

Final Storyboard and Prototype

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Part 1: Final Prototype

Prototype link:

<https://www.figma.com/file/ETe4VbIIeUv0r0svTQ8s90CF/final-prototype?node-id=0%3A1>

In our last group section, we decide to create a prototype B by each person, so we have 3 prototype B created last time. Since all of our prototype B is the an improve of the original prototype A, we choose to make our final prototype by mixing the best part of our prototype B. basically we mixing the prototype between BP's prototype B and Brian's prototype. Also make Andres's prototype be the references.

From prototype A (BP's prototype) we used the review frames and how the user will enter their personal reviews. We also we using the navigation of the different game types from A. and use the text bar at the top to explain function of each pages. We then extend its game type category to make a information and review page for both 3 game types (FPS, MOBA, RPG). We liked how both of these items look and how simple it made for a new user to know what to do for both of these sections. We are also going to use the game logo that BP found for prototype A because it gives the app a sense of identity.

From prototype B (Brian's prototype) we are using the gamer matching system. This will give the app an ability to stand out among all the other game review apps that are out there. We choose its home screen and the navigation icons at the bottom to let user easily switch between our main functions and navigate around the app. We used the rating matching and BOB's TOP 10 to increase the interaction between system and users. If we can find a way to add the return to home screen button we will add that to allow the user to be able to reset from anywhere on the app.

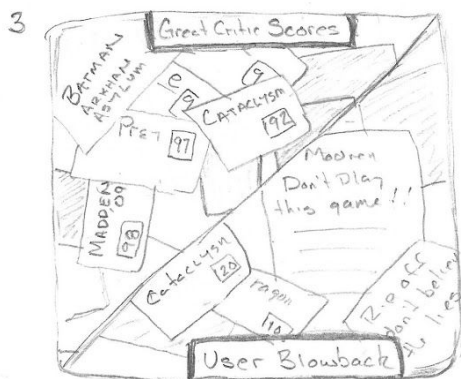
From both A and B we are going to be using the top 10 section. We are going to be adapting this idea to the gamer matching system so that the gamers will be able to see other gamers favorite games that they have played.

Usability issues from the previous study

Issue	Solution	Resolved
Button labels need to be more clear	Rename some of the labels and remove unnecessary ones	yes
Start matching explanation	Add a screen to explain the matching section	yes
Ensure all button do something or are removed	Create navigation from all buttons	yes
Add a review section doesn't do anything.	Make the review section look like a user can add a review.	yes
Need a way to be able to navigate the pages easier to reduce confusion and narrow down the key information	Add a tab navigator at the bottom of the app	yes

Part 2: Video Storyboard

We took the storyboard to recitation 102 where we all presented the storyboard. We were told that overall the storyboard was good, but need to explain in broader term why someone would use the app. I made changes to frame 3 to include these changes, where instead of a particular instance we see all the good scores that the big companies gave game and then the user reviews talking about how bad the games were.



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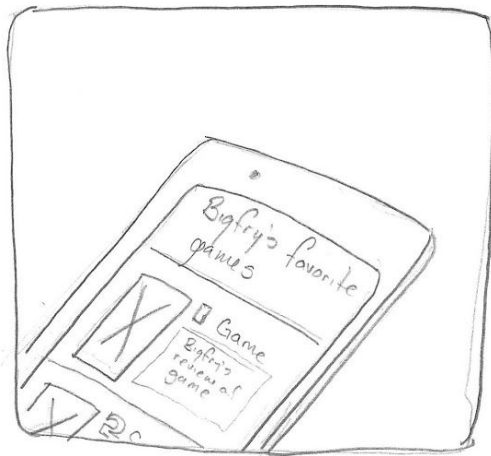
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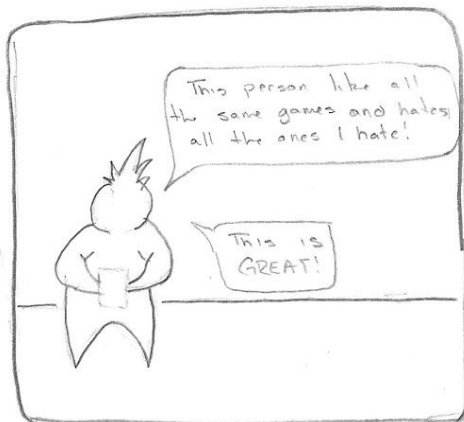
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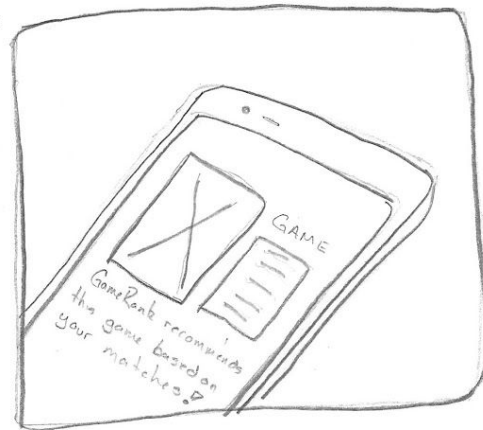
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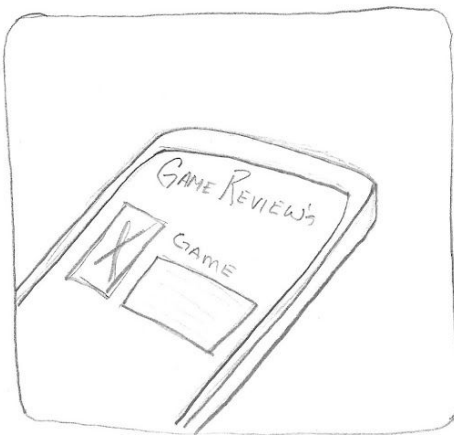
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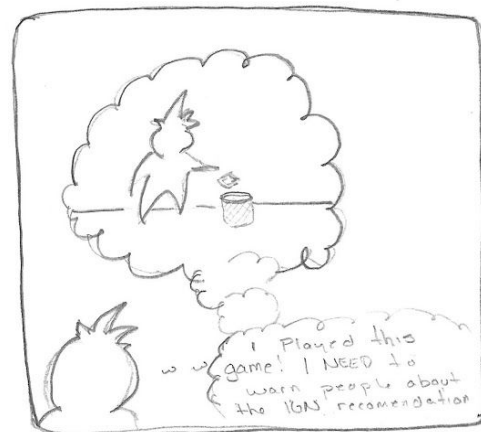
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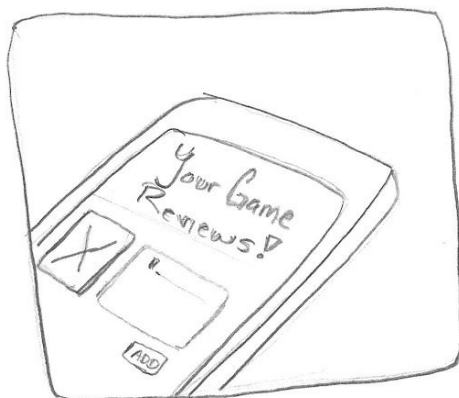
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