Project 4 Low-fidelity Prototyping

Group 9

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1. User Need Statement

Sellers who are in a hurry to leave Corvallis need a platform to help them find potential buyers who have a specific target.

2. How Might We (HMW) Questions

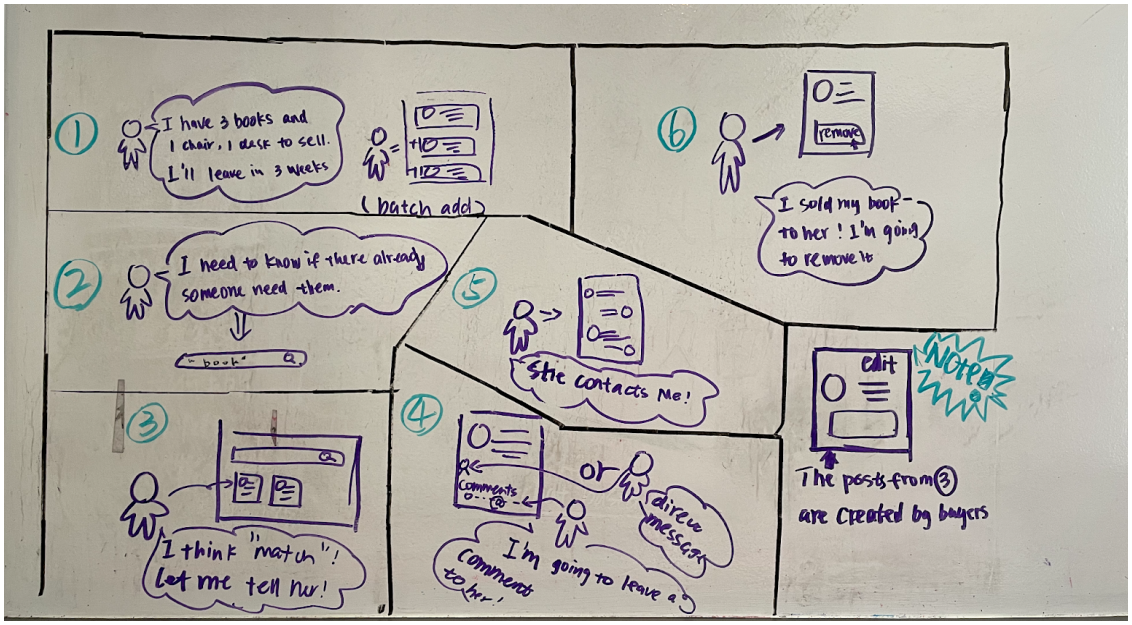
- HMW collect buyers' needs to help sellers know the detailed requirements.
- HMW help sellers reduce the time from listing an item to selling it.
- HMW inform buyers that sellers have the item which buyers want and help sellers sell it

3. Solution Ideas

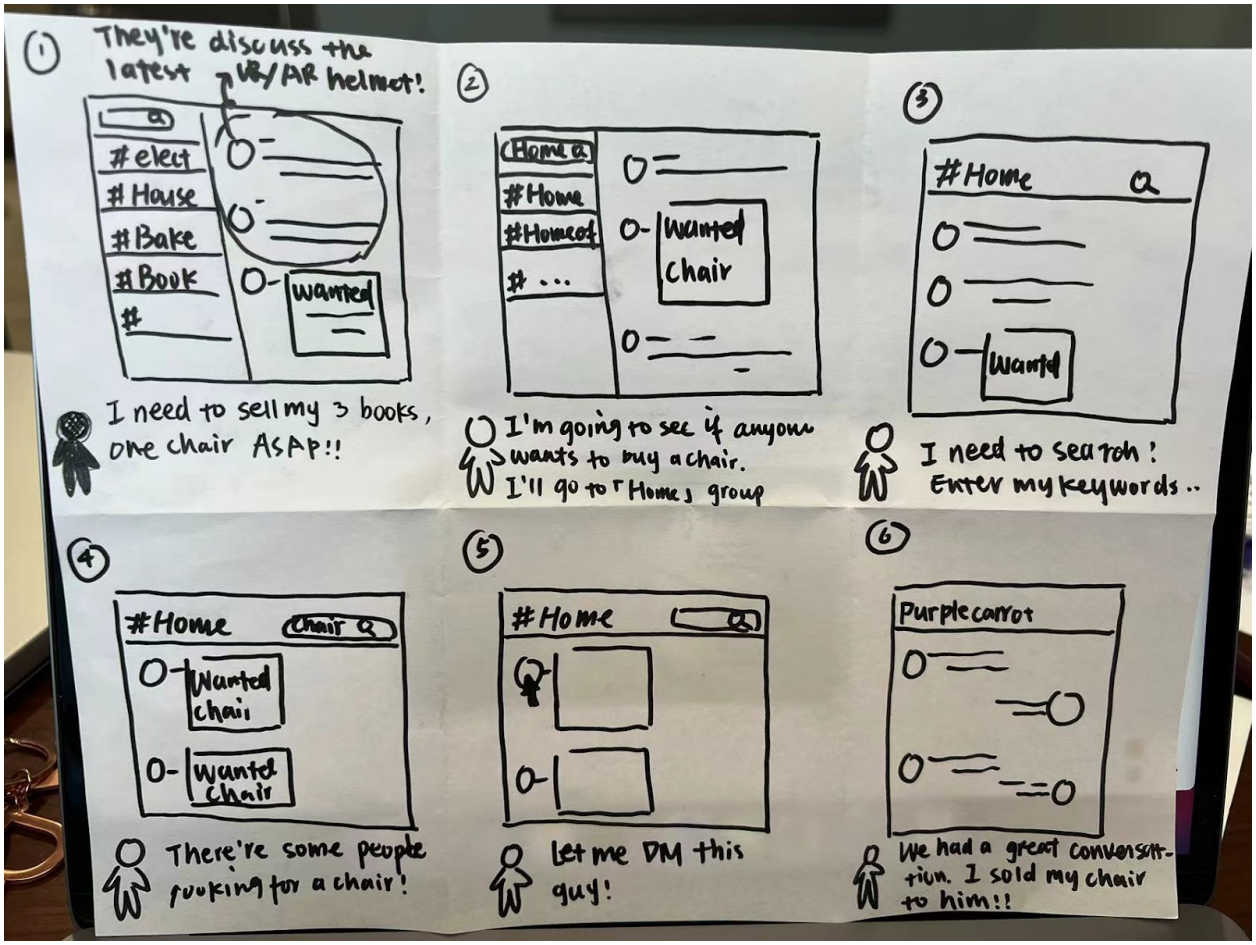
- The platform provides buyers with the function of posting requirements, and buyers' requirements will be aggregated to the buyers' requirements posting page. Sellers can search on the buyer posting page to find buyers, and then sellers and buyers can communicate with each other.
- The platform uses a potential buyer's search and purchase history on other websites and pushes that buyer to the seller if the seller has the item the buyer wants.
- The platform creates classified group chats according to the types of used items, and buyers and sellers enter different group chats to trade items according to their needs.

4. Storyboards

The process of "Seller" finds target buyers.



The group-based trading process for sellers.



5. Paper Prototypes
    1. The prototypes for Sellers looking for buyers https://media.oregonstate.edu/media/t/1_10mgfgrt
    2. The prototypes for Group chat mode trades https://media.oregonstate.edu/media/t/1_cdlfnxwa

6. Changes
    - Buyers and sellers share a search page in prototype 1, a problem that goes against #7: Flexibility and Efficiency of Use. If buyers and sellers share a search page it will make the search yield confusing results for the user, so we categorized the users of the search page into two categories, buyers and sellers. After the modification, buyers can see the products sold by sellers after selecting their category, and sellers can see the wanted postings posted by buyers after selecting their category. This change will greatly improve

the efficiency of sellers and buyers in accomplishing their goals and help sellers and buyers focus on their tasks.

- According to #1: Visibility of system status, We found that prototype 1 did not have the function to show the user's current status, which would make the user confused when operating, so we added a status bar on the right side of the website, for example, if the user enters the product list or message center on my home page, there will be a highlighted indication of the current page they are on. After the change, users can know the page they are currently on, which will help users to use the platform better.
- At the very beginning, our second prototype only considered the needs of the seller, not the buyer, which obviously does not fit with real-world logic. So we decided to follow principle #2: Matching between the system and the real world, adding buyer-friendly logic features to our prototype. That is, if the buyer does not want to communicate with the seller, he can use the appointment function provided by the website, select the free time provided by the seller to make an appointment, and make an appointment for the transaction directly according to the address provided by the seller. This change greatly saves time for sellers and buyers and provides an option for people who are not good at communicating.

7. Contributions

- Danlin Song: Design the skeleton of the prototype. Design interactions of prototype-1&2. Document/report writing. Came out solution suggestions for storyboards. Test and modify the logic of storyboards. Prototype components making.
- Jiawei Luan: Collect and summarize thoughts/ideas. Help group members organize their suggestions/solutions. Storyboard drawing. Design interactions of prototype-1 and 2. Came out solution suggestions for storyboards.
- Chi-Ho Chou: Prototype components making. Time management and scheduling meetings. Design interactions of prototype-1. Test prototype interactions. Came out solution suggestions for storyboards.
- Siming Liao: Modified and refined storyboards. Design interactions of prototype-1. Design interactions of prototype-2. Document/report writing. Came out solution suggestions for storyboards. Prototype components making.