

VIO 202 PROJECT 2

ROUGH PLANNING

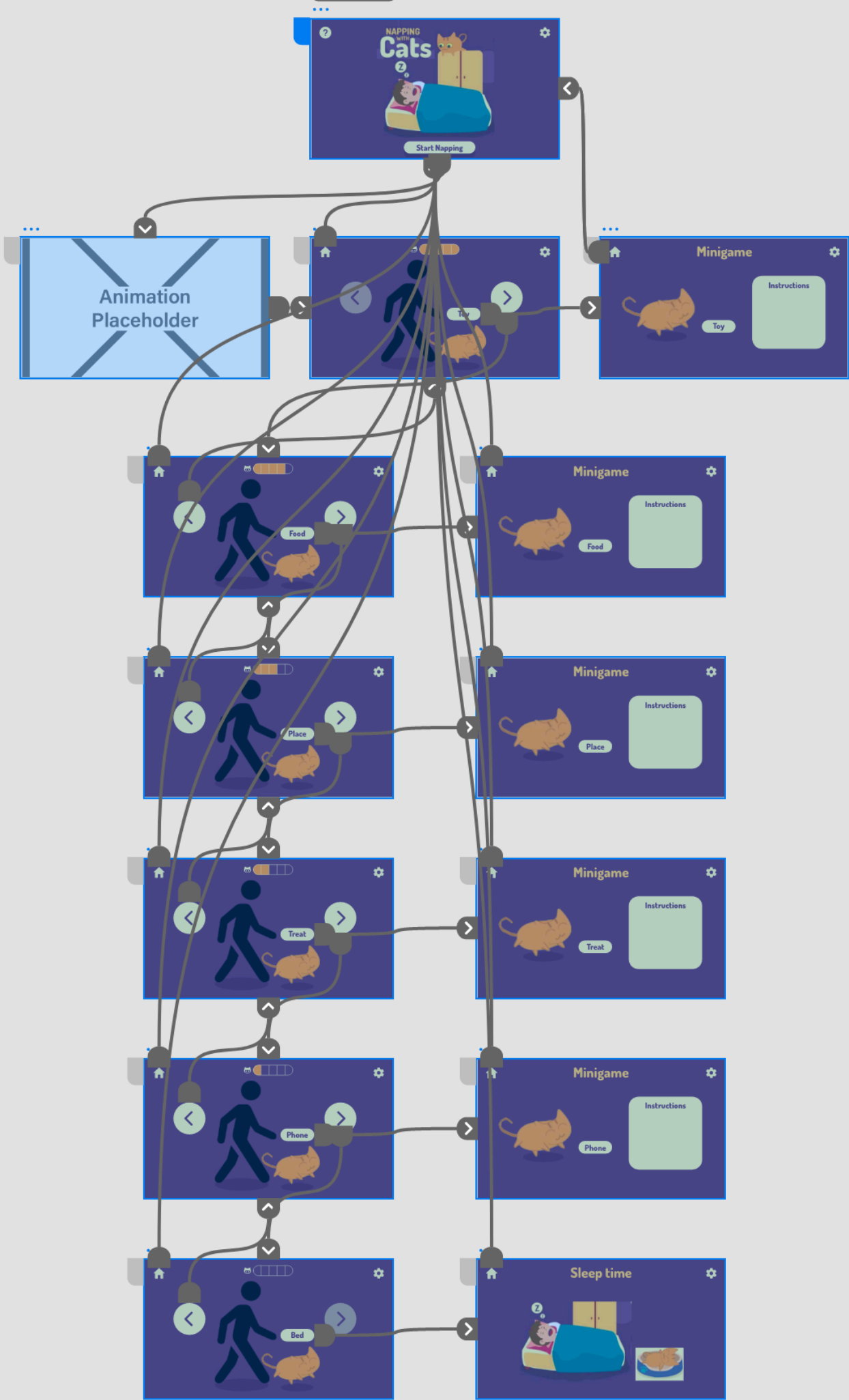
My website will be like an informative game.

NON-LINEAR INTERACTIVITY

1. You will be able to move the character around his living room during the day to select different tasks to do with your cat.
2. If you go to the door, you have the option to go outside and take your cat for a walk. The walk will be a minigame where you get to play as the cat and dodge obstacles.
3. If you click on the puzzle toys in the living room, you will play a memory mini game where a treat will be placed under one of three cups and moved around, and you will have to play as the cat to find the treat.
4. If you go walk to the storage box you will have the option to drag and drop toys onto the floor for your cat to play with in the background.
5. You will later have character walk to his bedroom when it is time for bed.
6. Before bed the player will have the option to feed the cat.
7. The player can also choose where to place the cat bed in the room, which affects its sleep.
8. You will also have the option to change the cats bed sheet.
9. You will also have the option to leave cat treats from your dresser, in his cat bed.
10. After all the choices that you could have make it will change the outcome of the cat's sleep.
11. If you didn't do many of the tasks the cat will have a restless night, and if you did he would sleep nicely.

ANIMATIONS

- The character will have a walk cycle animation
- The cat will have looping animations to move its tail and blink
- When playing the mini games, the background will be animated to support the scene
- If the cat has a restless night, there will be animations of the cat do bad things
- If the cat has a nice night sleep, there will be animations showing the cat dreaming
- When the game resets for the next day the cat will be animated to wake up when the alarm goes off



GETTING TO KNOW YOU: MY USER'S EMPATHY MAP

Use this template to help you understand your user's *MOTIVATION*...

Interviewing an actual person (who would benefit) helps a lot, but in the absence of a user try to put 'yourself' in the situation..

*There is a filled out
example at the end of
this document*

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Copy, paste, click & type
to use these stickies!

Use these stickies to map:

NEUTRAL

POS.

NEG.

Place your **INFOGRAPHIC**
here for reference



GAINS (HOPES)

What does your user hope to gain by learning from your product?

Better sleep for user and cat

Ideas that work with their cat

Good use of spare time

PAIN POINTS (BARRIERS)

What could keep your user from learning anything from the interaction with your product?

Them thinking it won't work with their cat

Loosing interest

Time

Distractions

SAYS

What would your user describe as their problem/need/interest?

Hello! I'm ...

Dana

DOES

What would your user usually do to explore with their problem/need/interest?

Try the technique

Looks for proof it works

Ignores the problem

Continue searching for ideas

Looses interest

THINKS

What does your user typically feel when they encounter something new?

FEELS

How does your user feel during their search for help?

Optimistic

Relief

Uncertain

Tired

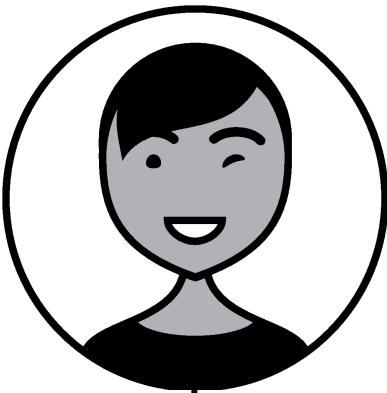
Hopeless

Disapproving

MY USER'S STORY TOWARDS LEARNING

Use this template to define what your user *WILL DO* & *WHY*
(let it help you to decide what is useful and what is not).

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MY USER’S STORY TOWARDS LEARNING

Use this template to define what your user *will do* & *why* (let it help you to decide what is useful and what is not).

Start here

WHO do you imagine your user to be...
Dana is at work during the day and comes home tired. When she gets home her cat full of energy and wants to play. She googles tips to get her cat to sleep throughout the night so she can also sleep better

WHY would they want to know what you are teaching?
Ways to get your cat to sleep through the night therefore so can you

WHAT are you trying to teach & WHAT is the benefit to the user?
Many people have disrupted sleep because of their cats. I hope to help Dana make her cat sleep peacefully so she can too.

HOW will your user know the experience is worth their time? (e.g. progress)
Have a bar to show the cat getting sleepier. Have a cat look more and more tired as you do tasks. Add achievements for completing tasks

I WANT TO...
Define what motivates your user

I NEED TO...
User interaction to achieve the goal

I CAN...
Smaller detailed tasks in the interaction

Use the words in the 3 blocks above to start your sentences (empathize with the user)

Any interaction idea should HELP the user learn what you are teaching

| | | | | | | | |
|-----------|--|--|--|---|---|--|--|
| KEY STEPS | GOAL Stay invested/interested Use the product/app to get useful advice | GOAL Learn about what ways to make your cat sleepy | | | | GOAL Know what else I can do to help your cat sleep better | |
| | INTERACTION A Identify with the sleeping man and cat and the button with text “Start napping” | INTERACTION B Want to interact with the energetic cat | INTERACTION C Continue interacting with the app to help the cat get more sleepy | INTERACTION D Continue interacting with the app to help the cat get more sleepy | INTERACTION E Discover other ways you can assist your cats sleep without having to interact with them | INTERACTION F Send the man to bed and see the results to how sleepy you made your cat | |
| | Detail A1 Click the button “Start napping” and watch the quick intro animation of the tired man and his energetic cat | Detail B1 See a highlighted area with the message “Try playing with the toy” | Detail C1 See a highlighted area with the message “Try feeding the cat” | Detail D1 See a highlighted area with the message “Try preparing the bed” | Detail E1 Use a pop-up menu to remind the user to set their phone to sleep mode | Detail F1 Click the button “Bedtime” and watch as the man goes to bed with his cat | |
| | Detail A2 See cat with 3 items around it and that they animated when hovered and clickable | Detail B2 Click on the toy which takes you to the page with a popup instructions of what to do. | Detail C2 Click on the food bowl which takes you to the page with a popup instructions of what to do. | Detail D2 Click on the cat bed which takes you to the page with a popup instructions of what to do. | Detail E2 Click the toggle button to enable sleep mode | Detail F2 If the cat's tiredness bar was dropped by 50% the cat would have a peaceful sleep else, it wouldn't | |
| TASKS | Detail A3 Enjoy seeing the cat get more tired as we interact with each item | Detail B3 Place the treat under a cup and switch the cups positions, to let the cat find it. Watch as the cat gets more tired with each round | Detail C3 Place food in the bowl and mix in some calming medicine. Watch as the cat eats the food and gets more tired | Detail D3 Drag the bed around the room. See an optimal placement prompt come up saying “good” & why. Place some treats in the bed after confirming the bed placement | Detail E3 Show a prompt explaining why you should set your phone to sleep mode | Detail F3 Choose to go back to the home page or exit the product/app | |

Thank you to Roberto Chiaveri from the Noun Project for the original user icon

VIO 202 Project 2

Med-Fi Prototype Feedback Report

Things I should add:

- Fix the problem when publishing my website
- Make the text static so that it doesn't shift when published
- Complete the content of the website