

Work Sample 2

High Fidelity Product UE Prototype

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HotSpot - New Argumented-Social-Reality App

- The first prototype is the early draft of something we currently working on - HotSpot, mentioned in my first work sample.
- HotSpot is built on the vision of changing the traditional SNS experience using argument-reality technology. In this early draft, we focus on developing the core of our product and make an alpha version in a short period.
- HotSpot is also built on the vision of changing the social network experience by focusing on the social life based on Location. The LBS provides an new dimension of meeting people, sharing feeds. With AR technology, we want to let people feel that this is a parallel world but based on everything on real locations.
- The following contains some of the major views of early draft of HotSpot, and it is a high quality prototype, using to build a basic idea of what we intent to make, and let the whole team to understand what we are heading to and provide their comments.
- Because it is the early draft, and it is also a UE prototype, there are loopholes and other mistakes of the prototype. But it shows my ability to design a structure of the product UE prototype, and the ability to transmit the ideas and designs from the first work sample to an user interface.

HotSpot - New Argumented-Social-Reality App

Home View



Activity Layer
Footprint



Activity Layer
Publish Board



Activity Layer
IM



HotSpot - New Argumented-Social-Reality App

Hotspot View



Hotspot Detail View Publish Board



Hotspot Detail View Footprint





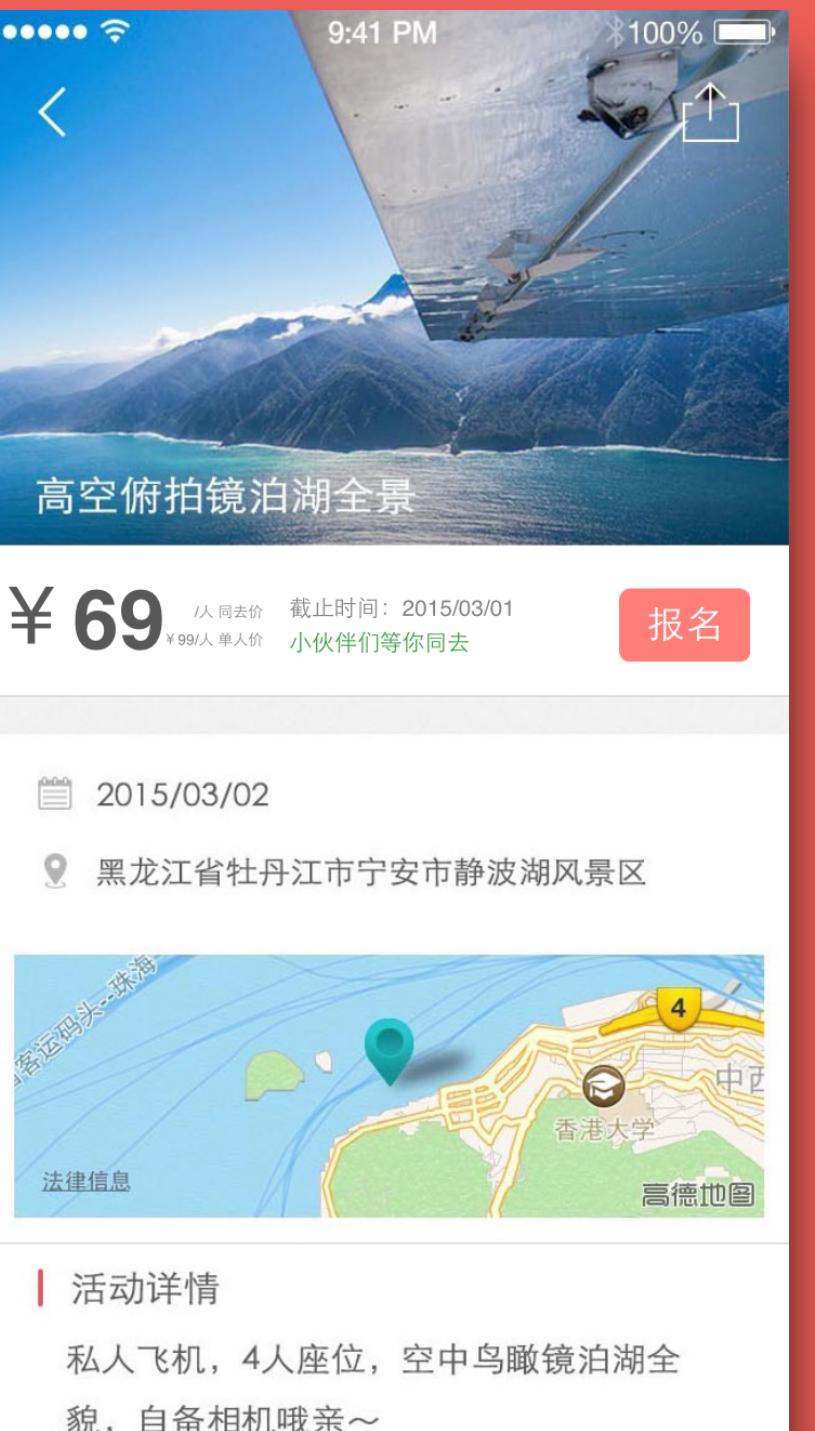
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Tongqu - Social Event App

- The second prototype is the views of payment function of Tongqu(同去), the project was killed just before this version get released.
- Tongqu is an app focusing on the college market. It provides the most interesting events or one-day-trip around campuses and one could easily sign up to join, and most importantly, have someone who is also interested to the same event come with you.
- The following contains some of the views of the sign up and payment process. We use both Ali Pay and Wechat Payment (considering them as Chinese versions of PayPal) since they covered almost all of mobile payment in China.
- The process of designing the payment system was quite complicated. It covered the function process design, which not only include the user interface design, but also based on a deep understanding of payment process and careful thought of every possible situations(such as the lost of network connection), from back end to front end. The following views are just part of the UE prototype.
- Because it is the early draft, and it is also a UE prototype, there are loopholes and other mistakes of the prototype. But it shows my ability to design a structure of the product UE prototype, and the ability to transmit the ideas and designs from to an user interface.
- Downloading Tongqu from AppStore: itunes.apple.com/us/app/tong-qu-zui-xin-qi-xing-qu/id951562645?l=en&mt=8 or visit our website: www.imeetin.com



Event Detail View



Sign up View



Sign up View-Scrolled



Receipt View

