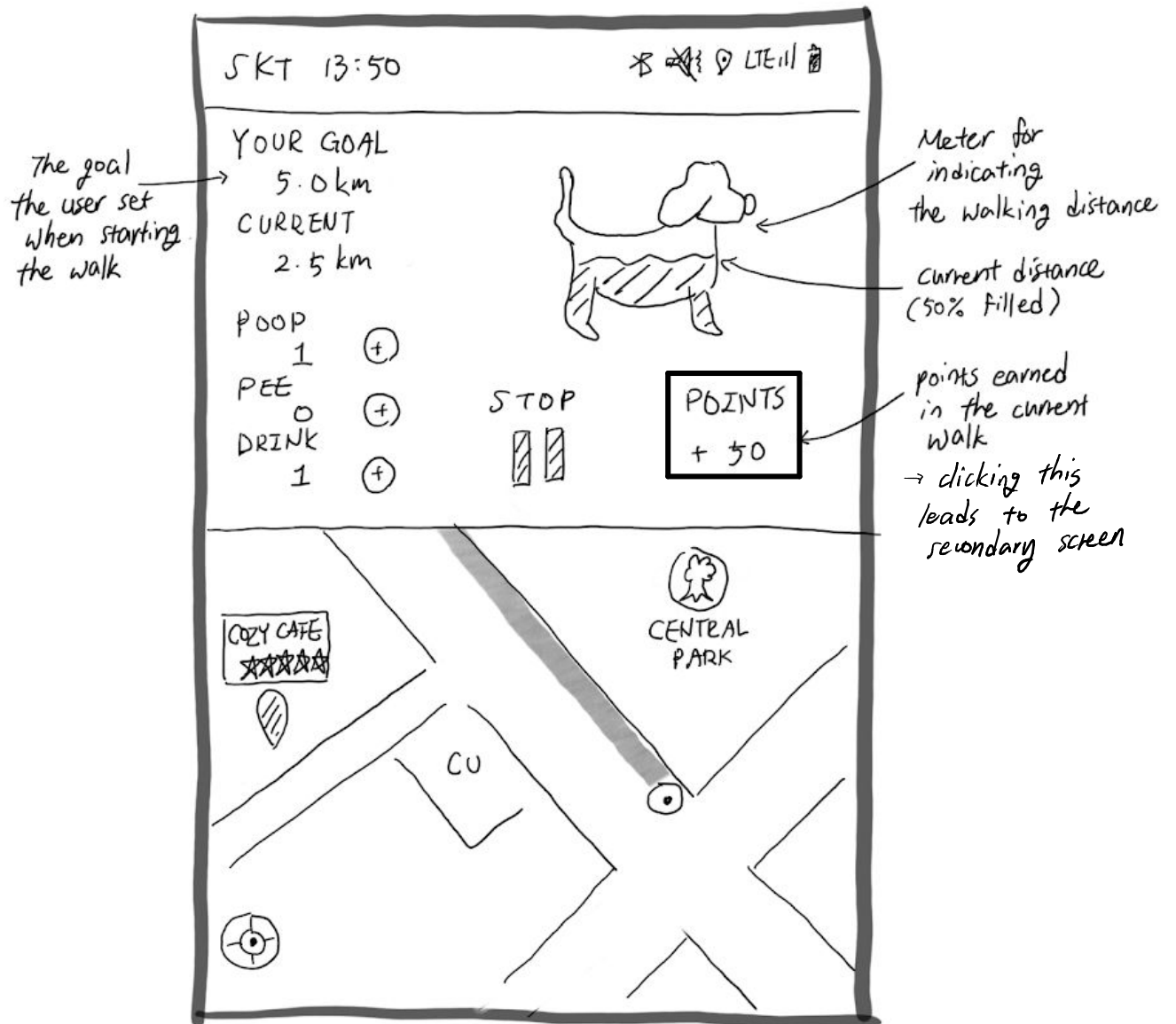
A.



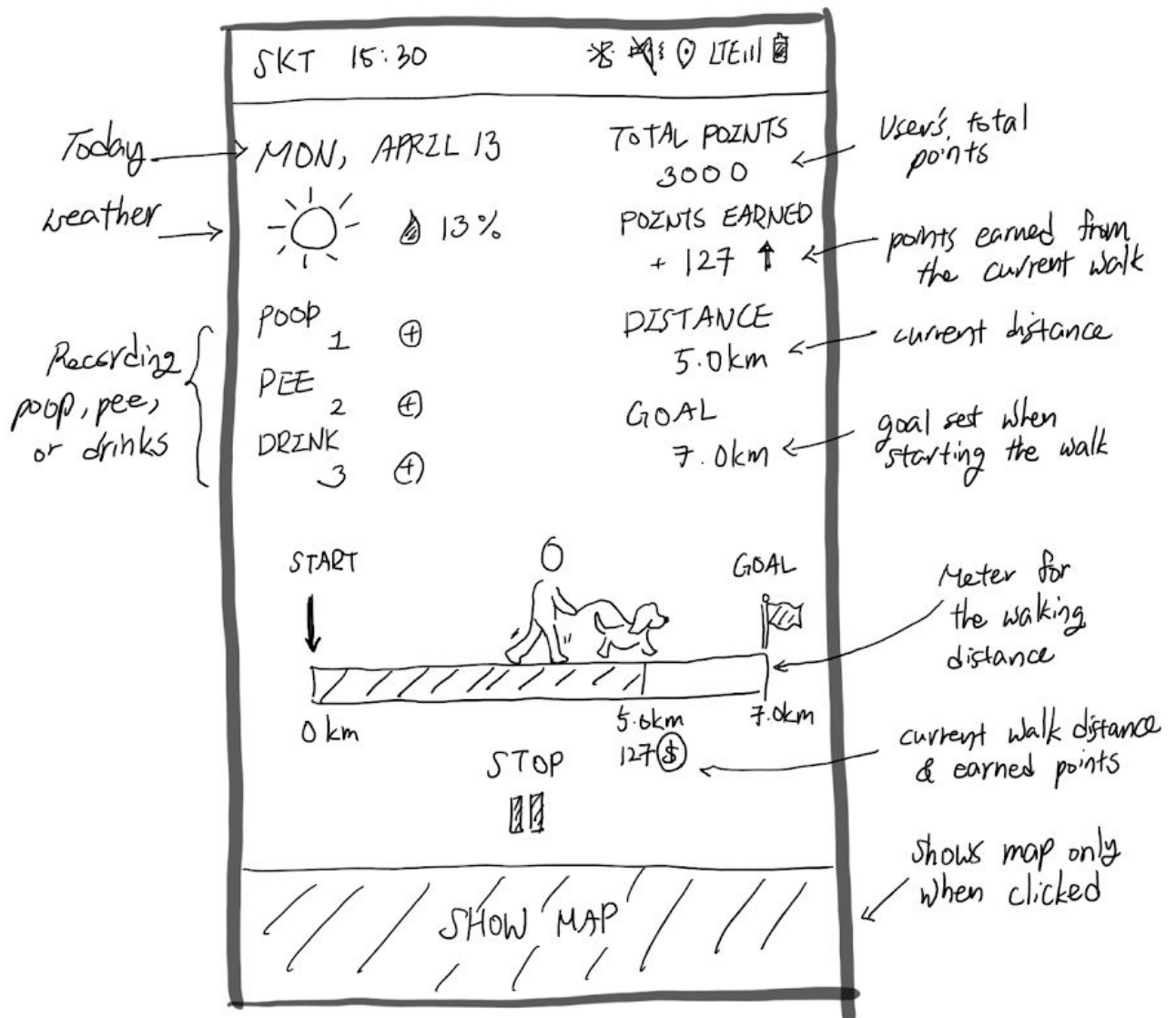
B.



C. ☆



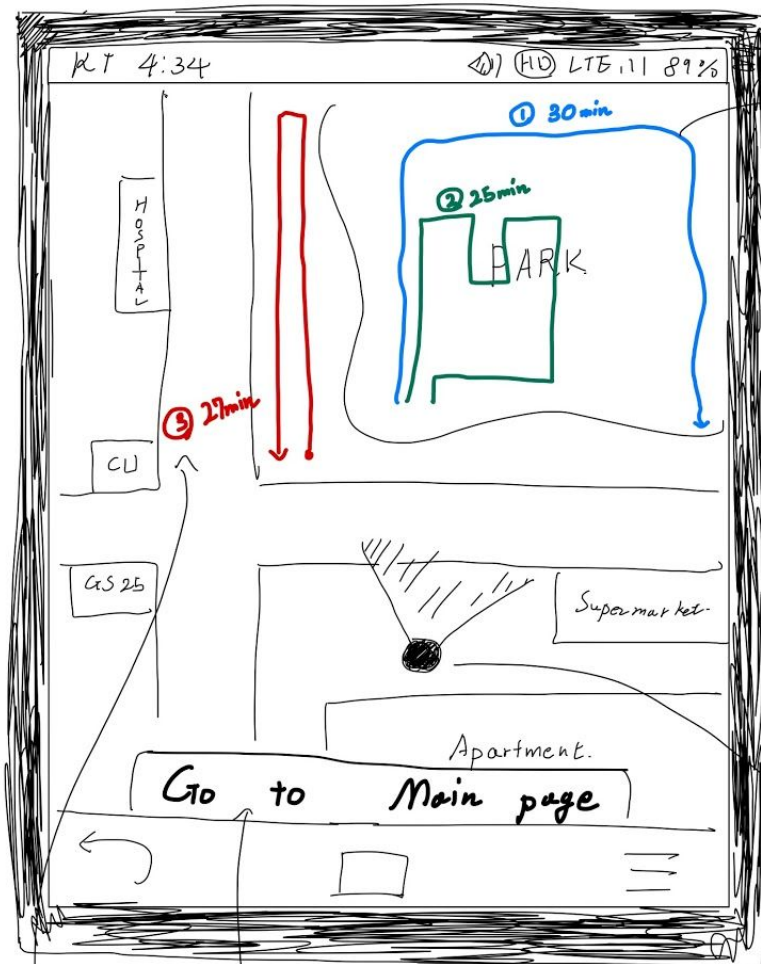
D.



### 3. Share & Recommend Routes

A.

Interface.



Nearby Routes are shown on the map with required time to finish the walk.

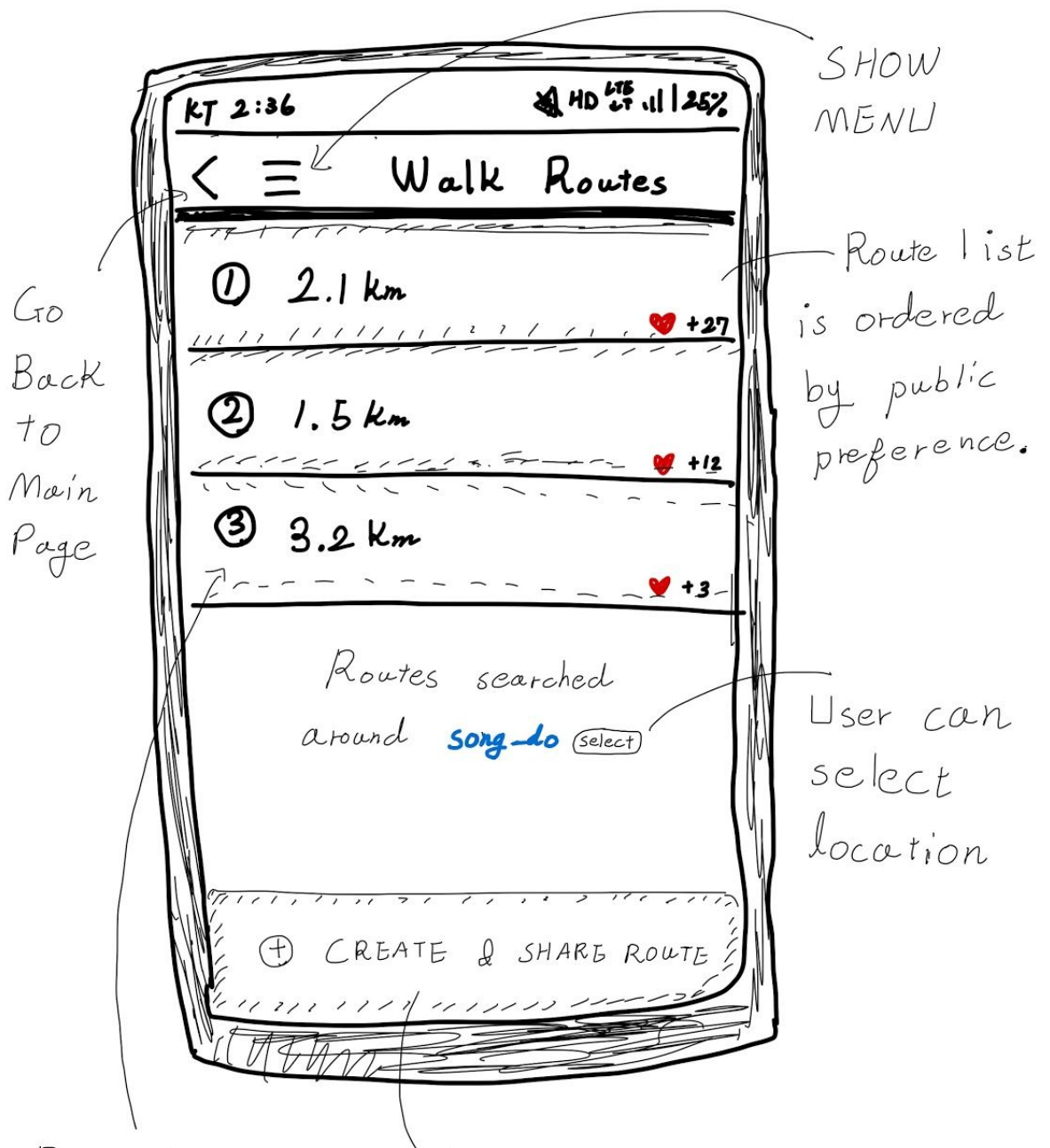
User with view angle.

User can go back to main page

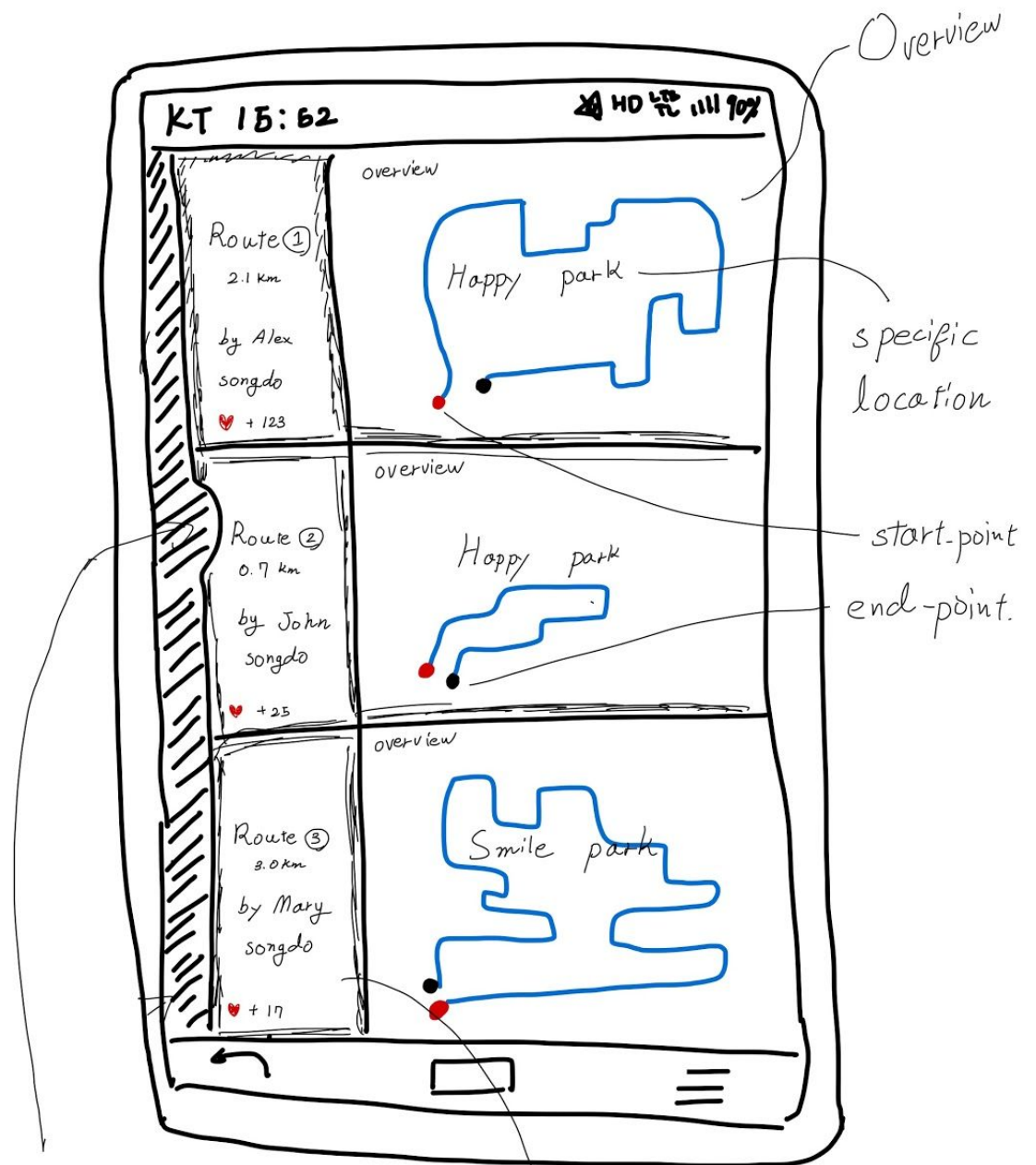
By clicking number, the other routes will disappear from the screen.



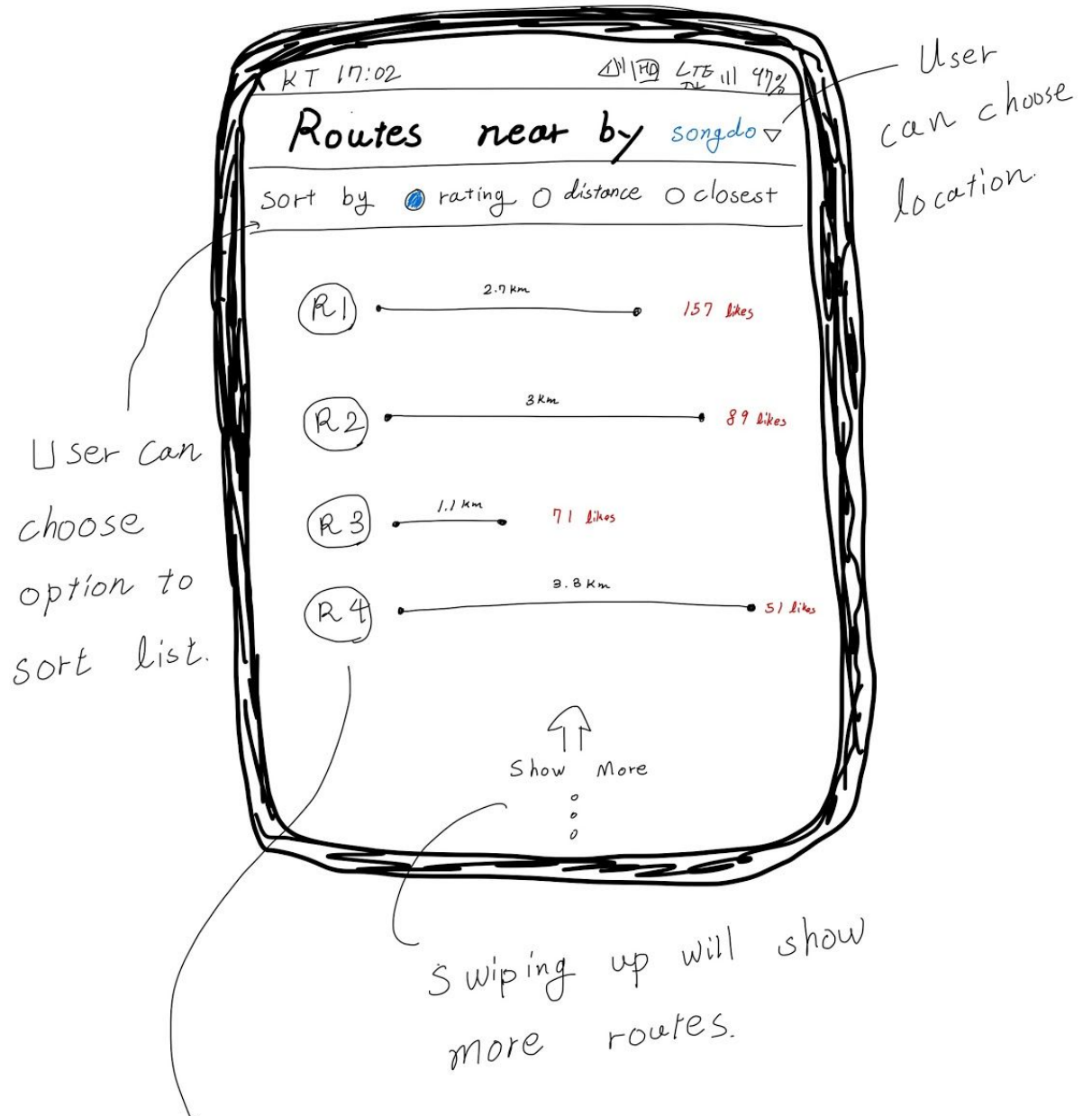
B.



C. ☆



D.



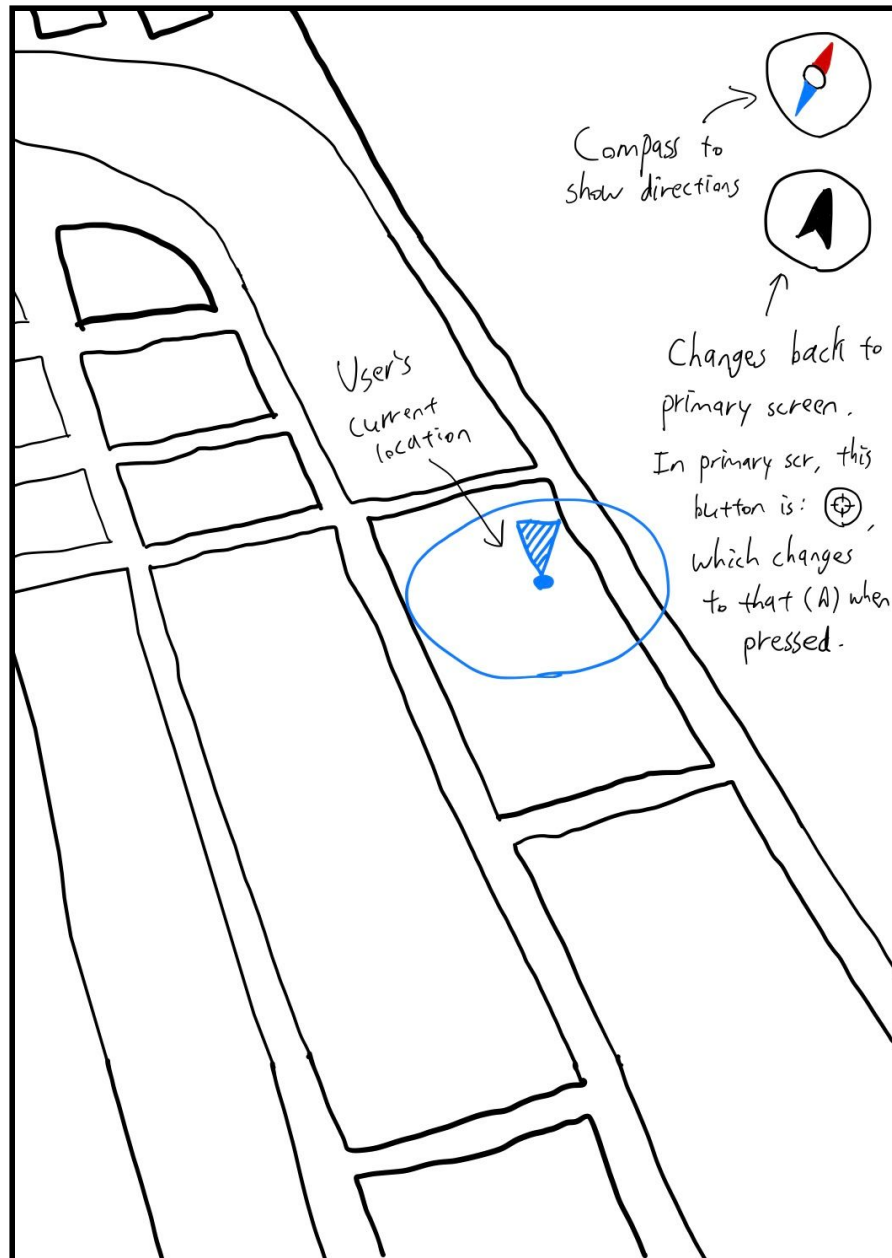
Routes are listed with simple data: distance and rating.

## Six Secondary Screens

### 1. GPS for Tracking a Walk - from Primary Interface 1.A

- Clicking the **GPS** button in the primary interface leads to the secondary screens below.

A.

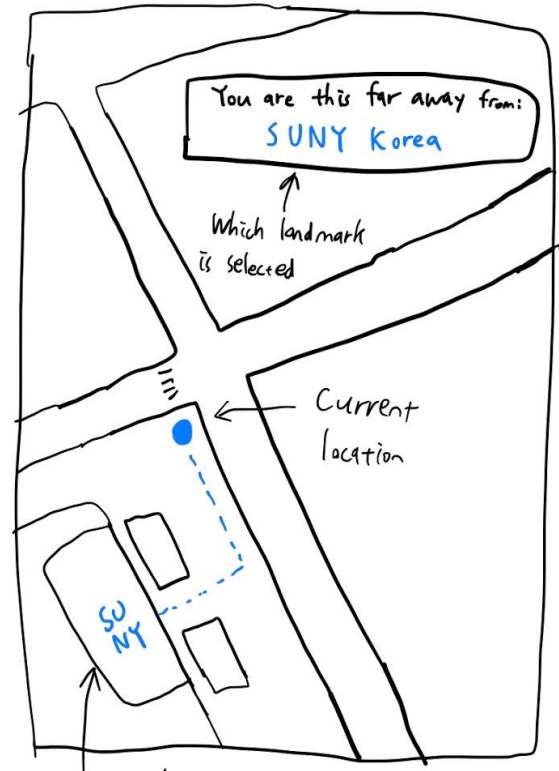


B.

⊕ ← If this button is pressed for more than 2 seconds,



Secondary screen

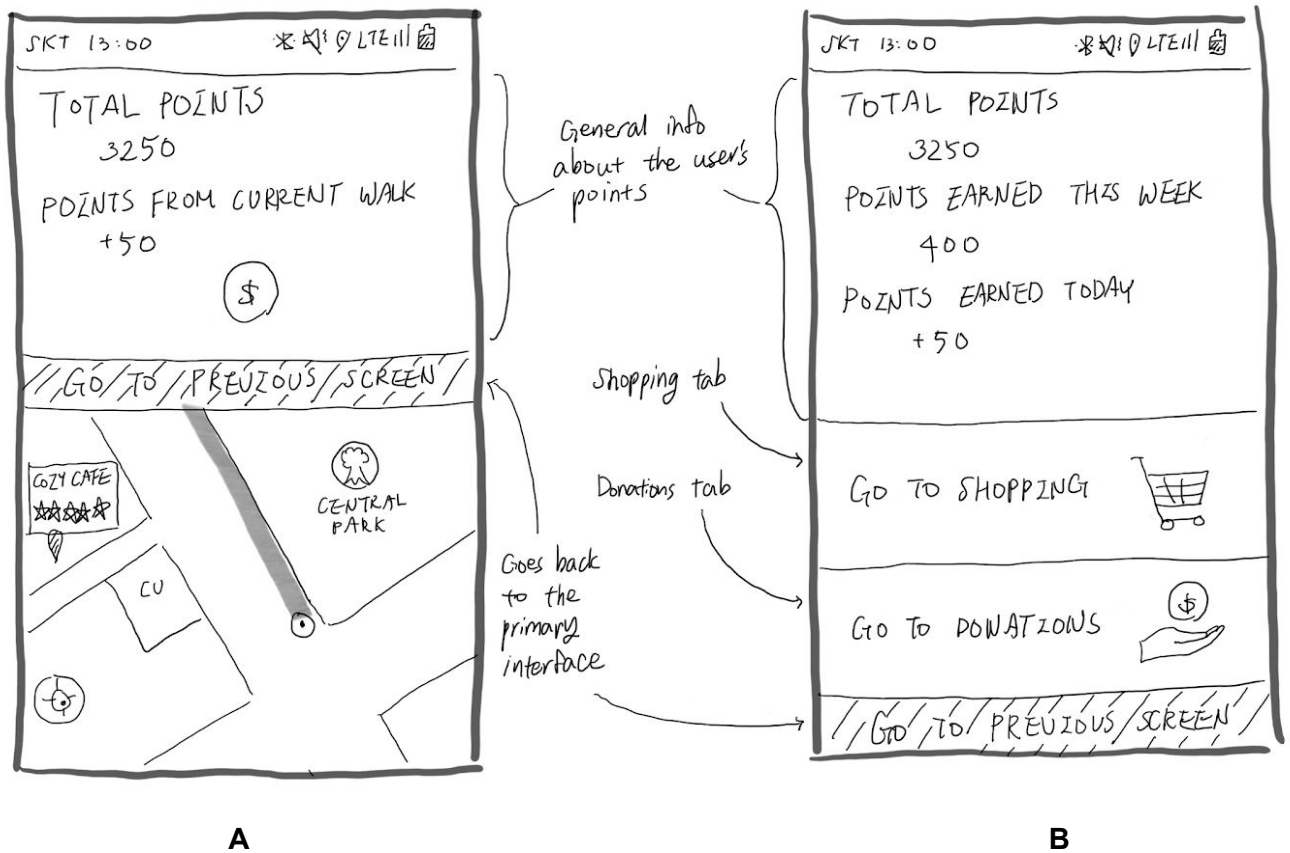


Selected Landmark



## 2. Incentives When Walking a Dog - from Primary Interface 2.C

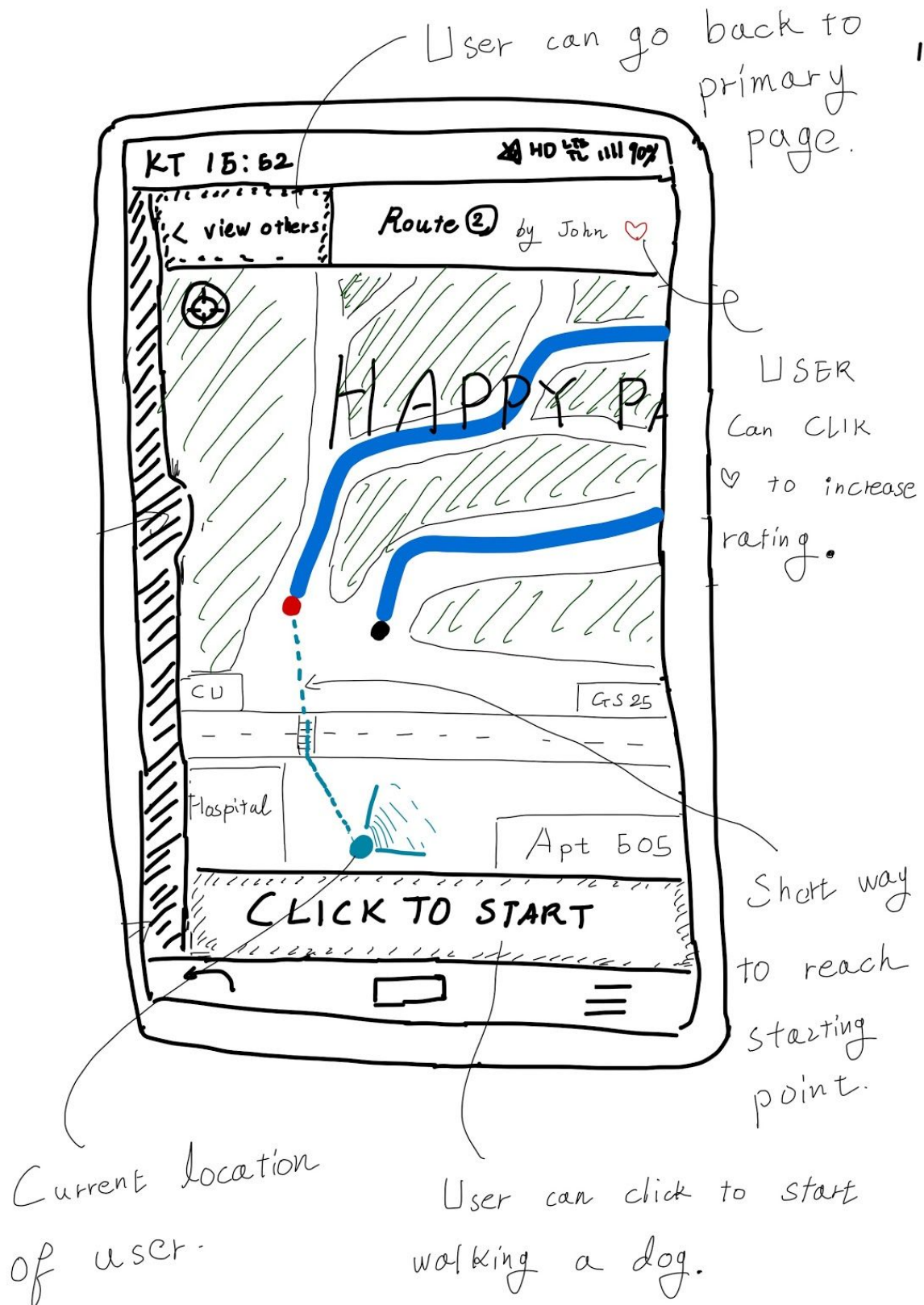
- Clicking the **Points** section in the primary interface leads to the secondary screens below



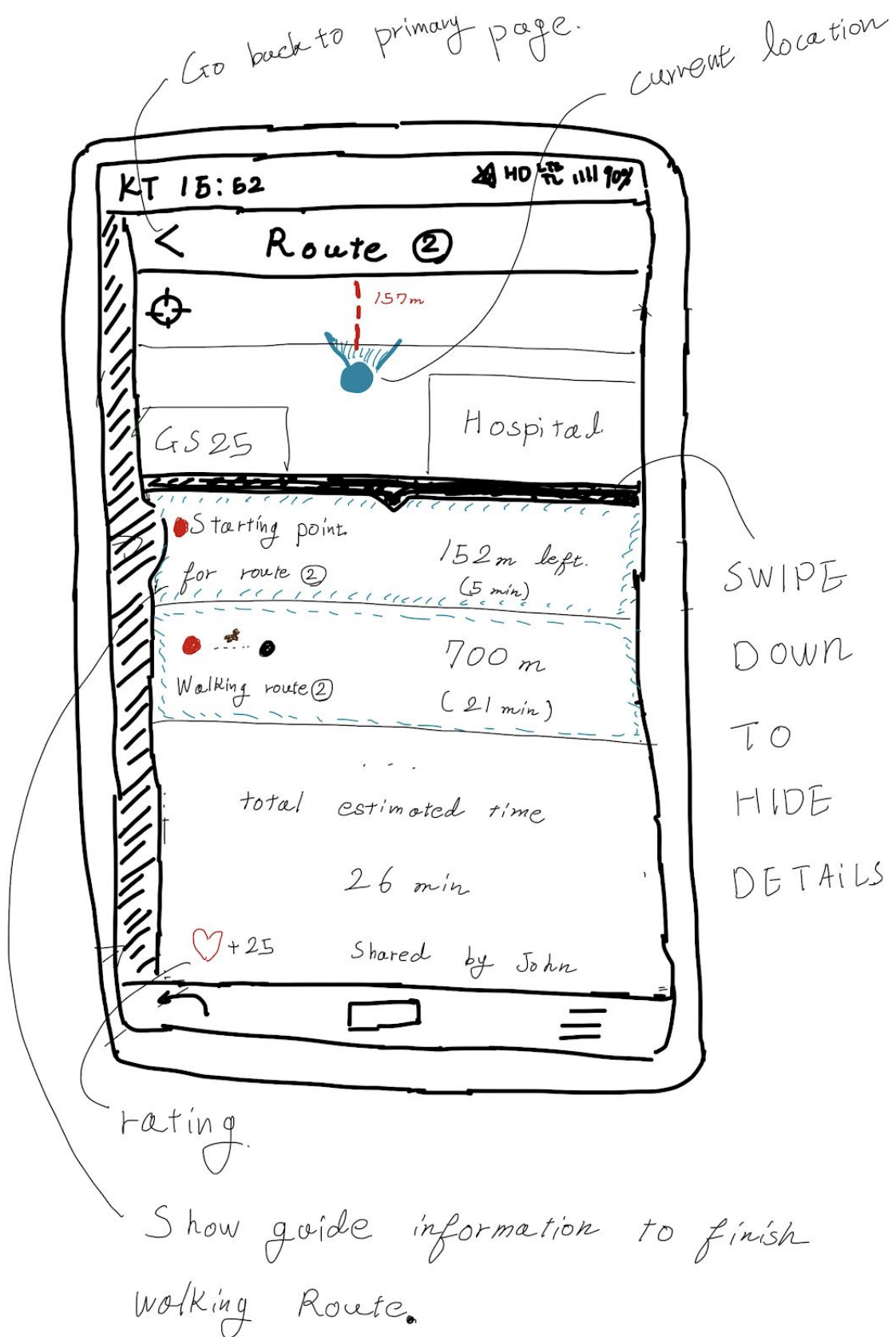
### 3. Share and Recommend Routes - from Primary Interface 3.C

- Clicking one of the **Route** tabs in the primary interface leads to the secondary screens below.

A.

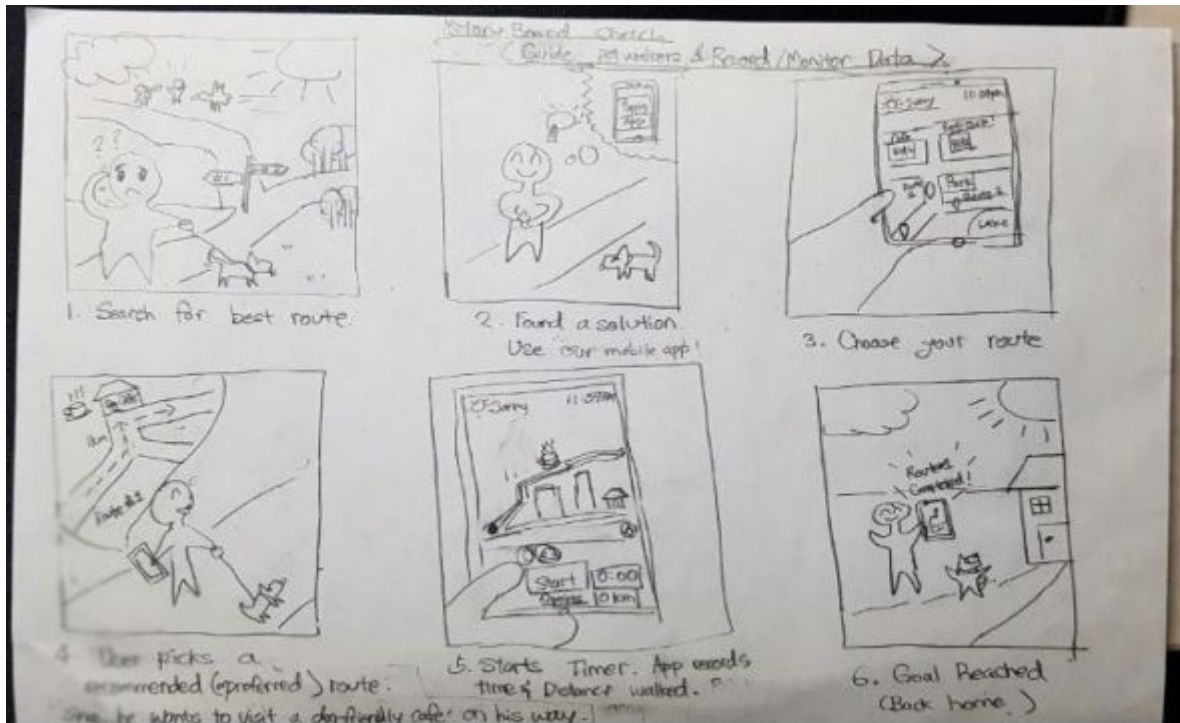


B.



## Iterations

### Original Storyboard

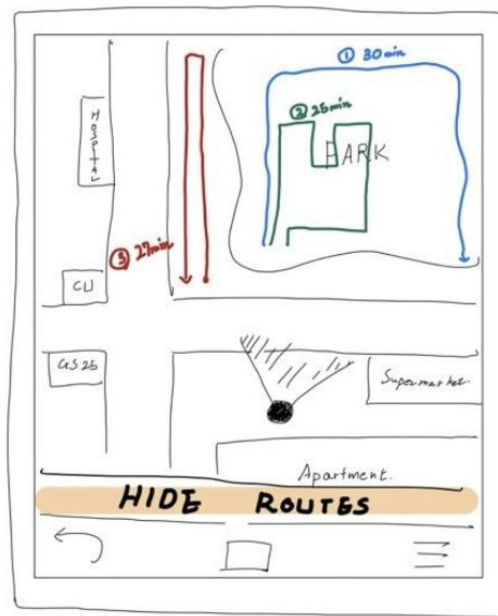


### Storyboard After Feedback

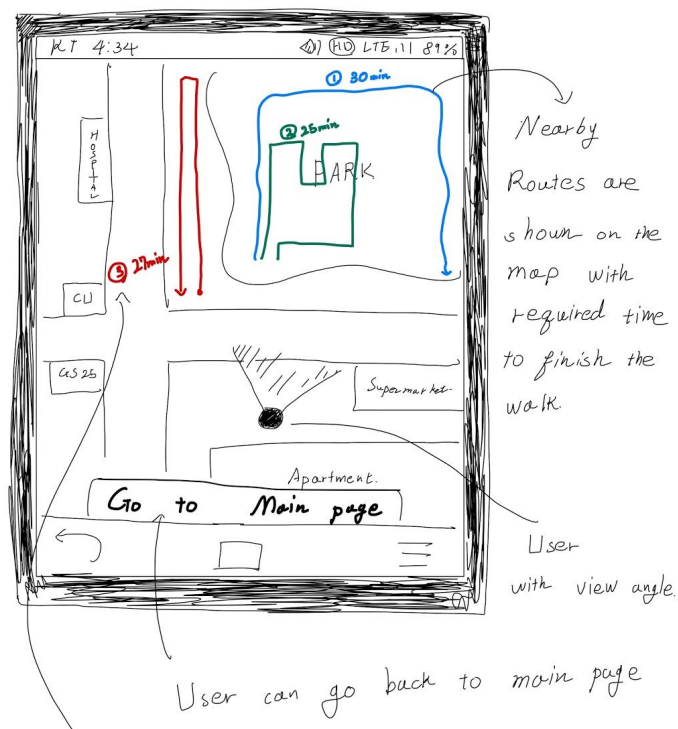


- More focused on the GPS function.
- Furthermore, annotations describing each cut of the storyboard were written on this document rather than directly on the paper.

## Original Primary Interface



## Primary Interface after Feedback



By clicking number, the other routes will disappear from the screen.

- Captions and annotations added to aid understanding of the functions in the primary interface.



## Appendix

### 1. Brainstormed List of Tasks

- GPS for tracking a walk
- Recording past walks and saving them
- Monitoring of weather and fine dust
- Advising the user to walk or not, depending on the weather and fine dust
- Marking when and where the dogs went potty or drank water
- Incentives (points) when taking a walk
- Shopping dog products with those points the user has earned
- A community of dog owners to share information about raising a dog
- Dog-friendly shops shown on the map
- Rating those dog-friendly shops, and commenting on them
- Hiring dog walkers
- Sharing and recommending routes
- Showing a list of animal hospitals with their prices
- Donate points (transferred as money) to local animal shelters
- Transferring those points to real currency for withdrawal
- Other users walking shown on the map
- Reaching out to nearby dog walkers via chatting
- Adopting dogs from shelters
- Calories spent shown on the screen

### 2. In-class Design Critiques

- Regarding Storyboards
  - Storyboard 1: People were confused about which function of the application the storyboard was elaborating on. Although the title of the storyboard was “GPS for Tracking the Walk,” it focused more on other functions such as finding the most suitable route, etc.
  - Storyboard 3: Although it was quite clear what the storyboard was trying to tell, the dialogues in it were too small to read. Also, there was a lack of explanation about each cut.
- Regarding Primary Interfaces
  - People generally liked the primary interfaces, saying that it was intuitive and seemed usable. However, there weren’t any captions nor any annotations in the draft versions, so we added them in the final versions.