**Group I - FirEd**

**Deliverable 4**

**Reflection of our MVP-1**

Our main focus when building this project was that we wanted to follow Gestalt’s principle of easy understandability for all parties using our product. For us it didn’t matter whether it was children, the instructors conducting the activity, or parents doing the activity at home, we wanted it to make sense for all parties.

We accomplished this by creating a simple and easily recognizable design by emulating interacting with a smartphone. We wanted to ensure that any group using the application would have an easy understanding of how to navigate our program, how to operate it, and where to go or click while using it.

We built our application in the hopes that our design would be seen as simplistic and self-explanatory. We did this to ensure high efficiency but more importantly easy learnability in the users of all ages.

An example of a constraint we used on our main screen, is that we followed an interlock setting. When giving the user the option to navigate the device, they will only be redirected to a new page if they click the correct inputs. If by chance they choose an incorrect input, it will give them some form of a hint or it will direct them to the correct location. We didn’t want to give any form of negative feedback, so instead we chose to redirect them to the correct answer.

Additionally, in our call screen, we’ve given the users the freedom to type in any input into the dial box, but it will only redirect the user if they input ‘9-1-1’ correctly. And should a user input an incorrect number into the dial bar and attempt to call the number, an error message will pop up saying that the user should try again. We have used this as a form of feedback for the user.

Since our product is still in development, we haven’t been able to fully implement some of our wishes for this product. Some design choices we wish to include in future installations would closely relate to the following.

We want to bring more focus to buttons intended on being used, we would do this by lowering the opacity or visibility on buttons not being used, and putting a physical constraint upon them. In future installations, we may consider highlighting the numbers that need to be pressed or add a finger pressing animation to the screen, to bring attention to those specific buttons or areas that need to be pressed.