

Group 6 - Final Prototype & Storyboard

Cole Mystrom - comy7585@colorado.edu : Team Liaison

Drew Gitlin - angi1801@colorado.edu : Head Assistant to the Team Liaison

Figma Prototype:

<https://www.figma.com/file/ycE9L2TUV6NjkPhLtyYWYB/Final-Prototype?node-id=0%3A1>

For the final prototype we combined our best ideas and features from prototypes A and B to create our most efficient version of our tool finding application. The usability testing assignment completed last week allowed us to easily identify problems from our previous prototypes. One problem we identified with prototype A was there was little user control and freedom. We addressed this by allowing the user to exit to the home screen and save their work in progress. A problem that was identified in prototype B was that there was no flexibility and efficiency of use. We addressed this issue by creating a “quick add” option to allow the experienced user to quickly add a new tool of their choosing. This removes the need to go into the “application” screen and adding a tool from there.

Along with the problems that we fixed there were also many positives that were included in prototypes A and B. The first being visibility of system status. The main goal of our application is to help the user find misplaced tools in an easy and timely manner. When our application calls a tool, a noise will sound out of an attachment placed on the tool. When the user calls a tool, the application says that “Tool XC has been called”, followed with the actual noise of the speaker on the tool. This is a great example of feedback to the user which is an important feature of our app. Another important feature we included is a match between the system and the real world. Our application follows a logical sequence that is easy for the user to understand. The user will add a tool to their inventory, then have options sort and search for specific tools, call for tools, and choose custom sounds for each individual tool.

Although our Figma prototype looks simple, it does exactly what the user would want and does not have any divergent features that will cause trouble. The user does not need directions to use it and everything should be self-explanatory. There are no ways for the user to get into any sort of trouble or get lost while using our app because there are only a limited amount of actions they can take.

Prototype	Heuristic (P=Problem, G=Good)	Tester
A	(P) Help and Documentation	Drew
A	(G) Aesthetic and minimalist design	Drew
A	(G) Recognition rather than recall	Cole
A	(G) Error Prevention	Drew
A	(P) User control and freedom	Cole
B	(P) Help and Documentation	Drew
B	(G) Aesthetic and minimalist design	Cole
B	(G) Match between system and real world	Cole
B	(G) Visibility of system status	Drew
B	(P) Flexibility and efficiency of use	Cole

UAR #: Figma design A1	Problem: Little to no instruction
Name: Drew	
Relevant heuristic: Help and documentation	
Steps to reproduce: If user doesn't understand what to do in order to add a tool or remove one	
Detailed explanation: When a user wants to add a tool they might be confused on how to	
Possible solution: Add a separate screen to explain how to add a tool.	
Severity (low, medium, high, critical): Low	

UAR #: Figma design A2	Good: Simple to use
Name: Drew	
Relevant heuristic: Aesthetic and minimalist design	
Steps to reproduce: The user can navigate easily and won't get caught up in any place of the app	
Detailed explanation: The application is concise and doesn't contain irrelevant information	
Possible solution: N/a	
Severity (low, medium, high, critical): High	

UAR #: Figma design A3	Good: User doesn't have to memorize anything
Name: Cole	
Relevant heuristic: Recognition rather than recall	
Steps to reproduce: The user sees every option in the app and navigates easily	
Detailed explanation: Since each step of calling a tool is laid out on the home page, the user doesn't need to memorize anything	
Possible solution: N/a	
Severity (low, medium, high, critical): Low	

UAR #: Figma design A4	Good: Minimal amounts of errors
Name: Drew	
Relevant heuristic: Error prevention	
Steps to reproduce: user only can do about four things in the app	
Detailed explanation: Since there are only a few paths the user can take (call, add, see and delete tools), there will be very little errors occurring	
Possible solution: N/a	
Severity (low, medium, high, critical): Medium	

UAR #: Figma design A5	Problem: User is locked into only doing a few actions
Name: Cole	
Relevant heuristic: User control and freedom	
Steps to reproduce: User can only follow the simple paths set up	
Detailed explanation: The user has no freedom to go back to an unfinished tool add or delete, once they leave it is reset and they will have to start over	
Possible solution: We can add a save draft button/screen for users	
Severity (low, medium, high, critical): Low	

UAR #: Figma design B1	Good: Simple to use
Name: Drew	
Relevant heuristic: Aesthetic and minimalist design	
Steps to reproduce: The user can navigate easily and won't get caught up in any place of the app	
Detailed explanation: The application is concise and doesn't contain irrelevant information	
Possible solution: N/a	
Severity (low, medium, high, critical): Low	

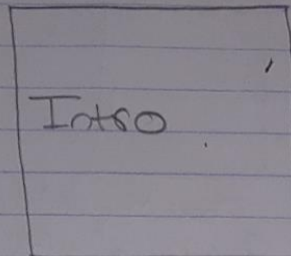
UAR #: Figma design B2	Problem: No instructions for adding tool or removing tools
Name: Cole	
Relevant heuristic: Help and documentation	
Steps to reproduce: If user doesn't understand what to do in order to add a tool or remove one	
Detailed explanation: The user does not have any instruction or tutorial on how to add or remove tools	
Possible solution: Have a quick tutorial when first opening the app to help the user	
Severity (low, medium, high, critical): Low	

UAR #: Figma design B3	Good: App follows logical sequence and is easy to comprehend
Name: Cole	
Relevant heuristic: Match between system and real world	
Steps to reproduce: User is navigating through the app and it feels natural	
Detailed explanation: The steps to call, add or delete a tool are in logical and fluid sequence making things easy for the user	
Possible solution: N/a	
Severity (low, medium, high, critical): Low	

UAR #: Figma design B4	Good: The feedback from calling a tool
Name: Drew	
Relevant heuristic: Visibility of system status	
Steps to reproduce: User calls a tool and sees a message	
Detailed explanation: When the user calls a tool they see a message, “ Tool X has been called”. This gives feedback to the user for what is happening	
Possible solution: N/a	
Severity (low, medium, high, critical): High	

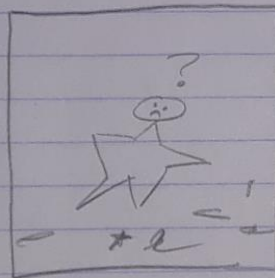
UAR #: Figma design B5	Problem: No quicker for expert users
Name: Cole	
Relevant heuristic: Flexibility and efficiency of use	
Steps to reproduce: When an expert user is accessing the application, there are no shortcuts to make things easier and faster	
Detailed explanation: There is no difference for when a long time user tries to use the app	
Possible solution: Add in a quick button to call a frequently called tool or a quick-add screen to quickly input a tool	
Severity (low, medium, high, critical): Low	

Storyboard:



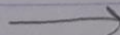
- Clever way to set setting in garage (open garage door)
- Display product name: "Tool Find"

- Got to person working in garage



- Person cannot find tool
- Tool litter the ground (mess)

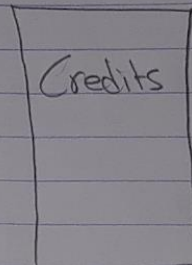
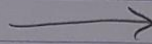
- Person uses tool finding application for assistance
- Show UI



- Person Executes Finding Action with APD
- Tool Rings

- user retrieves Tool

From
Previous →



- while App is up
User adds a new
to!

- Footage of prototype getting to
Required pages and execution

- Show Application screen
then roll Credits

Although the storyboard never got its debut due to the presenter, Cole Mystrom, being ill during recitation section 201, Friday December 7th, 2018, it still was given feedback from other sources around the team's location. Primarily this was about how the acting be portrayed. Trying to make the skit more light hearted may appeal to a wider audience. The team was also warned to communicate through subtitles due to the difficulties of mic'ing areas without proper equipment. However, overdubbing may be another acceptable solution.