New Argumented-Social-Reality App

Prototype Version 0.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

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.

2015.xx.xx

2015.xx.xx version 0.xx

(recent)

version 0.xx

9. Edit Basic Element - Publish

3. Add User Interface & Interaction

4. Edit Basic Element - Attack Defense

2. Add Update Log

1. Update Theme color of the Document^_^

5. Edit User Interface & Interaction - User View List

6. Edit User Interface & Interaction - Interface List 7. Edit User Interface & Interaction - Interaction List

1. Edit User Interface & Interaction - Interaction List

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Date Version	Log	Date Version	Log
2015.xx.xx	Create the document		
version 0.xx	2. Add Basic Element		
	3. Add Function Logic	l	
	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		

Update Log

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Element	Attribute	Class	Operation	Extra
Hotspot	 Location Name, Photo Hotspot Owner Life Ratio Visit List Publish Board Activity Ratio 	Empty Hotspot Captured Hotspot	1. Generate Energy 2. Diminish Weapon.AttackRatio using Hotspot.LifeRatio	-
Energy	1. Value	-	 Generated by Hotspot Collected by User Used by User 	-
Weapon	1. Attack Ratio 2. Defense Ratio	Attack	1. Diminish Hotspot.LifeRatio	
	3. Price	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	 Pick up Energy (from Hotspots) (r) Steal Energy (from Users) (r) Create Hotspot (r) Capture Hotspot (r) Attack Hotspot (r) Defense Hotspot (r) Check out Publish Board(R) Like/Dislike Publish Board (R) Comment on Publish Board (R) 	R Operational Visible
	8. Action Log	Hotspot Owner	 Publish on Board Distance Defense own Hotspot 	
		:	1 1 1	

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Element	Attribute	Class	Operation	Extra	
Publish Board (Hotspot)	 Text Publisher Time, Hotspot Location Like Count Dislike Count 	-	-	-	

Element	Attribute	Class	Operation	Extra
Badge	 Name Icon Description 	-	-	-

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Check List



Result

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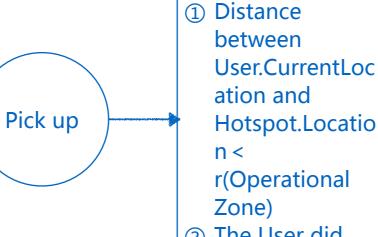
User Interface & Interaction

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Pick up Energy(from Hotspots)



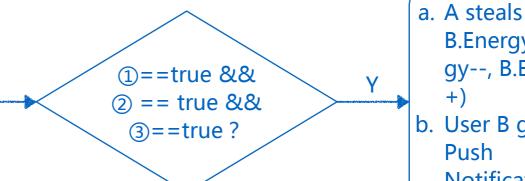
② The User did not pick up anything in the last T minutes from that Hotspot

- a. The User leaves trail on Hotspot.VisitLis
- b. The User gets **Energy**

Steal Energy(from other Users)



- could be stolen today(Lost Count > 0
- ③ Distance between A and B < R(Visible Zone)



①==true &&

②==true?

N

a. Does not get

N

①==true &&

(2) == true &&

(3) = = false?

Ν

a. A failed

Energy

- B.Energy(A.Ener gy--, B.Energy+
- b. User B gets Notification, record on **B.ActionLog**
- a. A failed
- b. User B gets Push Notification, record on **B.ActionLog**

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Create Hotspot



① Distance
between
User.CurrentLoc
ation and
Photo.Location
< R

② OP verify



N

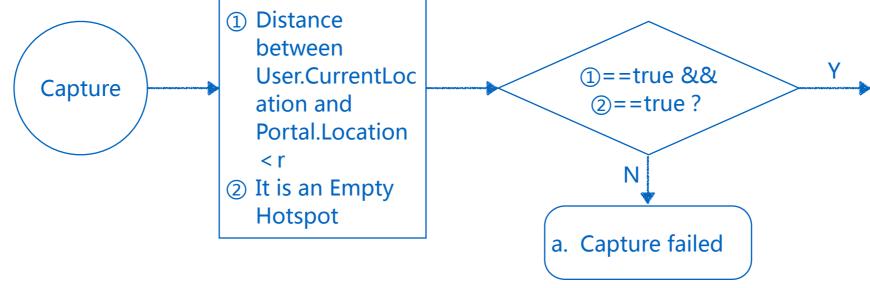
a. Creation failed

Hotspot Owner
c. Push

Notification to Hotspot Owner, record on User.ActionLog

d. Hotspot Owner receives Badge and Energy

Capture Hotspot



- a. Hotspot captured
- b. The UserbecomesHotspot Owner
- c. Push
 Notification to
 Hotspot Owner,
 record on
 User.ActionLog
- d. Hotspot Owner receives Badge and Energy

Prototype Version 0.xx Update 2015.xx.xx **Update Log**

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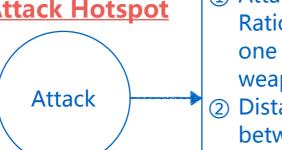
Interface List

Interaction List



Defense Hotspot

Defense



- 1 Attacker. Energy Ratio > Price of one attack weapon
- ② Distance between Attacker and Hotspot < r
- 3 Hotspot.LifeRati 0 > 0
- a. The attacker becomes the new hotspot Owner, record on User.ActionLog
- b. New hotspot owner receives Energy and Badge
- c. Push to former hotspot owner, record on User.ActionLog
- d. Hotspot.LifeRatio = full

- ①==true &&
 - ② == true &&
 - (3) = = true ?

(1)==true ?

N

a. No result

a. Attack failed

N

- **Notification** d. Users in range
 - of Hotspot.R get the banner message that Hotspot is been attacking

a. Attacker.Energy

b. Hotspot.LifeRati

c. Hotspot Owner

gets Push

Ratio--

0--

 Hotspot.LifeRati o≤0 because of this attacking event

 Defensing User.EnergyRati o>DefenseWea

- pon.Price ② Distance between defensing User and Hotspot < r
- 3 0 < Hotspot.LifeRati o < Max of Hotspot.LifeRati 0

(1) = = true & & &

② == true &&

③==true?

N a. Defense failed User.EnergyRati 0--

a. Defensing

- b. Hotspot.LifeRati 0++c. Hotspot Owner
- receives push notification

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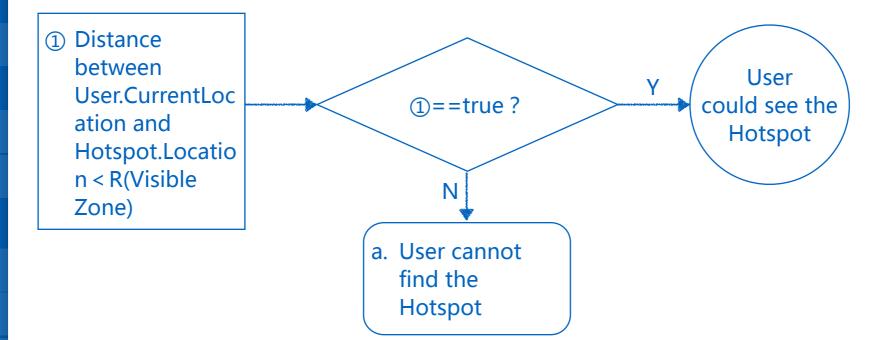
User Interface & Interaction

User View List

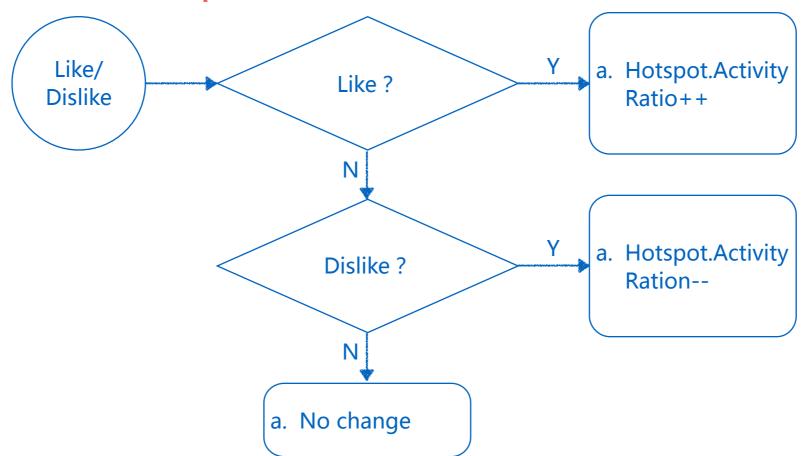
Interface List

Interaction List

Check out Hotspots and Hotspot.Publish Board



Like/Dislike Hotspot Publish Board



Update Log

Update Log

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Function Logic

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Attack/Defense

Check out/Like

Comment

Publish

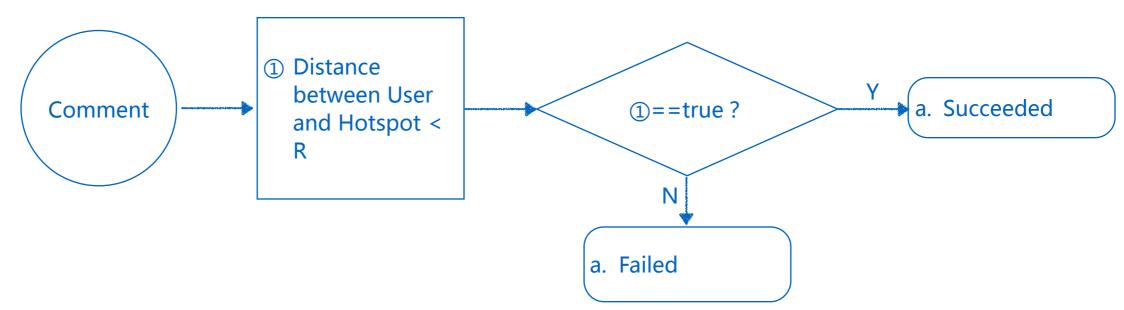
User Interface & Interaction

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Interaction List

Comment on Publish Board



Update Log

Update Log

Basic Element

Basic Element

Extra Element

Function Logic

Description

Pick up/Steal

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Publish

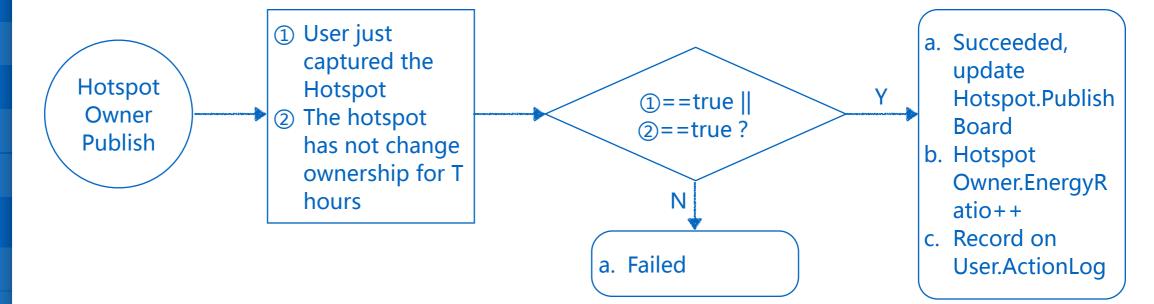
User Interface & Interaction

User View List

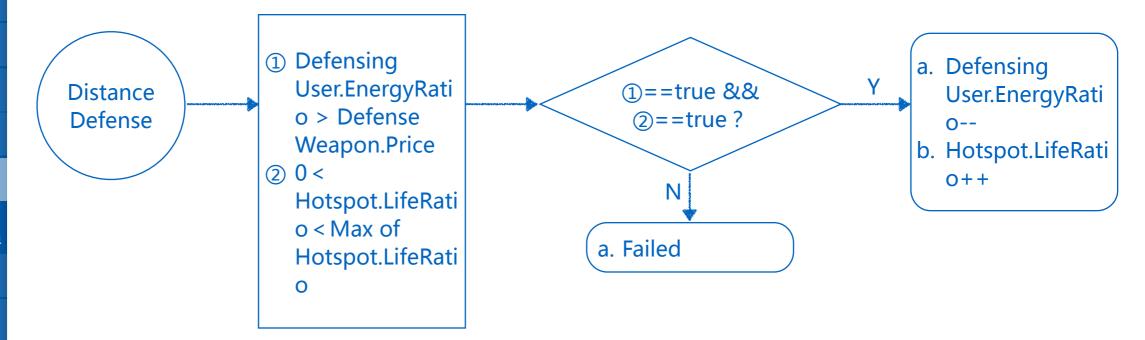
Interface List

Interaction List

Publish (Hotspot Owner only)



Distance Defense (Hotspot Owner only)



User Interface & Interaction

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

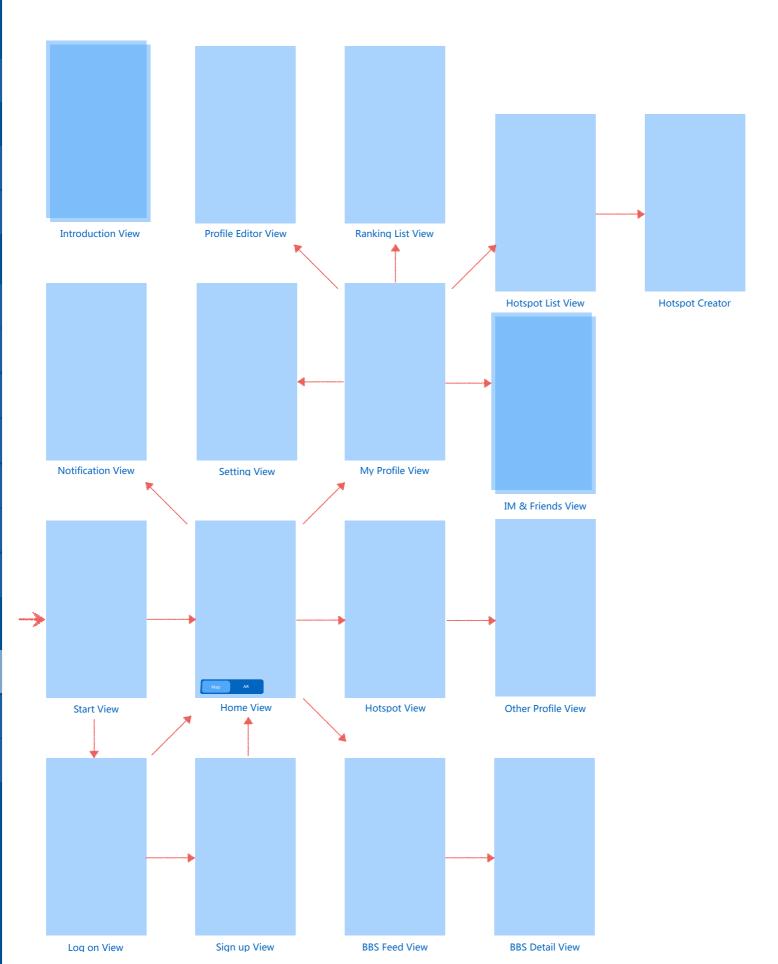
User Interface & Interaction

User View List

Interface List

Interaction List

Structure of User Interface



Update Log

Update Log

Basic Element

Basic Element

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Function Logic

Description

Pick up/Steal

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Attack/Defense

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User Interface List

Update Log

Update Log

Basic Element

Basic Element

Extra Element

Function Logic

Description

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Check out/Like

Comment

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User Interface & Interaction

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Interaction List

User Interface Interaction Description

UI & Animation

Dimension

Soundtrack

Vibration (postpone...)

Interaction Related

User Operation

App Theme

Information Present

Introduction

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

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

<u>Update Log</u>

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User Interface & Interaction

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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 Tu
	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 Tu
,	Message-Be stealing/Be attacking	1	9. New Message Tu
	Message-Hotspot captured	Push Notification/Alert pops, interrupting user's current action	4. Fail/Wrong Tune
Introduction	Log in and Sign up		
	Introduction		©Junxing 2015
,	Function Introduction		Times Technology, Co., I

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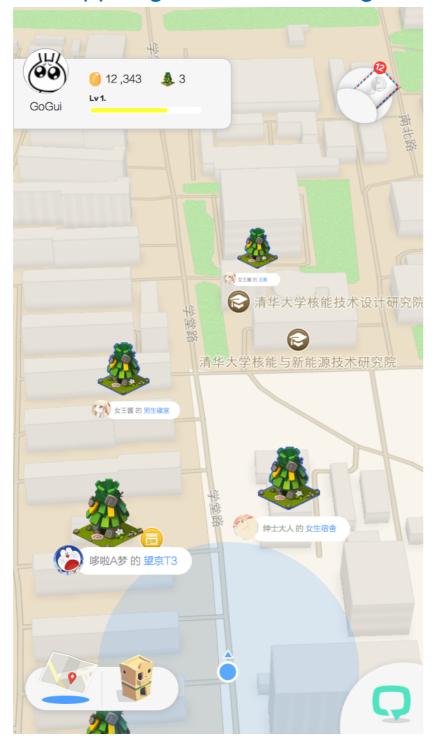
User View List

Interface List

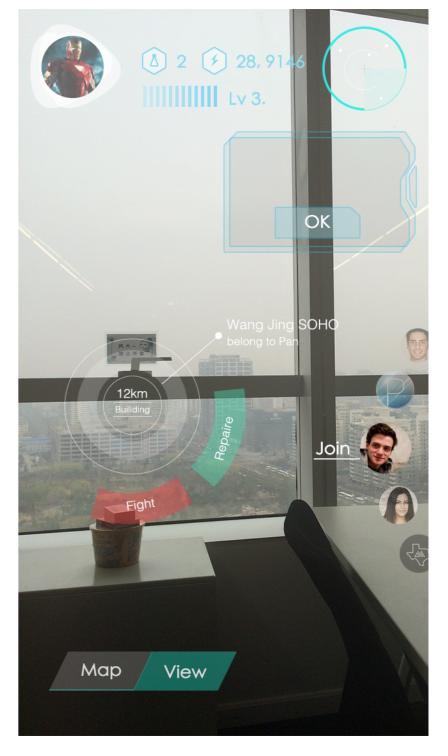
Interaction List

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.