

New Argumented-Social-Reality App

Prototype Version 0.xx

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Note for the MS HCI Admission Committee

- This document is submitted to the MS HCI 2015 fall program admission committee as one of work samples.
- This document demonstrates the applicant' s following ability (included but not limited to):
 - a. Ability to design the product process
 - b. The analytical thinking behind every carefully design
- For confidential reality, the content of this document has been changed to a more appropriate manner, the sensitive content has also been deleted, and it is not the most recent update. It might makes the document a little bit vague and reading it might get a little boring.
- We are developing our first Alpha version and hopefully enter the Beta stage by the end of this summer.

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|------------------------------|
| Prototype |
| Version 0.xx |
| Update 2015.xx.xx |
| Update Log |
| Update Log |
| Basic Element |
| Basic Element |
| Extra Element |
| Function Logic |
| Description |
| Pick up/Steal |
| Create/Capture |
| Attack/Defense |
| Check out/Like |
| Comment |
| Publish |
| User Interface & Interaction |
| User View List |
| Interface List |
| Interaction List |

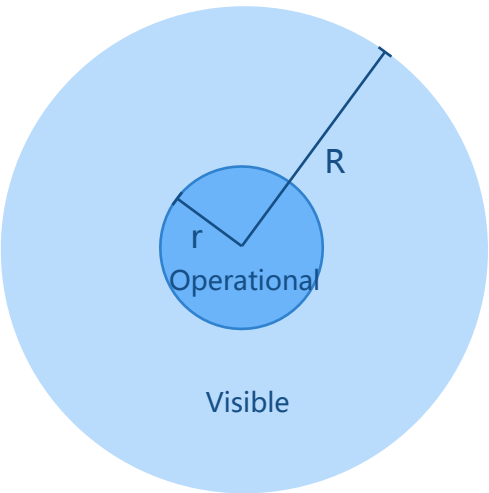
Update Log

| Date Version | Log | Date Version | Log |
|--|---|--------------|-----|
| 2015.xx.xx version 0.xx | 1. Create the document | | |
| | 2. Add Basic Element | | |
| | 3. Add Function Logic | | |
| | 4. Edit Basic Element - Basic Element | | |
| | 5. Edit Basic Element - Pick up/Steal | | |
| | 6. Edit Basic Element - Create/Capture | | |
| | 7. Edit Basic Element - Check out/Like | | |
| | 8. Edit Basic Element - Comment | | |
| | 9. Edit Basic Element - Publish | | |
| 2015.xx.xx version 0.xx | 1. Update Theme color of the Document^_^ | | |
| | 2. Add Update Log | | |
| | 3. Add User Interface & Interaction | | |
| | 4. Edit Basic Element - Attack Defense | | |
| | 5. Edit User Interface & Interaction - User View List | | |
| | 6. Edit User Interface & Interaction - Interface List | | |
| | 7. Edit User Interface & Interaction - Interaction List | | |
| 2015.xx.xx version 0.xx (recent) | 1. Edit User Interface & Interaction - Interaction List | | |

Basic Element

| |
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| Element | Attribute | Class | Operation | Extra |
|---------|---|-----------------------------------|---|-------|
| Hotspot | 1. Location | Empty Hotspot Captured Hotspot | 1. Generate Energy 2. Diminish Weapon.AttackRatio using Hotspot.LifeRatio | - |
| | 2. Name, Photo 3. Hotspot Owner 4. Life Ratio 5. Visit List 6. Publish Board 7. Activity Ratio | | | |
| Energy | 1. Value | - | 1. Generated by Hotspot 2. Collected by User 3. Used by User | - |
| Weapon | 1. Attack Ratio 2. Defense Ratio 3. Price | Attack | 1. Diminish Hotspot.LifeRatio | - |
| | | Defense | 1. Add Hotspot.LifeRatio | |
| User | 1. ID, Nickname, Photo, Gender & other profile 2. Experience(Level) 3. Energy Ratio 4. Visible Zone (R) 5. Operational Zone (r) 6. Steal Count (sc) 7. Lost Count (lc) 8. Action Log | Freeman | 1. <u>Pick up</u> Energy (from Hotspots) (r) 2. <u>Steal</u> Energy (from Users) (r) 3. <u>Create</u> Hotspot (r) 4. <u>Capture</u> Hotspot (r) 5. <u>Attack</u> Hotspot (r) 6. <u>Defense</u> Hotspot (r) 7. <u>Check out</u> Publish Board(R) 8. <u>Like/Dislike</u> Publish Board (R) 9. <u>Comment</u> on Publish Board (R) | |
| | | Hotspot Owner | 1. <u>Publish</u> on Board 2. <u>Distance Defense</u> own Hotspot | |



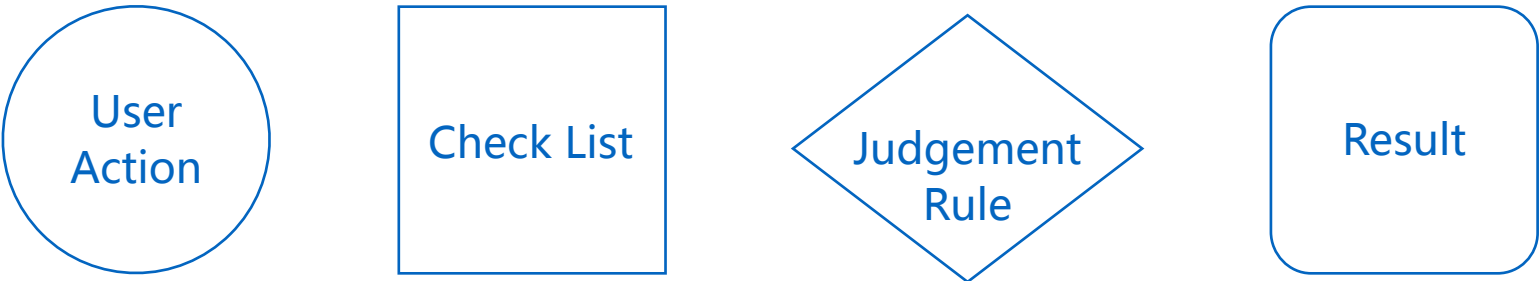
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|-------------------------|---|-------|-----------|-------|
| Publish Board (Hotspot) | 1. Text 2. Publisher 3. Time, Hotspot Location 4. Like Count 5. Dislike Count | - | - | - |

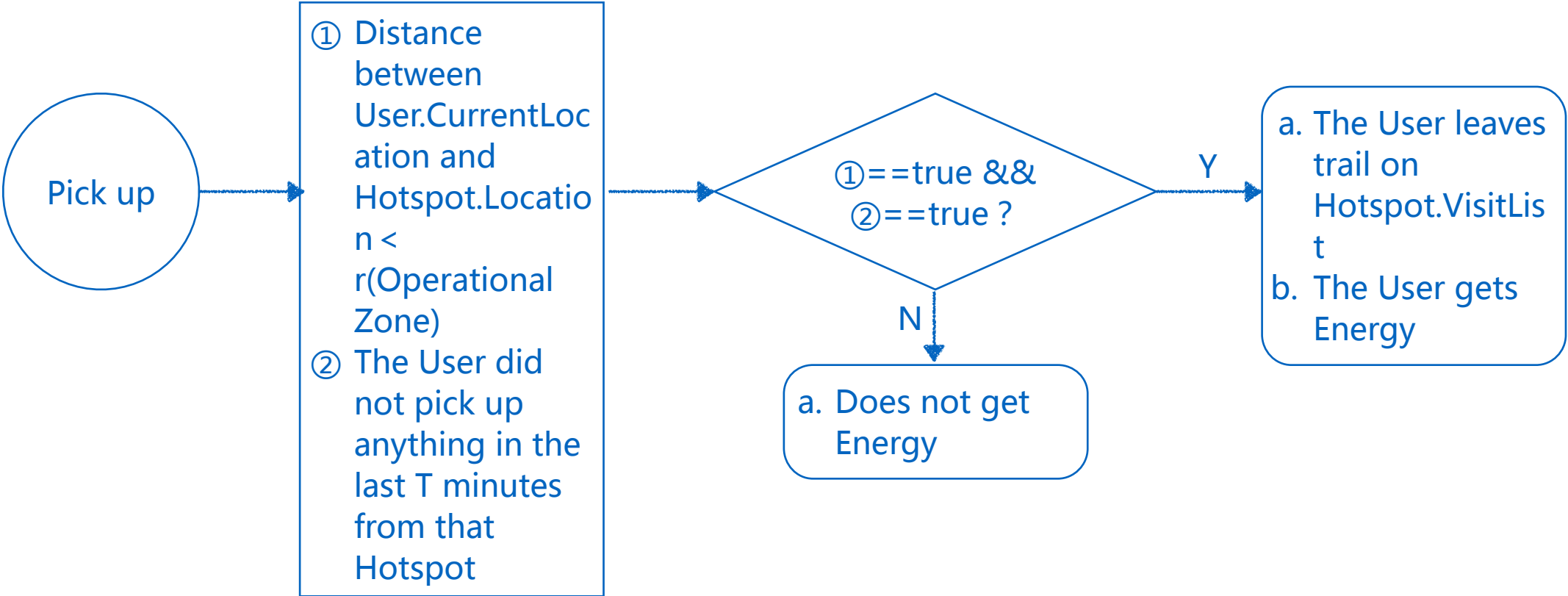
| Element | Attribute | Class | Operation | Extra |
|---------|--------------------------------------|-------|-----------|-------|
| Badge | 1. Name 2. Icon 3. Description | - | - | - |

Function Logic

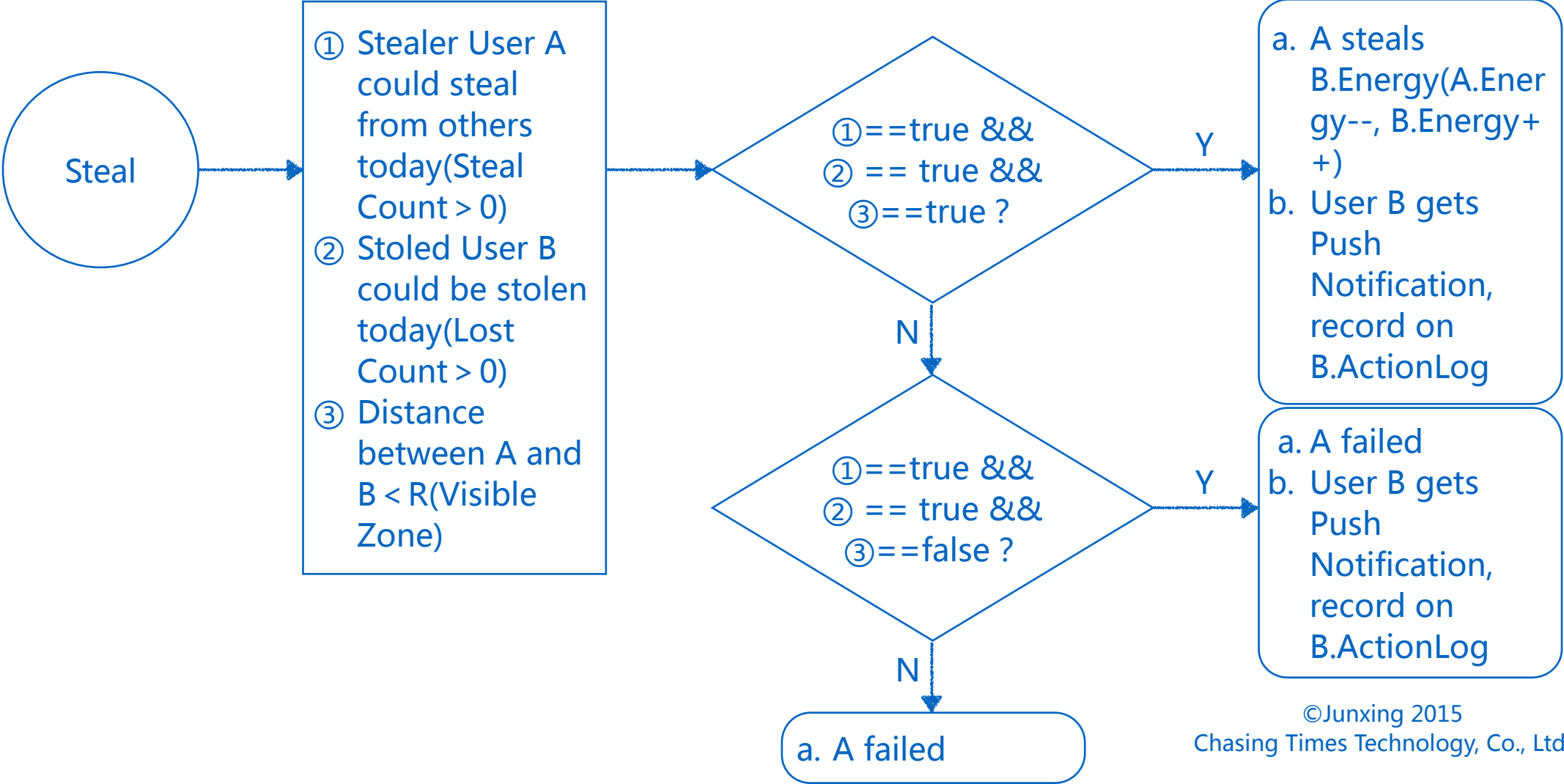
Description



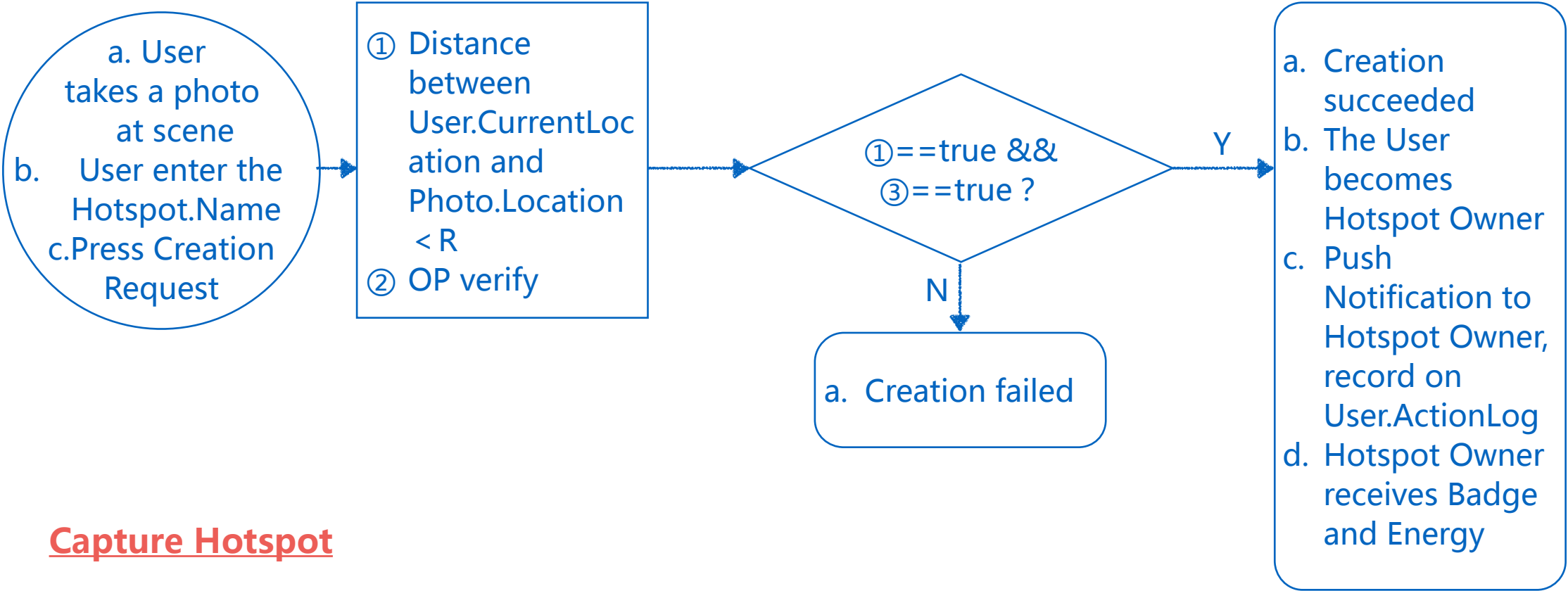
Pick up Energy(from Hotspots)



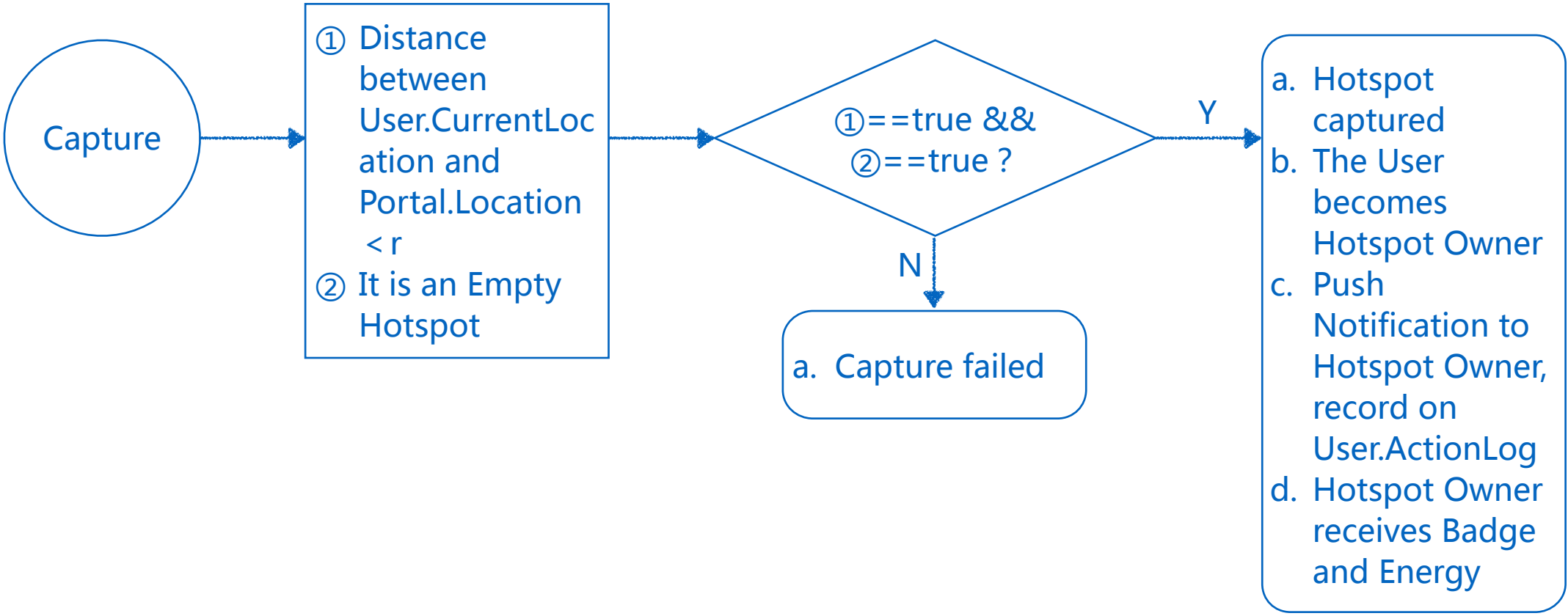
Steal Energy(from other Users)

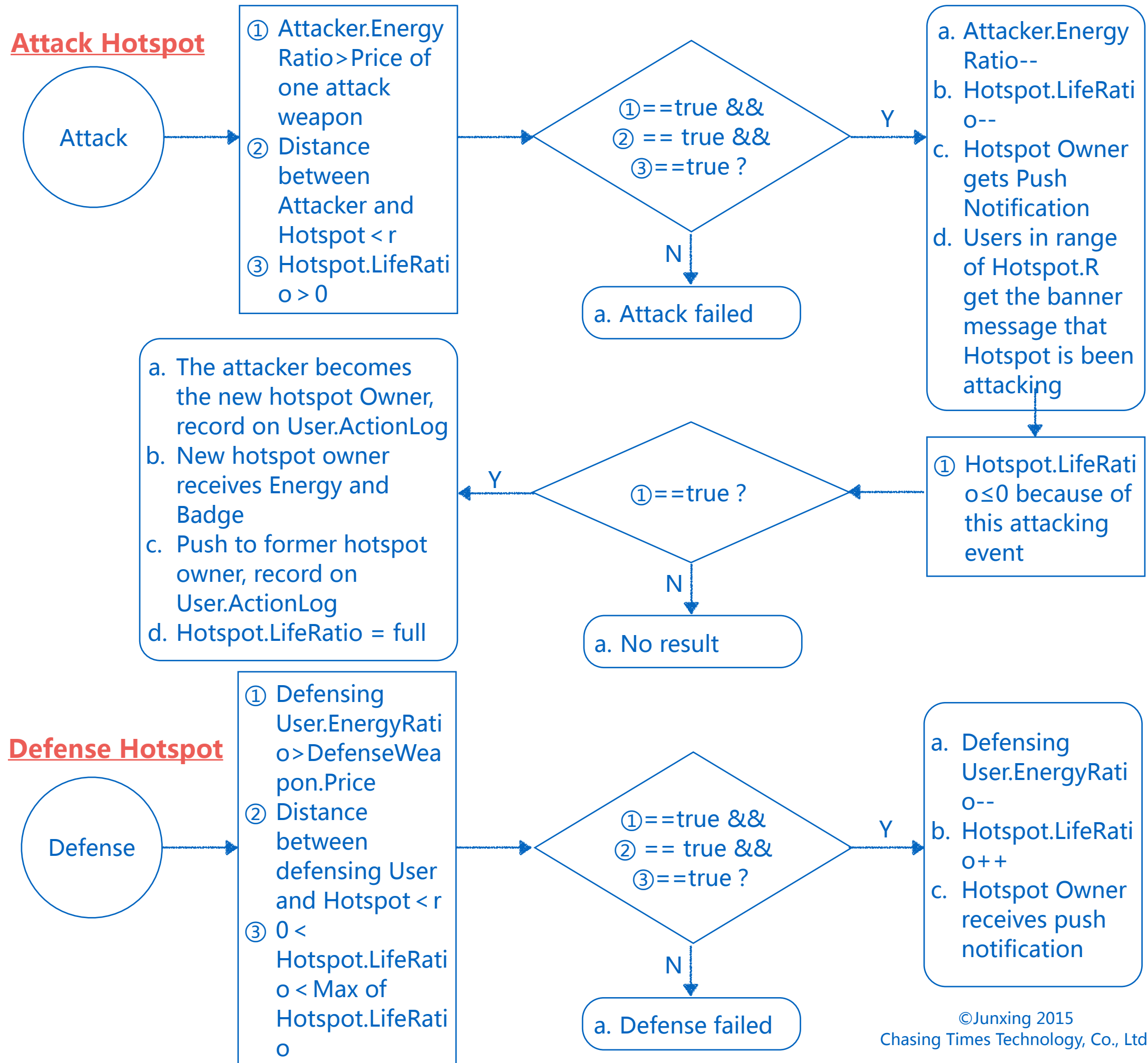


Create Hotspot

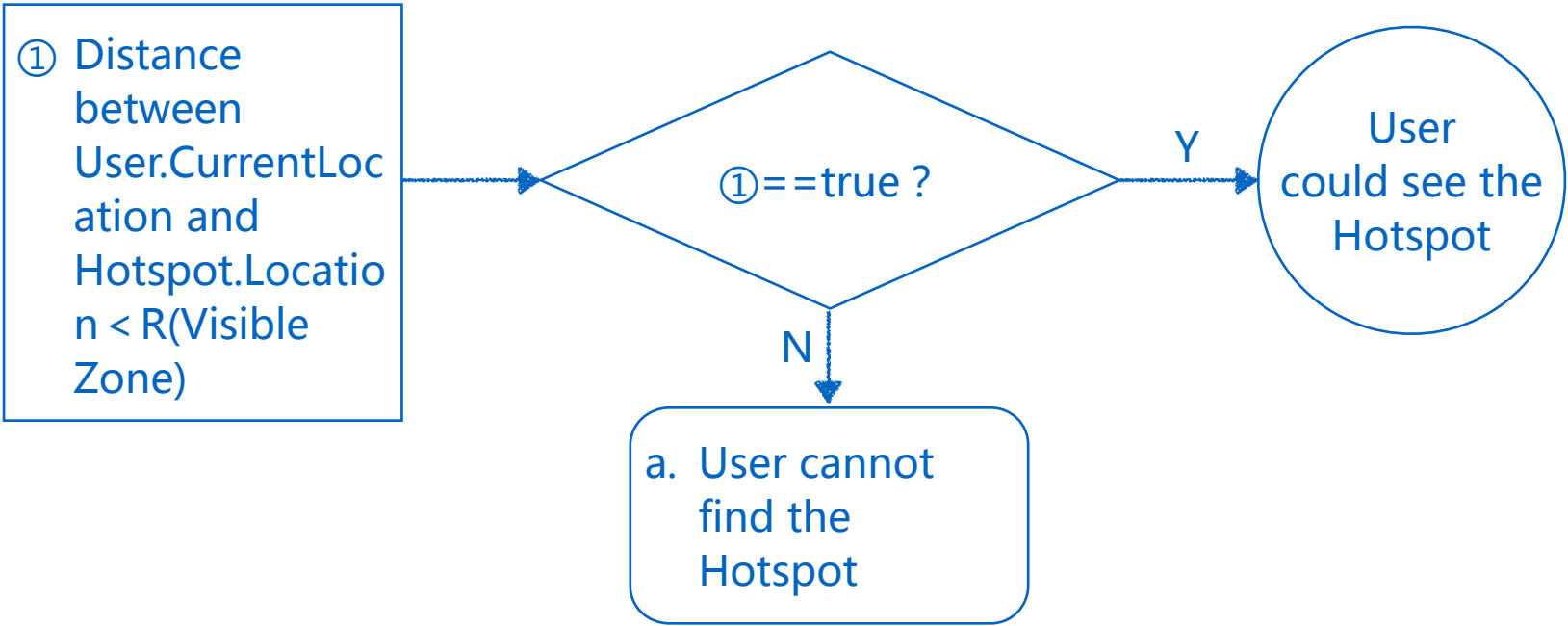


Capture Hotspot

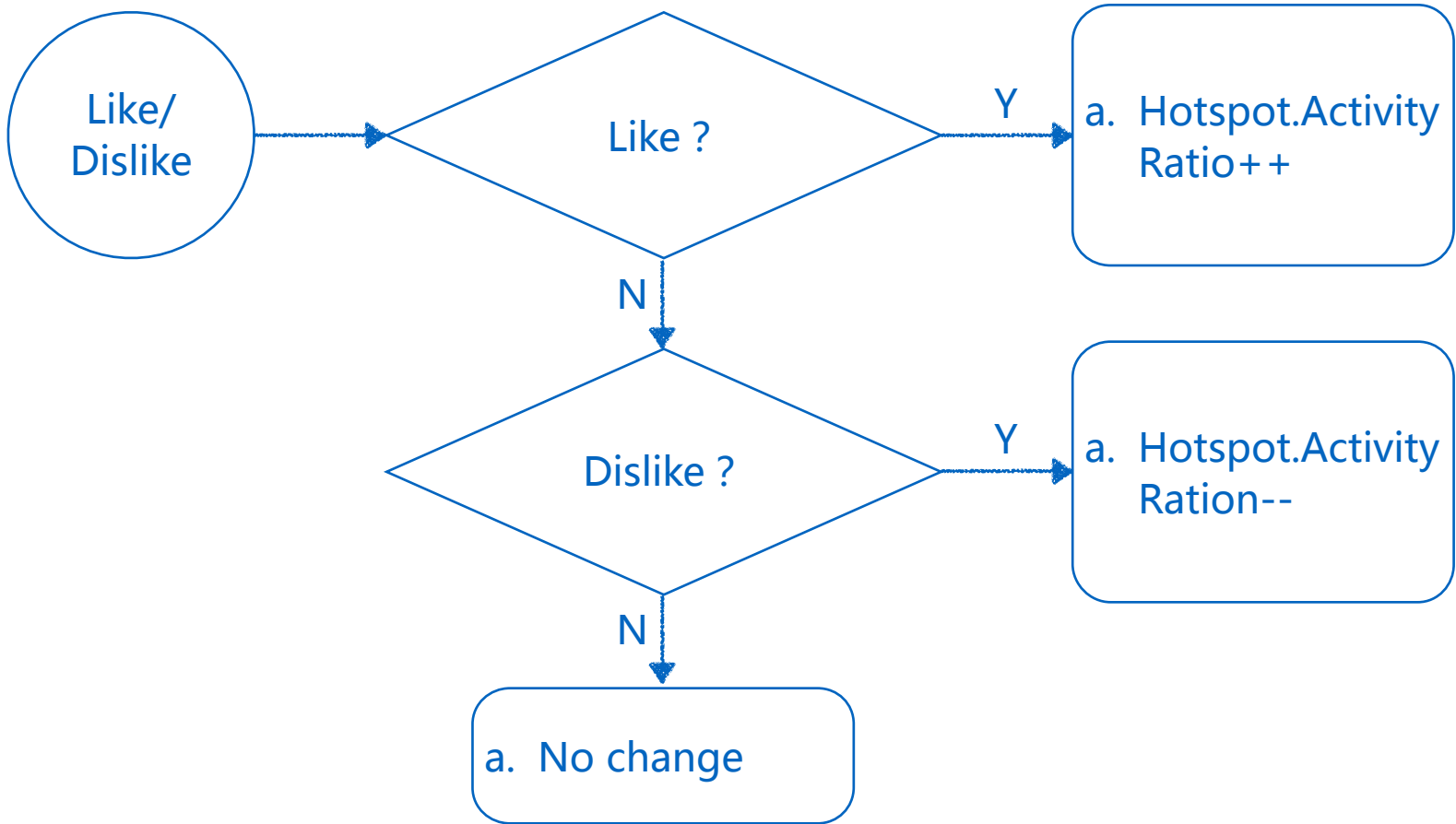




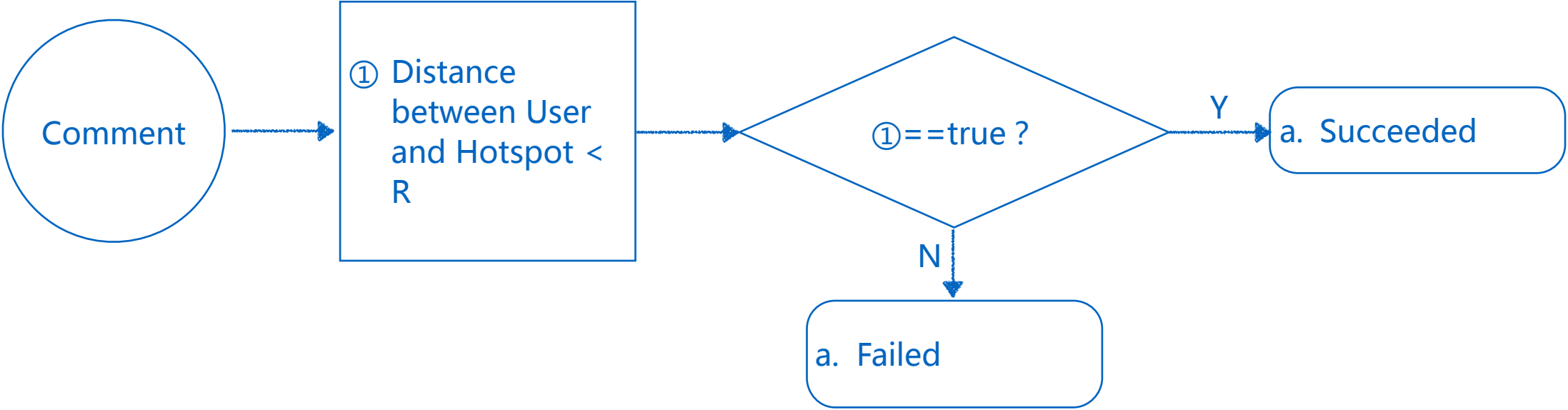
Check out Hotspots and Hotspot.Publish Board



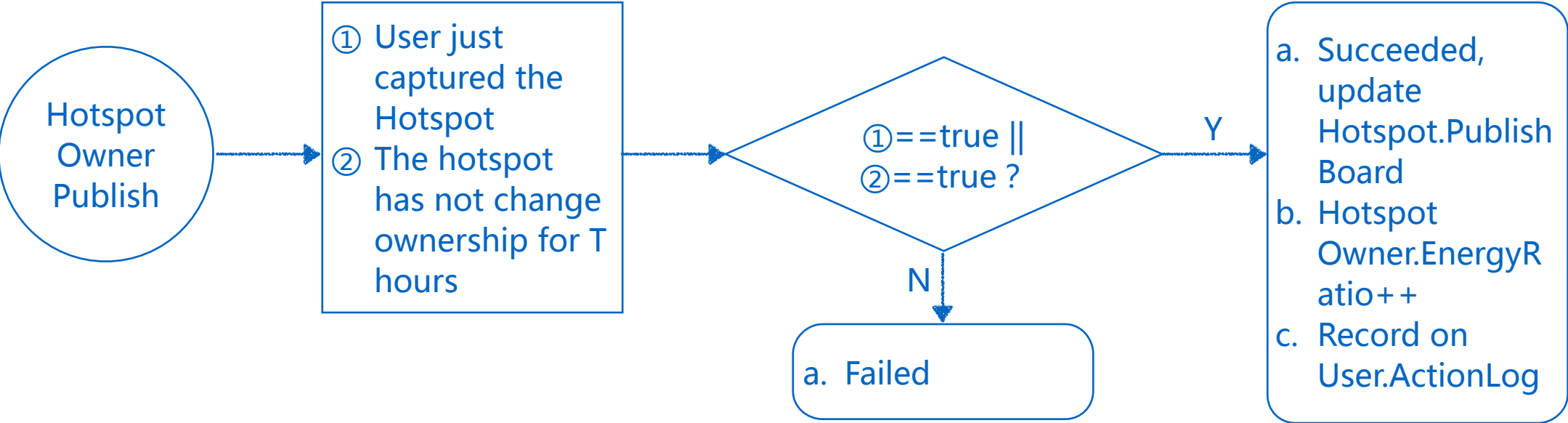
Like/Dislike Hotspot Publish Board



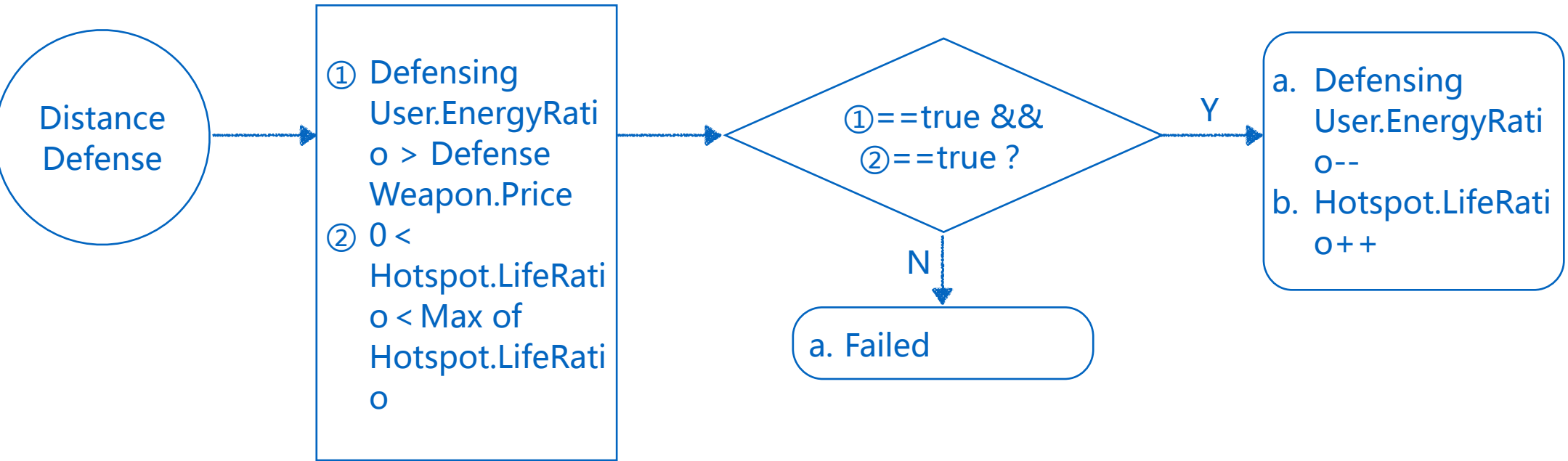
Comment on Publish Board



Publish (Hotspot Owner only)



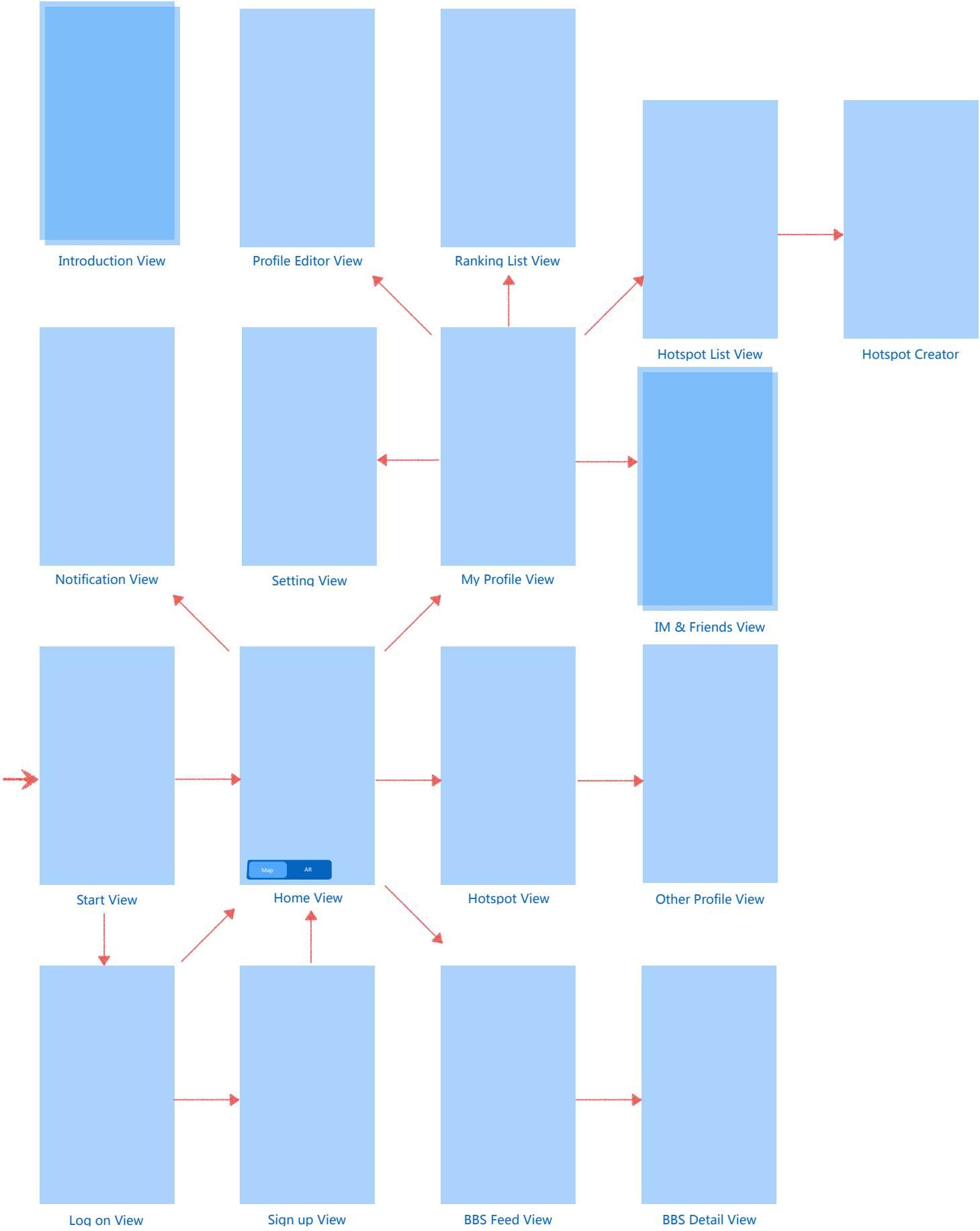
Distance Defense (Hotspot Owner only)



User Interface & Interaction

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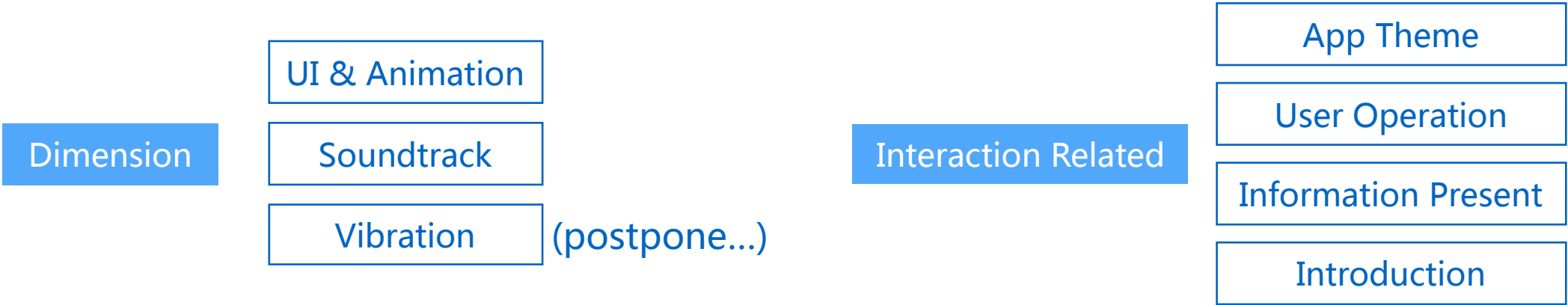
Structure of User Interface



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User Interface List

User Interface Interaction Description



Steps of the Interaction Element Selection Process

Step1 : Exhaustion

- ①Every operation has response
- ②Every information has notification
- ③Every introduction has inspiration

Step2 : Deletion

- ①Do not interrupt user from current process
- ②Do not disturb user often
- ③Delete extra interaction

Step3 : Combination

- ①Combine similar interactions
- ②Simplify the complex interactions, reduce the volume of the process

Step4 : Organization

- ①Smooth the operation process, with simple logic, clear structure
- ②Operations are precognitive, make users feel they are controlling the process

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User Interface Interaction List

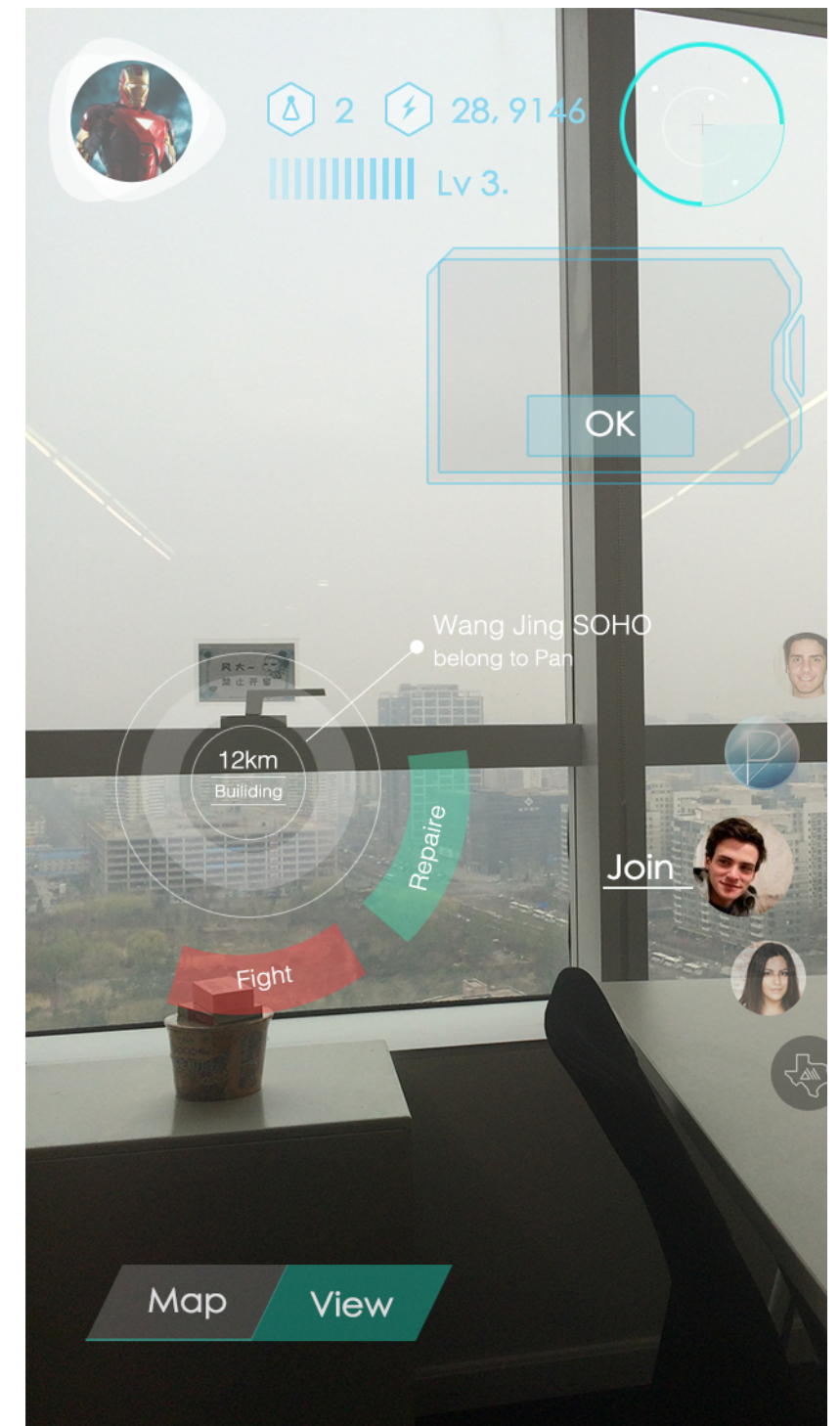
| | Event | UI & Animation | Soundtrack |
|--------------|----------------------------------|---|---------------------|
| App Theme | App Launch | Launch View : 1. Icon ; 2. Slogan ; | 1. Launching Tune |
| | Background | UI Theme | 2. Theme Music |
| | Hotspot, Energy | Appearance on Home View(Both Map and AR) | - |
| Operation | General-Press/Submit | Press/Submit Animation | 3. Press Tune |
| | General-Fail/Wrong | New Message Animation(Alert/Banner) | 4. Fail/Wrong Tune |
| | General-Navigation Forward | View Push/Pop Animation | 3. Press Tune |
| | General-Navigation Backward/ | View Back/Disappear Animation | 5. Back/Cancel Tune |
| | General-Processing | Process Indicator Animation | 6. Processing Tune |
| | Map-Double Tap | Map Zoom in Animation | - |
| | Map-Spin | Map Zoom in/Zoom out Animation(Real time feedback) | - |
| | Map-Rotate | Map Rotate Animation(Real time feedback) | - |
| | AR-Rotate | Animation | - |
| | AR-Hotspot Processing | Processing Animation | 6. Processing Tune |
| | AR-Hotspot Process Succeeded | Process Succeeded Animation | 3. Press Tune |
| | AR-Hotspot Process Failed | Process Failed Animation | 4. Fail/Wrong Tune |
| | Hotspot-Pick up | Pick up Animation | 3. Press Tune |
| | Hotspot-Attack | Attacking Animation | 7. Attacking Tune |
| | Hotspot-Defense | Defensing Animation | 8. Defensing Tune |
| | Other Profile-Steal | Stealing Animation | 3. Press Tune |
| Information | Feed-Content Refresh | Red Dot Pop at Content Entrance | - |
| | Feed-Pull to Refresh | Refresh Animation | - |
| | Feed-Auto Refresh | Auto Refresh Indicator Animation | - |
| | Board-Comment Submit | Hotspot View/AR View Submit Animation | 3. Press Tune |
| | Board-Board Publish | Hotspot List View | 3. Press Tune |
| | Message-Status Feedback | Banner pops | 9. New Message Tune |
| | Message-Fail/Wrong | Alert pop, interrupting user’ s current action | 4. Fail/Wrong Tune |
| | Message-IM/Friend Request | Push Notification/Banner pops | 9. New Message Tune |
| | Message-Be stealing/Be attacking | Push Notification/Banner pops | 9. New Message Tune |
| | Message-Hotspot captured | Push Notification/Alert pops, interrupting user’ s current action | 4. Fail/Wrong Tune |
| Introduction | Log in and Sign up | | |
| | Introduction | | |
| | Function Introduction | | |

Demo Theme of our app

Our app might look something like this:



or this:



It is cool, isn' t it? Thanks to our design team for providing these two images.