Wireframe session 02/04/21

This session, DD, JP and HS came together to discuss advancing our initial PowerPoint paper prototype into a more refined Wireframe, using a more appropriate software, MarvellApp. During this session we aimed to take on board feedback from the questionnaire we sent out with our paper prototype earlier in the project's life.

Why was it important to have a more refined prototype/wireframe? - The idea behind a prototype is to demonstrate the functionality of an idea before the build stage. It is beneficial because it allows to you to visualize and simulate the user experience with your idea; one can consider the users' needs and journey through the app more effectively. By developing a new wireframe that we think will represent our final product more closely, now, after carrying out market research, taking user feedback, and having thought about the design more, would mean that we could begin building the front end based off the wireframe.

Whilst developing the front end, we will be able to share the wireframe and take on feedback about the design and functionality as we build, allowing us to keep the user feedback loop and adaptation cycle short. This idea of having a short feedback loop and adaptation cycle is a key concept of agile and is something we are keen to do given the short time frame we have to design and build the idea. By coming together as a group of 3 to design the wireframe design would also allow us to keep the focus on quality, but in an efficient manner.

System design notes:

One of the reasons we wanted to create a wire frame was that the idea behind a prototype/wire frame is to demonstrate the functionality of an idea before the build stage. It is beneficial because it allows to you to visualize and simulate the user experience of your idea; one can consider the users' needs and journey through the webpage more effectively. By developing a wireframe that we think will represent our final product more closely after carrying out market research, taking user feedback, and having thought about the design more, would mean that we could begin building the front end based off the wireframe with more confidence that the design is good.

With the feedback onboard, we set out on making a more robust wire frame that would better represent the end product. We used a software called "MarvelApp" to make the wire frame interactive and more engaging, allowing the users to click and play around with the latest design ideas. We updated the Survey Money to ask people to scale their answers based on whether they "Strongly Agree", "Strong Disagree" etc. By sending out a new revised feedback form during the front end build, we would be able to take on feedback about the design and functionality as we build, allowing us to keep the user feedback loop and adaptation cycle short. This idea of having a short feedback loop and adaptation cycle is a key concept of agile and is something we were keen to do given the short time frame we have to design and build the idea.