

## Squadron Deliverable #3 Summary

Paul Hewitt, Shrey Patel, Sopuruchukwu Gift Ugwuonah

### Deliverable #3

- Updated our USM based off of Tim's Feedback
  - Added more details to each card, including emotions, and who/what/why
  - Added two more MVPs, added more cards to each MVP
- Mentioned a small cost during the presentation which seemed to catch Candace and Tim by surprise
  - Performing a cost analysis of the API, it was determined the cost will be \$80CAD/year. This is assuming 175 students per school, 20 schools per year, 3 minute phone calls per student
  - After further analysis, it was discovered that the API provides free credits to nonprofits and for educational use. Because of this, the cost will most likely be \$0/year
- Showcased our logo ideas. Candace really liked the logo with the Firetruck inside of the flame.
  - Some of the in class topics used for our logo designs were:
    - Simplicity
    - Closure Principle
    - Multi-Stability
- Showcased our HiFi prototypes
  - Tim was a little confused about the names of our three modules
    - Renaming the parents module to 'FAQ'
    - Potentially renaming the kids module, or making it more clear who should be using that module
    - Admin button on the phone page is in a bad spot
      - Paul suggested hiding the admin page behind a route
      - Tim liked this idea, suggested that the button would be better living on the home page if the route isn't possible
      - Candace reinforced Tim's suggestion, stating firefighters are not tech savvy
  - Candace loved the idea of a webapp, making it accessible on all devices as long as they have internet and a web browser
  - Candace loved the idea of being able to use any phone number to receive the calls of the simulation
- Some of the in class topics used for our hi fi prototypes were:
  - Gestalt principles
    - Symmetry for the Phone page, and Home page
    - Enclosure for the Parents/FAQ page
  - Affordances
    - Obvious, clickable buttons on the home page, acting as our nav
  - Signifiers
    - Encouragement how to use/interact with the phone page after 3 failed attempts
    - FAQ dropdowns have arrows indicating they can be dropped down, or pushed back up
  - Skeomorph
    - Modelled our phone page after the iOS/Android phone app
- Made some small changes to our HiFi prototype based on feedback received in class

Module List	Need (What)	Insight (Why)
911 Phone Simulator	Kids need a way to practice calling 911	<p>Currently, kids are struggling with the old phone that the RFPS currently uses. They would like something that simulates a modern touch screen phone, similar to the iPhone or Android UI/UX.</p> <p>Furthermore, they would like this simulator to actually be able to contact a RFPS staff member in order to simulate a real 911 call.</p>
FAQ Module	RFPS needs a way to communicate efficiently with parents, as well as people that may be curious about learning more with regards to fire safety and prevention	<p>The RFPS typically sends an information package home with students in hopes that they will show them to their parents.</p> <p>They need a more effective way of getting information to parents with regards to both fire safety, as well as fire prevention.</p>
Tutorial/Training Module	RFPS would like to reinforce learning with kids	<p>The RFPS currently goes to schools and leads informative assemblies. However, they are finding that some kids are struggling with basic information, such as knowing their address, what type of building they live in, etc.</p> <p>By creating kid friendly, informative activities, we can ensure that kids can practice some of the basic skills required for fire safety and prevention.</p>