

# Work Sample 1

## New Augmented-Social-Reality App

Prototype Version 0.xx

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Chasing Times Technology, Co., Ltd.

# 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.

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

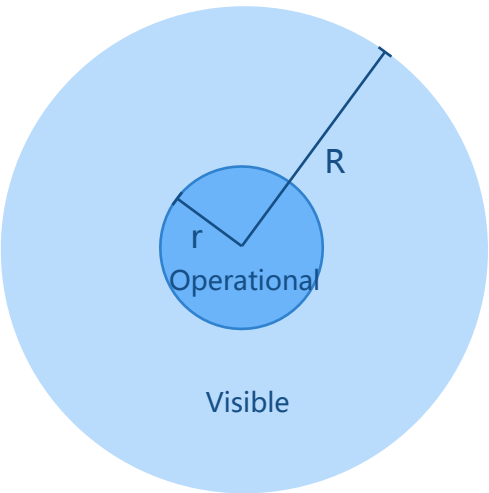
# Update Log

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	



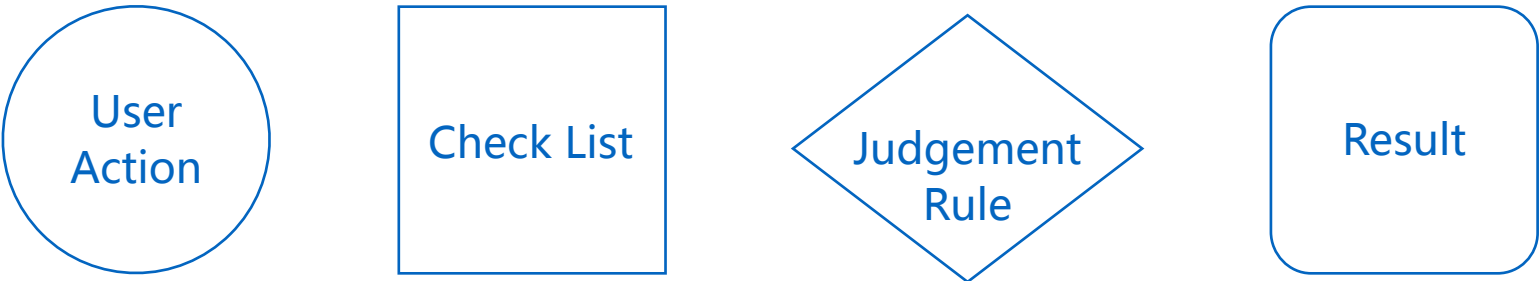
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Element	Attribute	Class	Operation	Extra
Publish Board (Hotspot)	1. Text 2. Publisher 3. Time, Hotspot Location 4. Like Count 5. Dislike Count	-	-	-

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

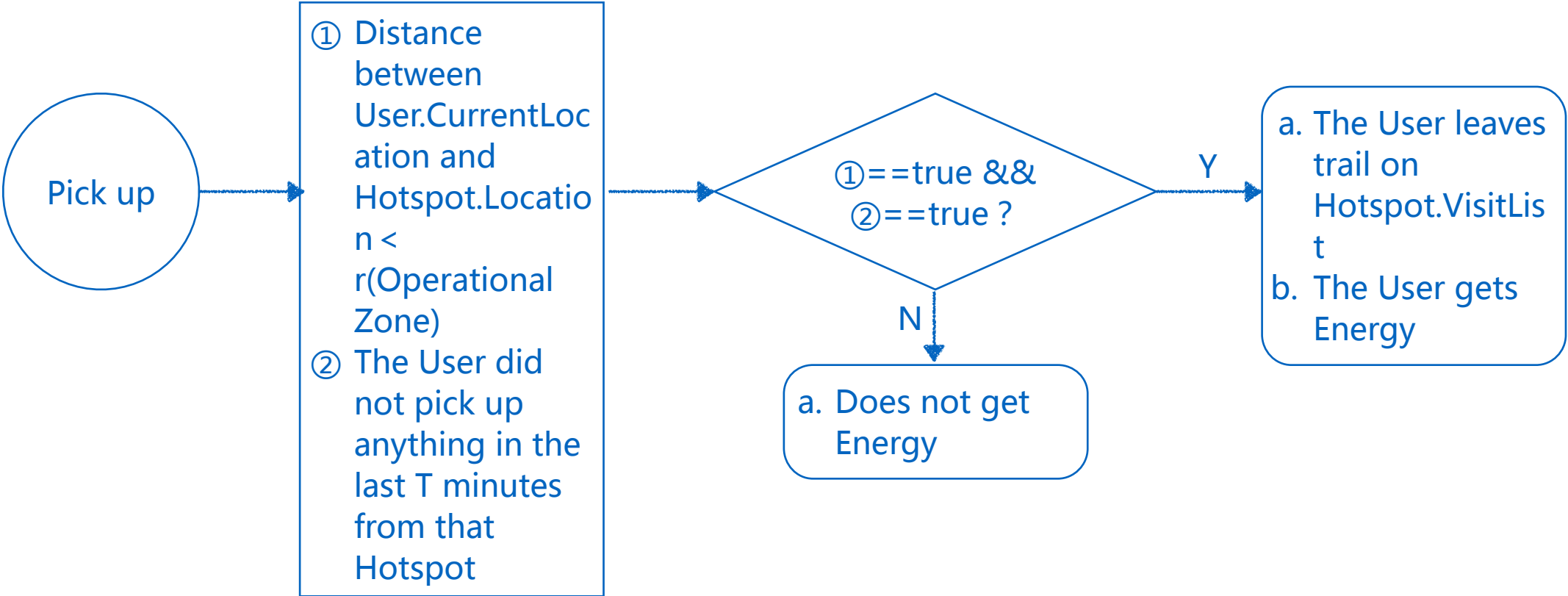
# Function Logic

Description

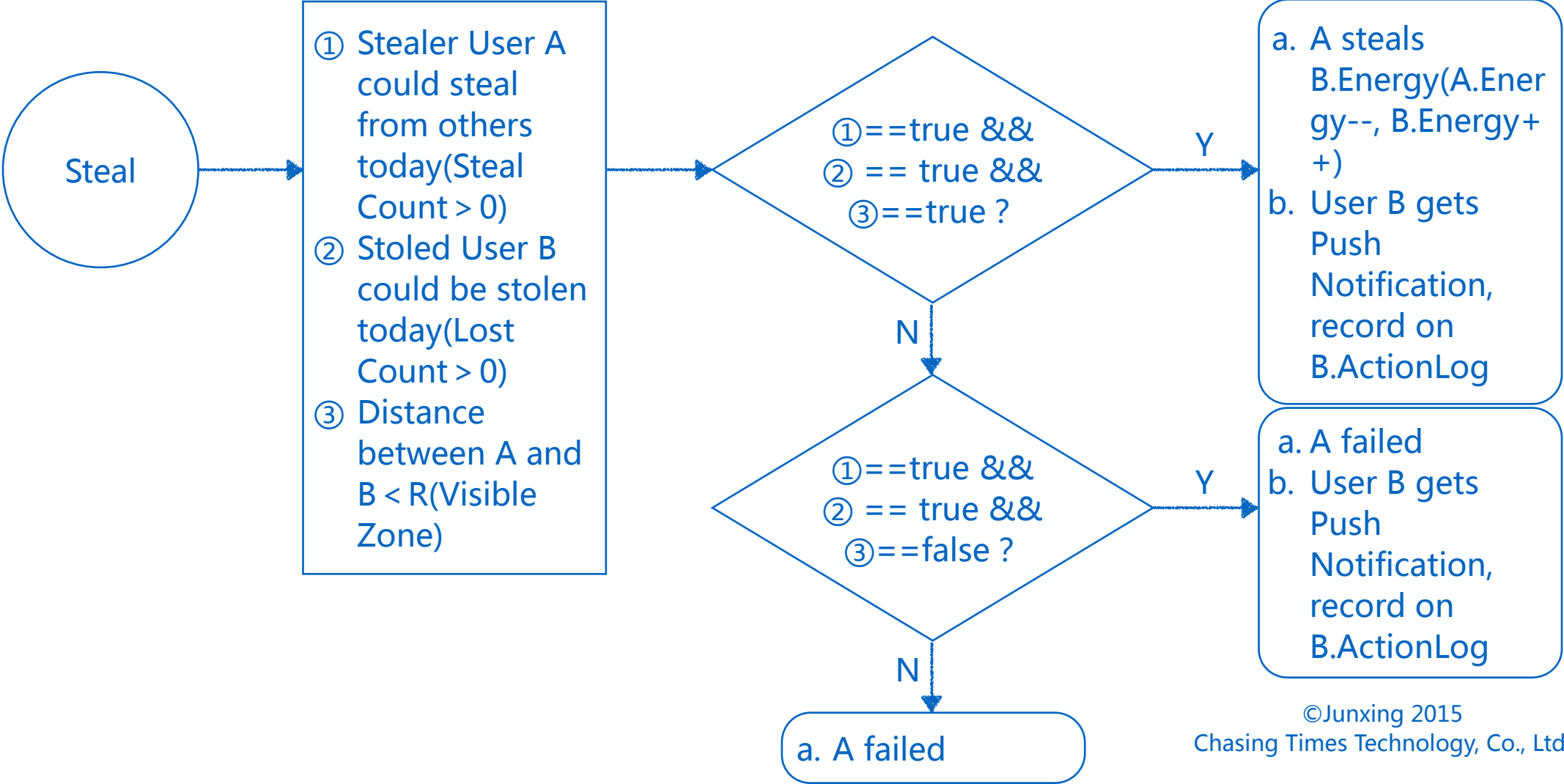




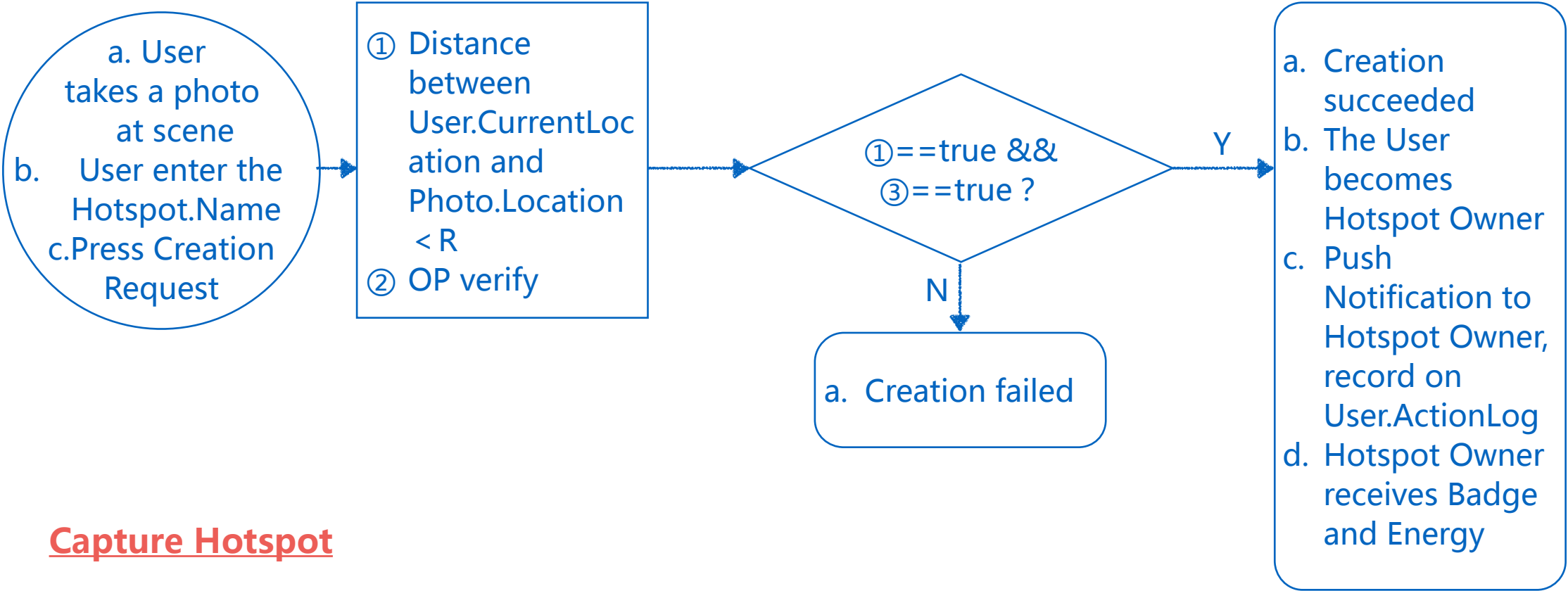
Pick up Energy(from Hotspots)



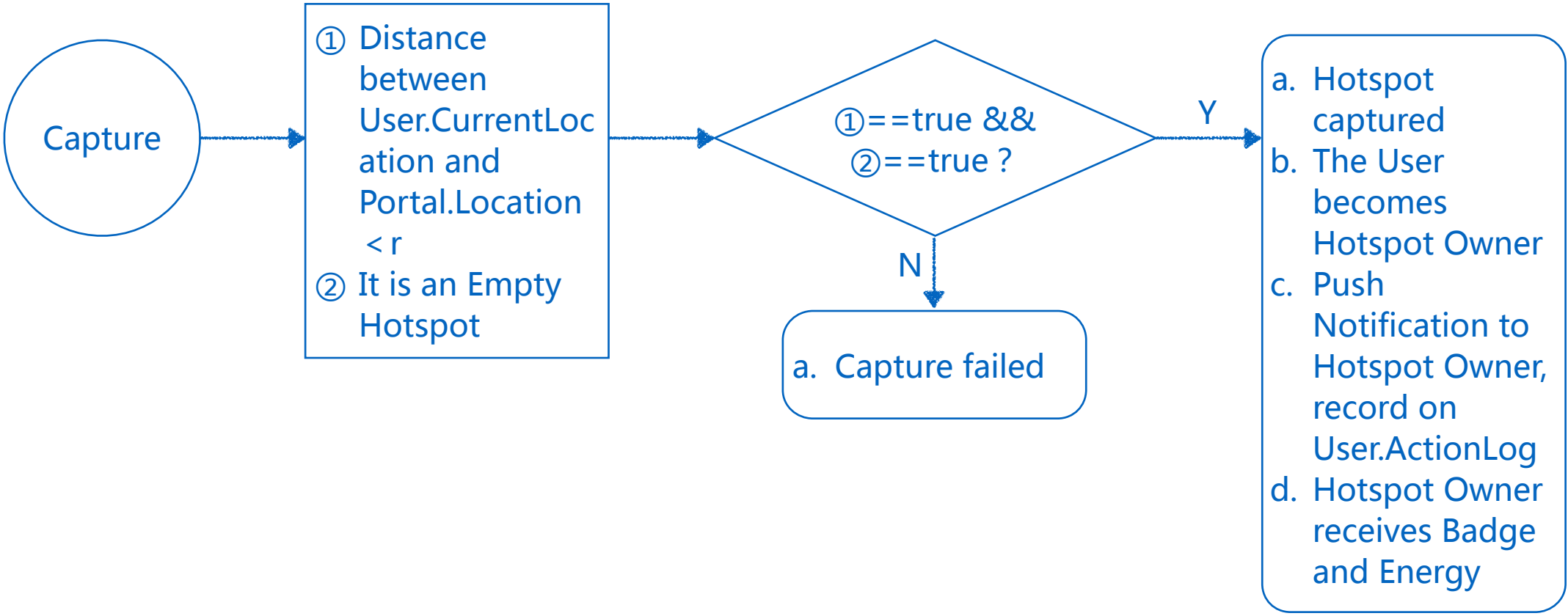
Steal Energy(from other Users)



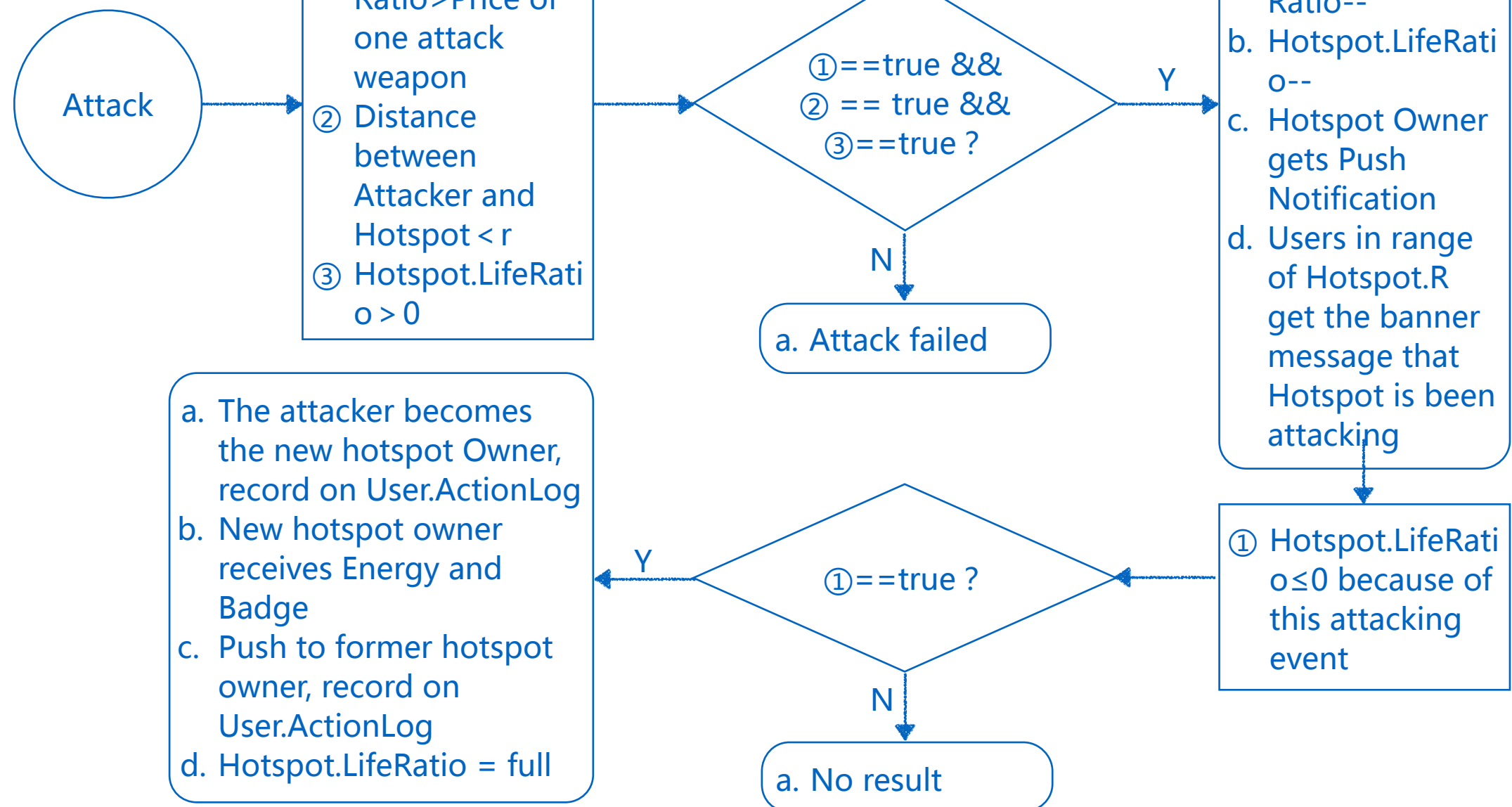
Create Hotspot



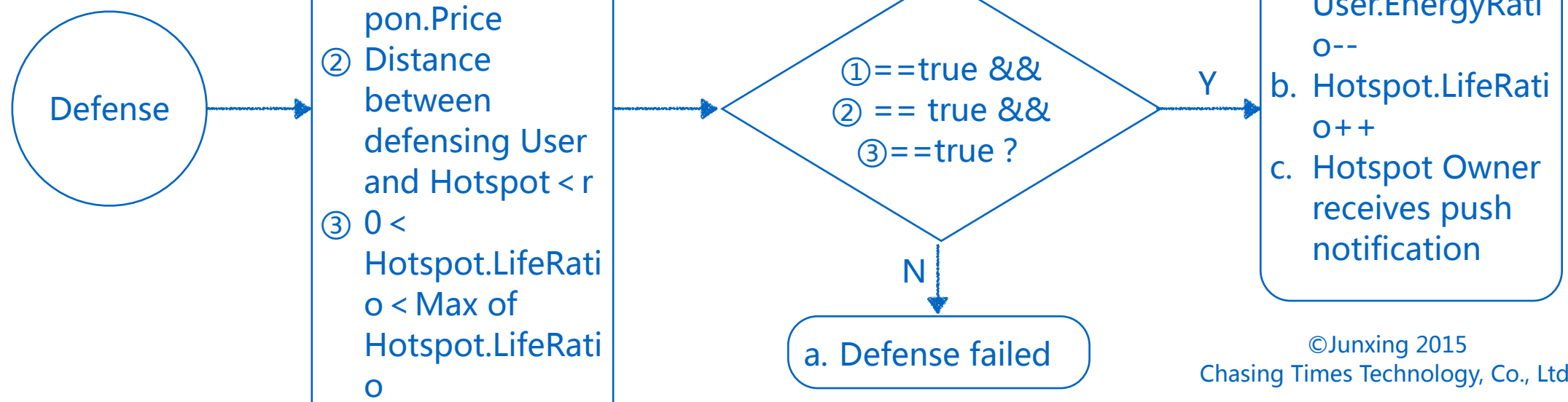
Capture Hotspot



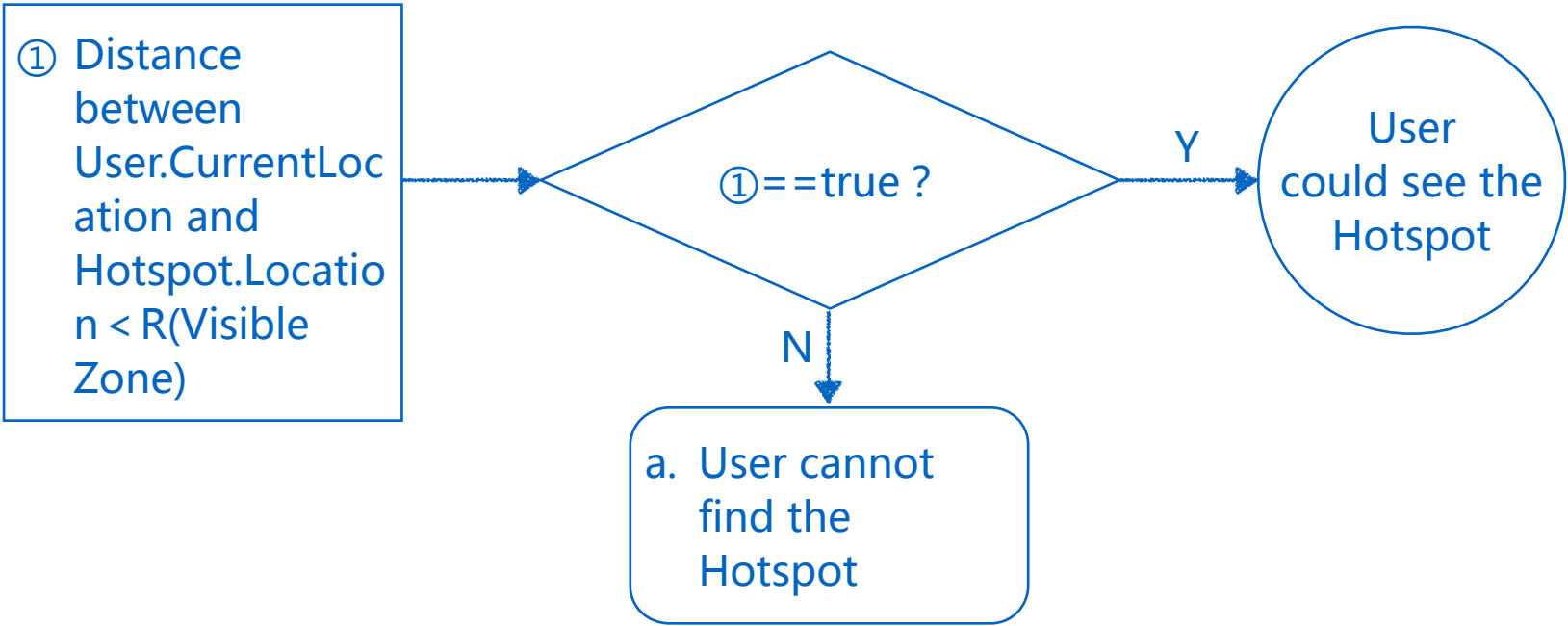
## Attack Hotspot



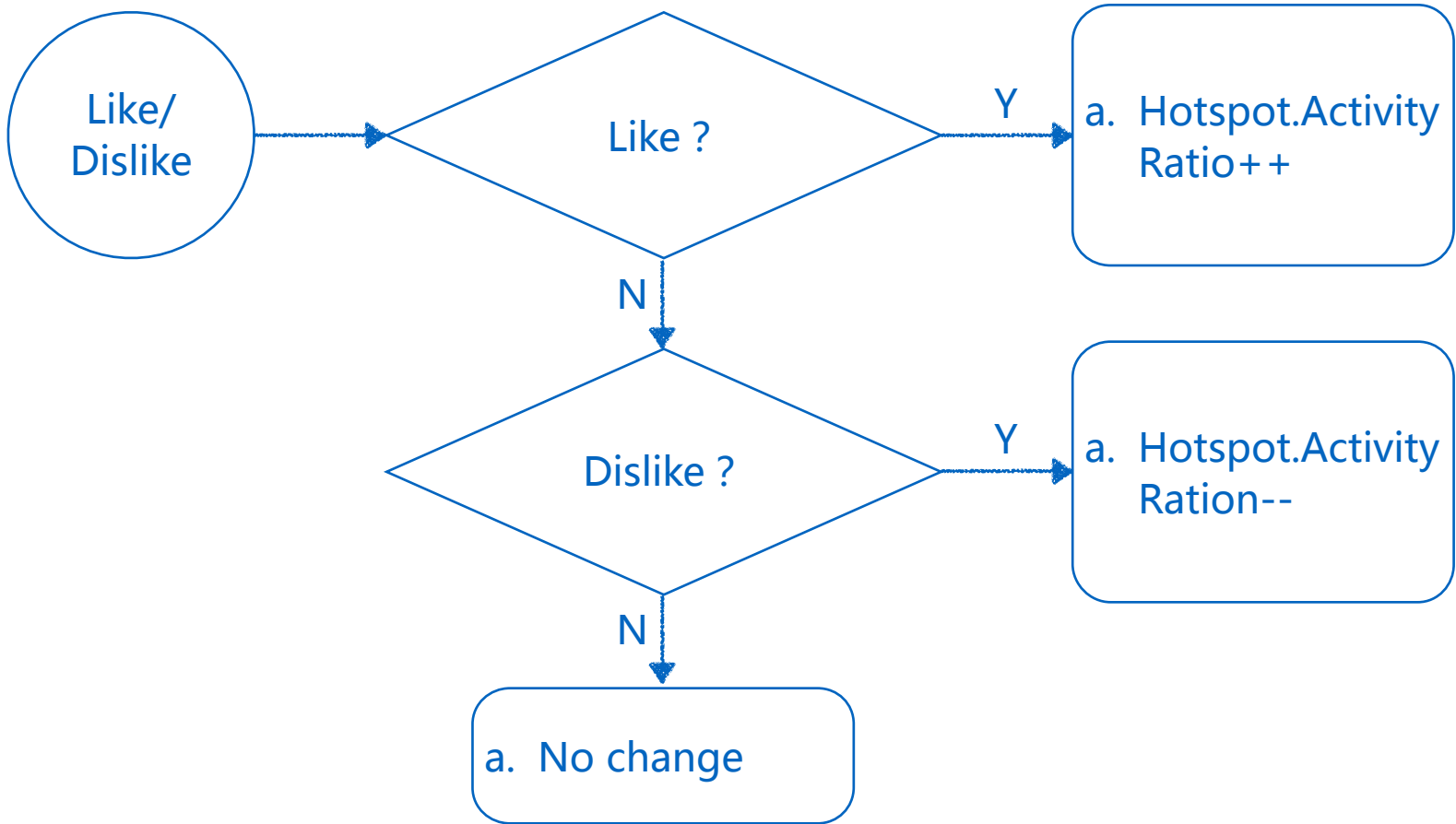
## Defense Hotspot



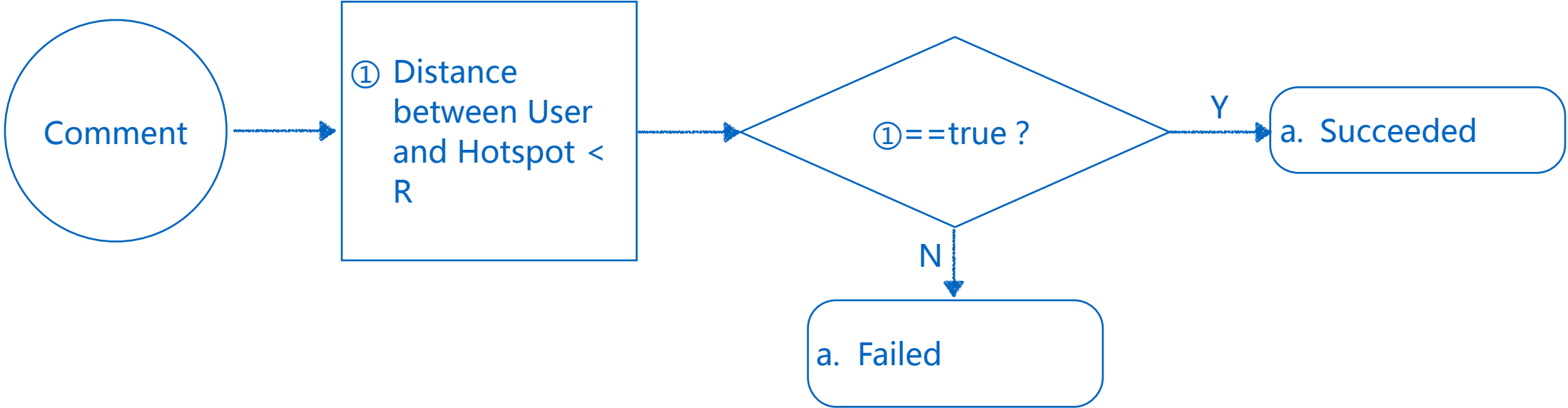
Check out Hotspots and Hotspot.Publish Board



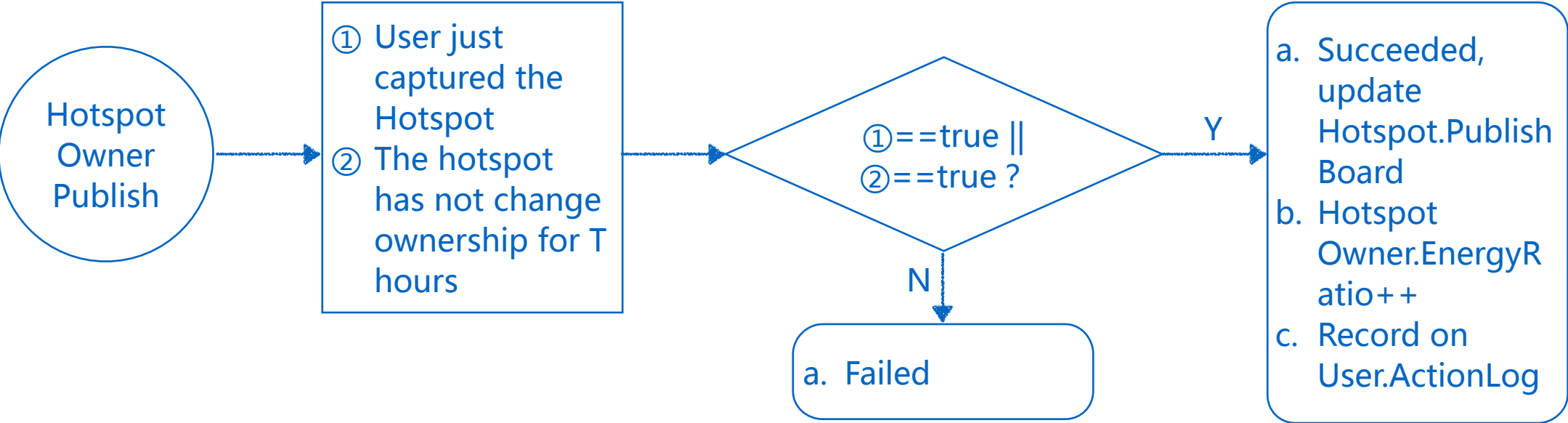
Like/Dislike Hotspot Publish Board



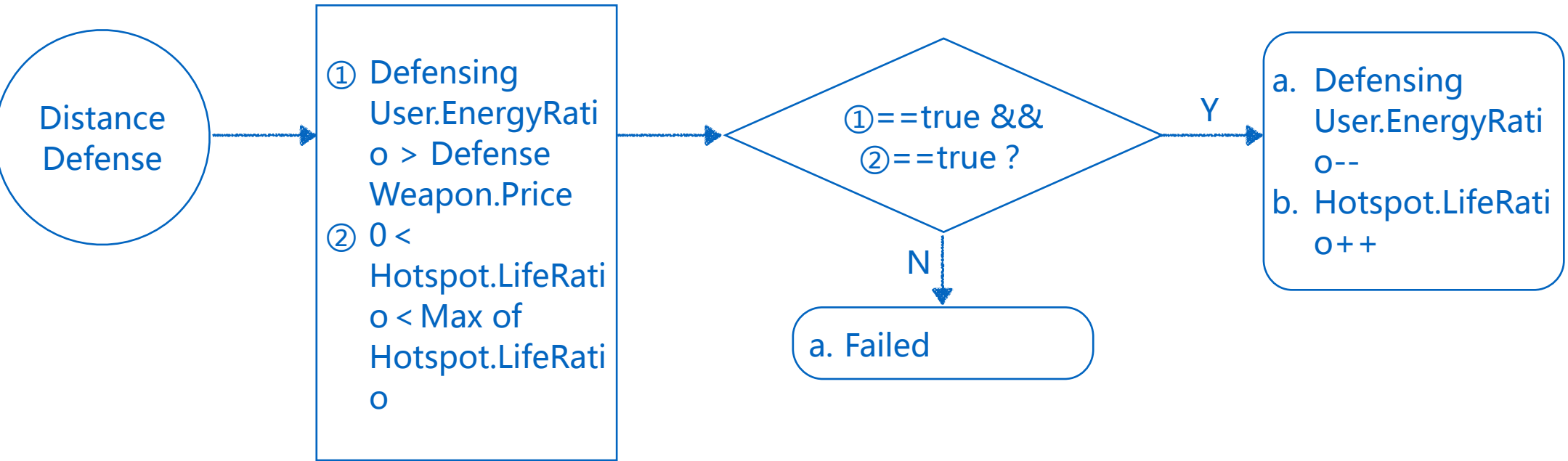
Comment on Publish Board



**Publish (Hotspot Owner only)**



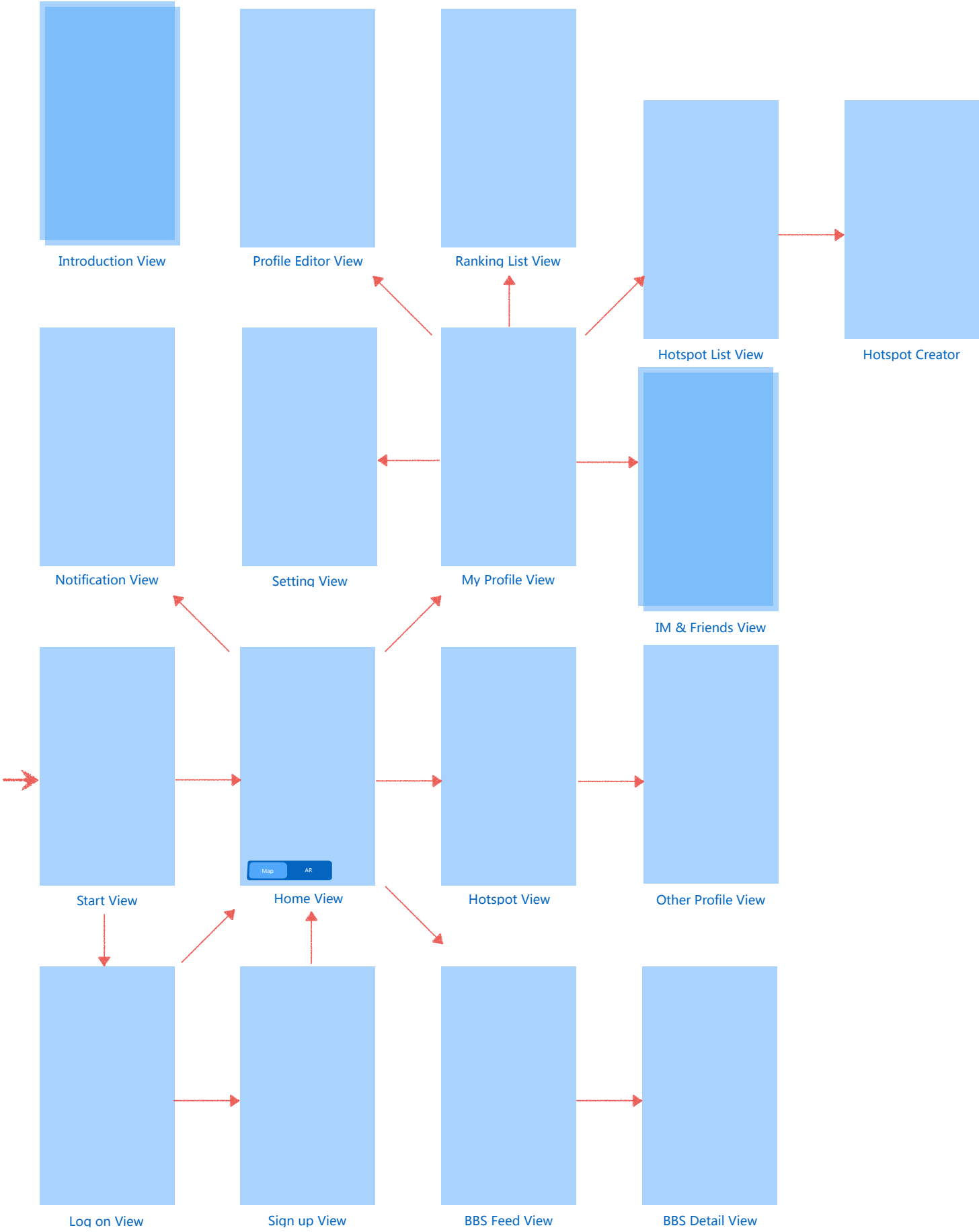
**Distance Defense ( Hotspot Owner only )**



# User Interface & Interaction

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# Structure of User Interface





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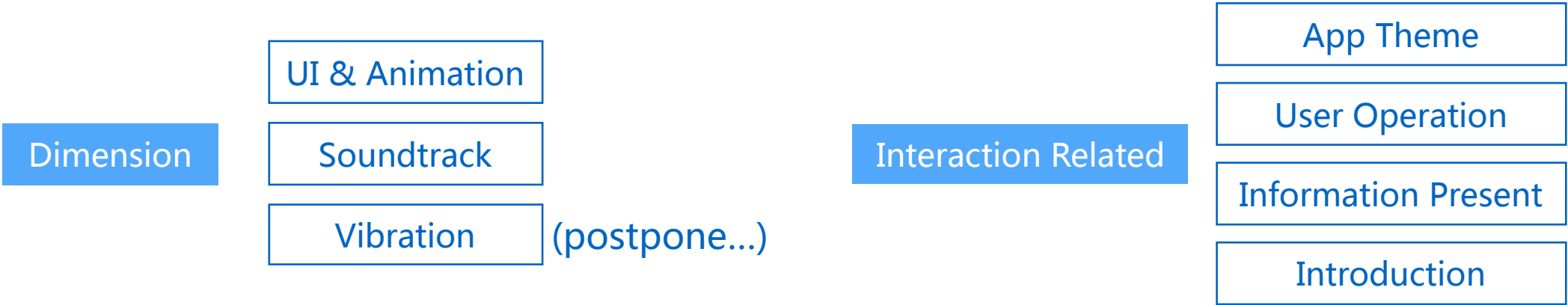
# User Interface Demo

**Note:**

For confidential reality, it is not appropriate to share the UI demo.

But, you are welcome to check some of the early drafts of product interface demo in my **Second Work Sample**

## 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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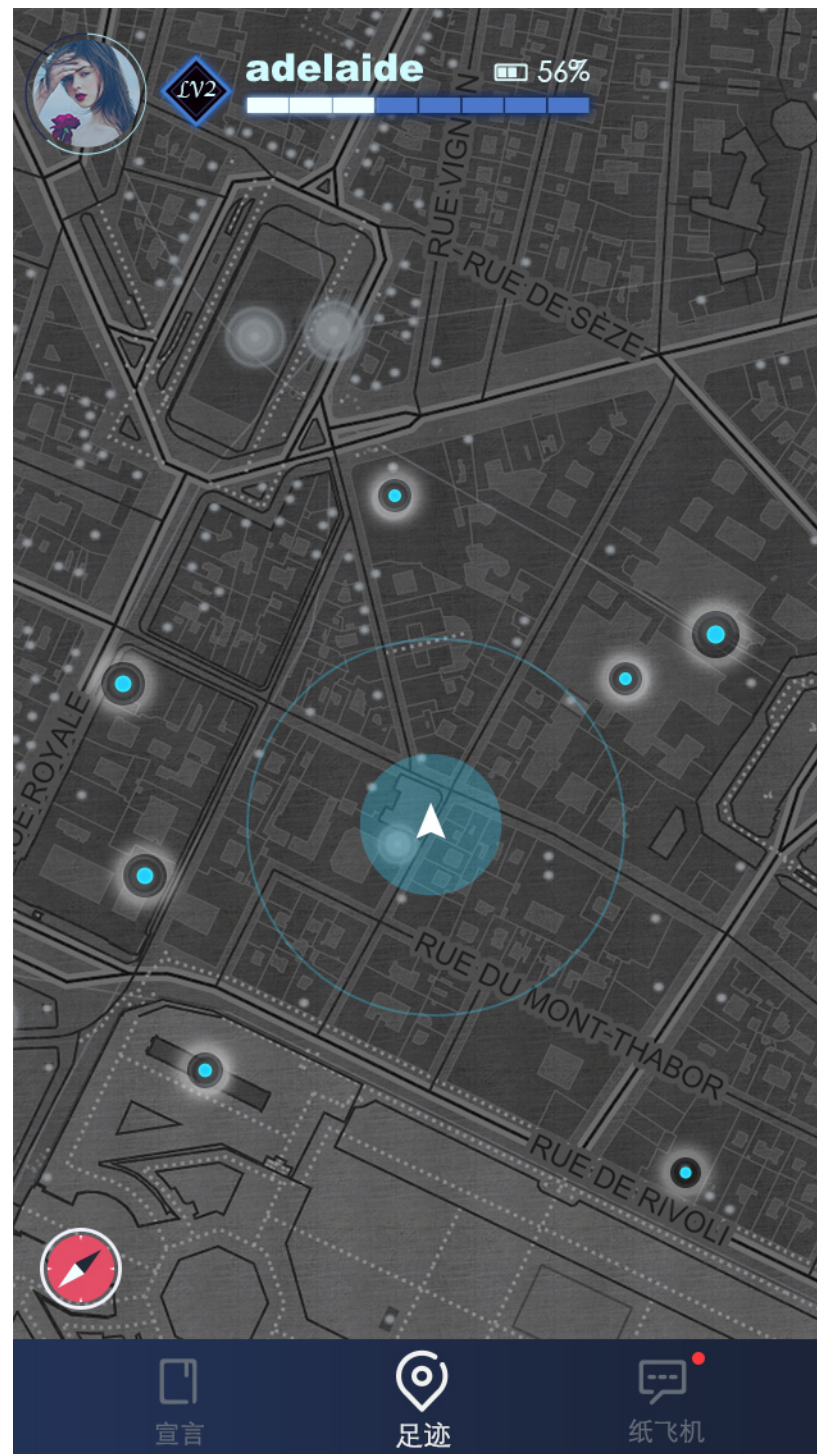
## User Interface Interaction List

	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		

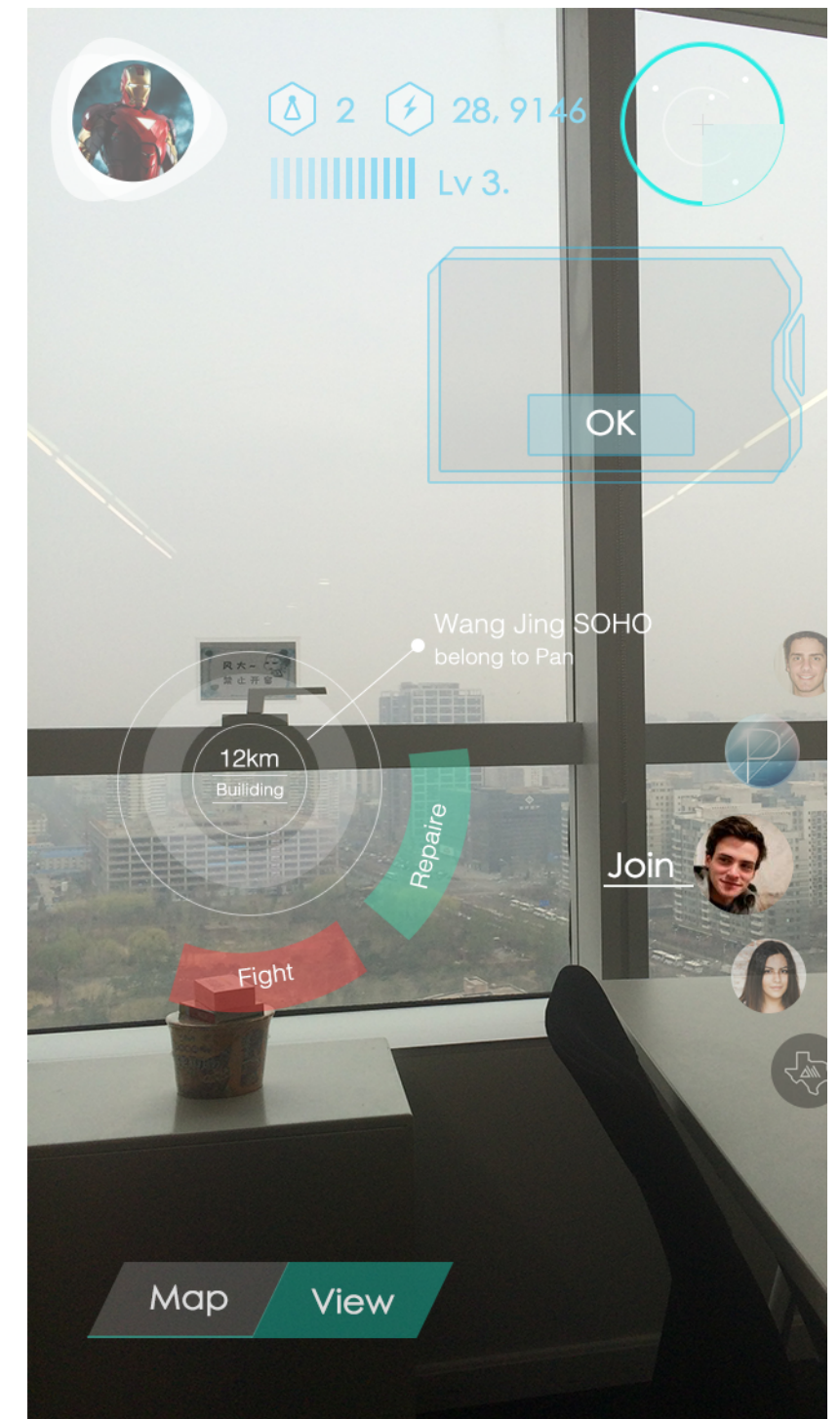


## Demo Theme of our app

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.