

WORKSHOP 06:

HIGH FIDELITY

FlushFinder

Team Number

G03

Submission Date

18/04/2023

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1.0 Team Details

Team Number / Name: Gee-Oh-Three (G03)

Tute day / time: Tuesday 11am

Project / Name: Where's the cleanest public loo near me? **Tutor:** Dr Shreya Ghosh

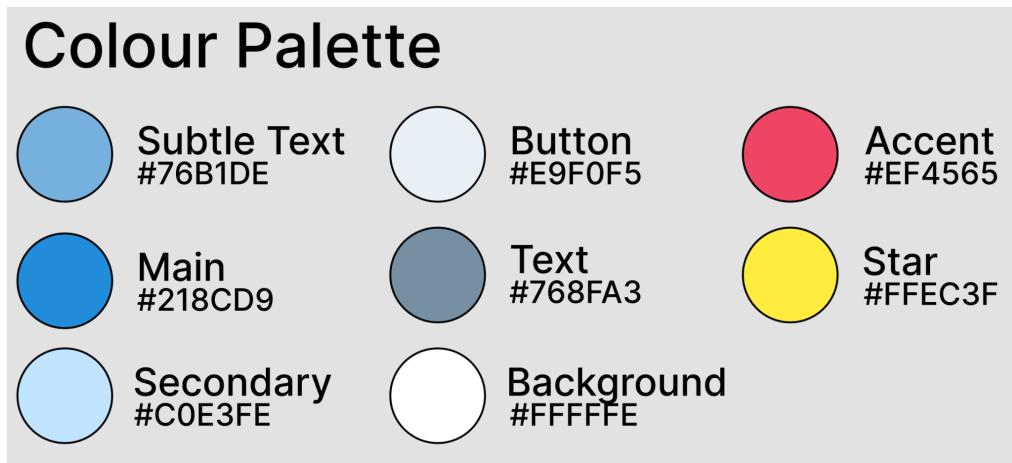
Student	Name	Student Number	Role
1	Hans Wong	20968560	Researcher
2	Harry Walters	19166700	Project Manager
3	Kuldeepsinh Talatia	20872043	User Researcher/Data Analyst
4	Navinda Jayawardhana	20537054	Usability Engineer
5	Ola Malek	19756512	Graphic Designer

2.0 High-Fidelity Prototype

2.1 Developing the Hi-Fi Prototype

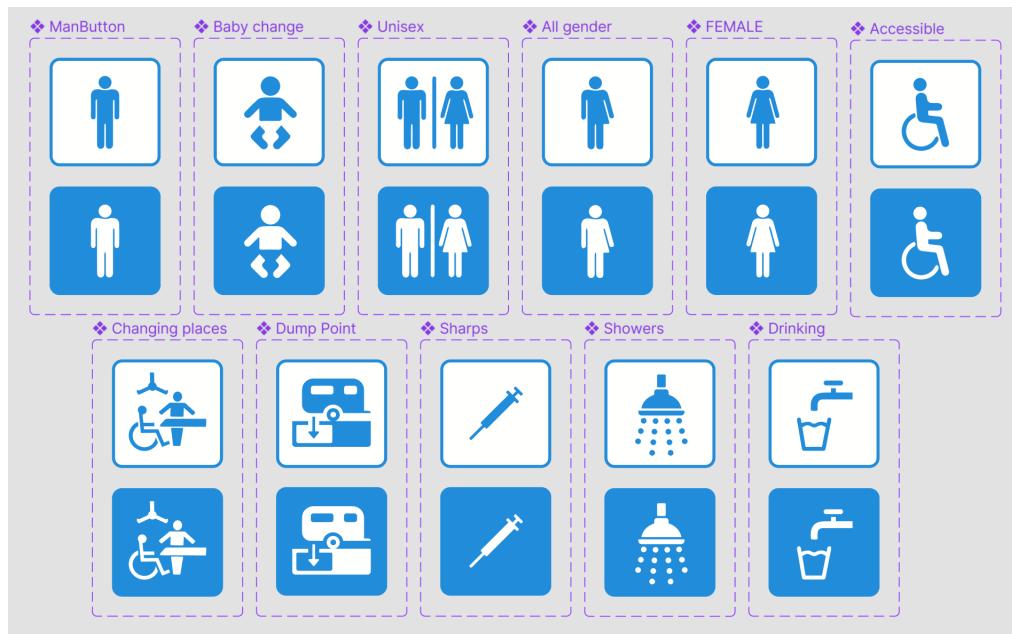
2.1.1 Colour Palette

For developing the Hi-Fi prototype the first thing that was done was deciding on a colour palette to make the design more cohesive. The colour blue was decided to be the main colour of the design as it symbolises water and cleanliness which are important to the design. The accent colour was decided that it would show urgency but not too bright that it would scare the users, therefore, a playful reddish pink colour was used.



2.1.2 Iconography

Second part to further developing the Hi-Fi prototype was to create the iconography for the preferences screen. This was done by gathering already known and used icons in the real world so that the user is familiar with their meanings.



2.1.3 Logo

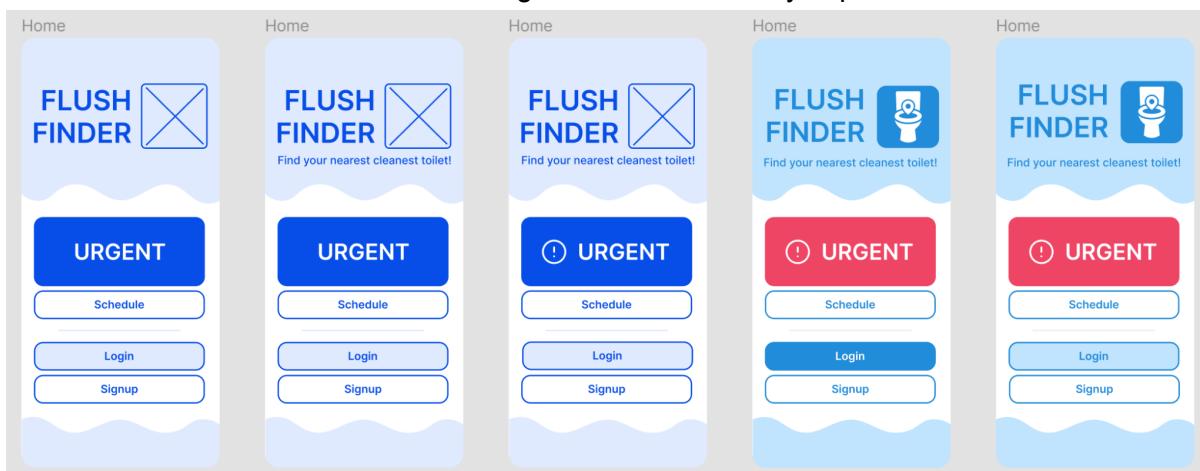
Lastly a logo was needed to be created for the app. An idea was suggested to use the toilet bowl and transform it into a search icon. A design was created for this idea however, the story of the logo was hard to understand and the search icon wasn't very clear. A simpler design was created by adding a drop pin which is known to symbolise a location, on the toilet. This idea was a lot more comprehensive to the user as they understood what the app's purpose was just through the logo.



2.1.4 Home Screen

The home screen was developed through several iterations as shown in the image below. By adding a colour palette, there is strong emphasis through colour showing urgency within the urgent button. This re-emphasises its design as it also uses scale and iconography to highlight importance and meaning. The logo also has been added to complete the branding of the app Flush Finder.

The login button was changed to a lighter blue as the darker blue might confuse the user by making them think this button has been clicked. This lighter blue will ensure the user has not clicked the button and therefore, creating a more user friendly experience.



2.1.5 Signup Screens

The signup screens had a few small design alterations as shown in the image below. You can see that the exit button was changed and replaced with a back button which also gives context as to where it will take you with words such as “home” and “back”. This was done as it makes the user experience more effortless as they have context for the buttons.

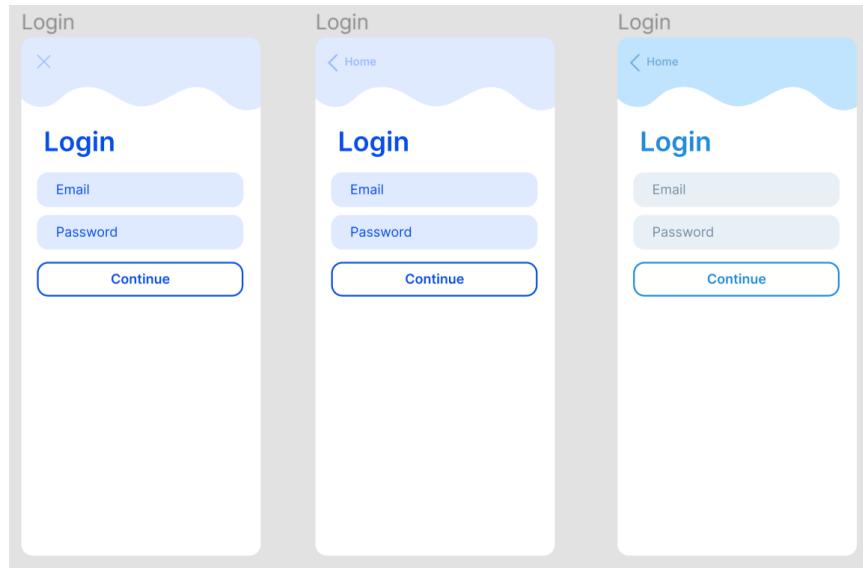
The icons were added for the preferences page to give users symbolic context and meaning to the button. These icons are also used in the real world, therefore, they are understood universally by most people. However, descriptions of what they mean below have been used if needed in the case where the icons are not familiar to the user.

The layout of the preferences page was revised to better show the grouping between facilities icons and amenities icons. This was done by boxing them in with a background colour that doesn't distract the users from the main purpose of the screen.



2.1.6 Login Screen

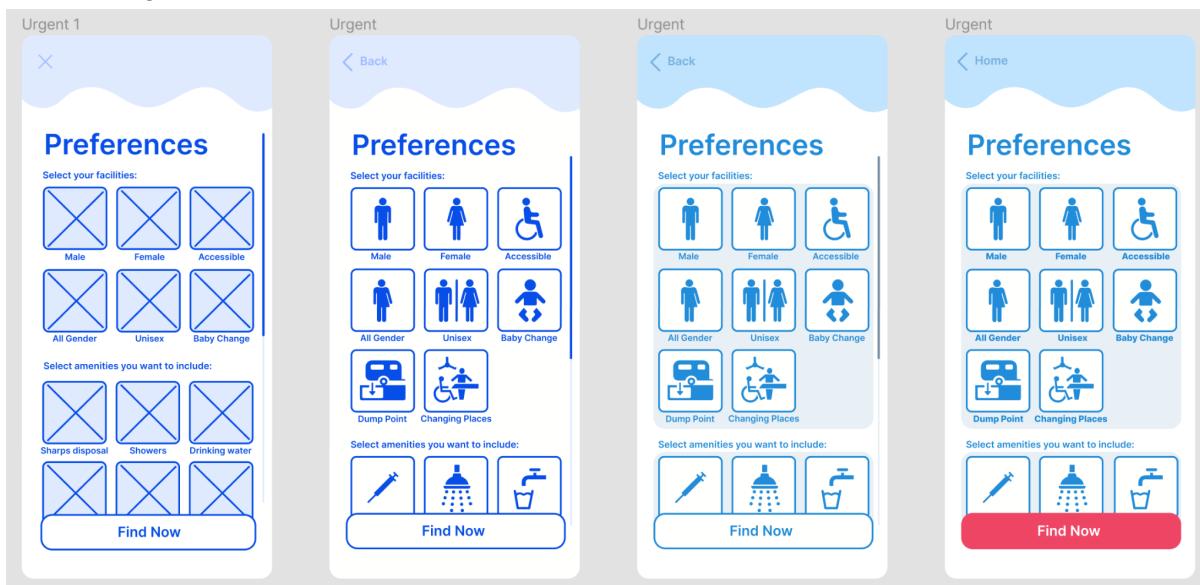
The login screen had not changed a lot as not much feedback was given. Therefore, the design has remained mostly the same other than the colour palette and the small change of the exit button which was explained in 13.1.5 Signup Screens.



2.1.7 Urgent Preferences Screen

The urgent preferences screen has had a few alterations. Most of the design choices made for these alterations have already been spoken on and can be referred to in section 13.1.5 Signup Screens.

A design choice that is specific to this screen is shown through the implementation of the accent colour on the find now button. The button has been emphasised through colour for the purpose of creating continuity and familiarity in reference to the urgent button from the home screen. It also helps guide the user to the next screen.

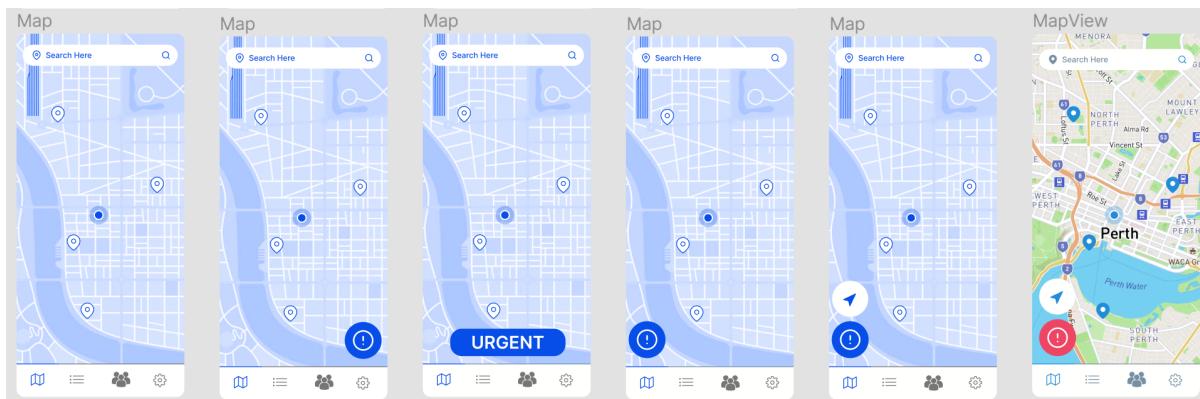


2.1.8 Map Screen

The map screen went through a few iterations after receiving feedback about how the urgent button doesn't flow with the home screen. Here you can see how we tried to show continuity of the button through emphasis on size. However, by adding the exclamation point icon to the home screen urgent button, it demonstrated continuity through the use of familiar icons and was chosen as the better design as it doesn't distract the user from the map view as much as the larger button.

The live locator button was also added in response to the expert review that we had received. This was placed on top of the urgent button as the layout is consistent and less of the map view is hidden that way.

In the final iteration of the map screen, a map plug-in called mapsicle was utilised on figma to further develop and reinforce the idea that this is a toilet locator app for Western Australia. The pins to demonstrate the toilets location colourway were changed. By filling in the pin colour, this made the pins bolder and easier to spot on a busy map.

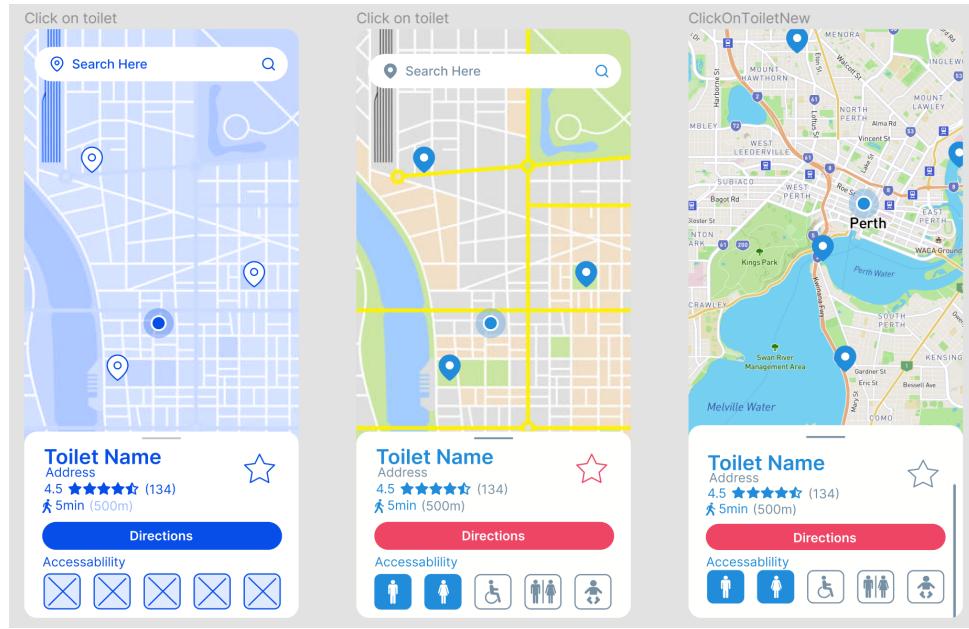


2.1.9 Toilet Information on Map Screen

This screen had received similar iterations to the Map screen through incorporation of the Perth map and updating the pins which can be read about in section 13.1.8 Map Screen. The directions button had been coloured with the accent colour. This has been done to demonstrate continuity as previously, buttons this colour send the user to the directions screen.

Another design change that is shown is that when the toilet pin is clicked, it will be centred on the map and the search here button will disappear. This has been done as it focuses the user more on the toilet information pop-up.

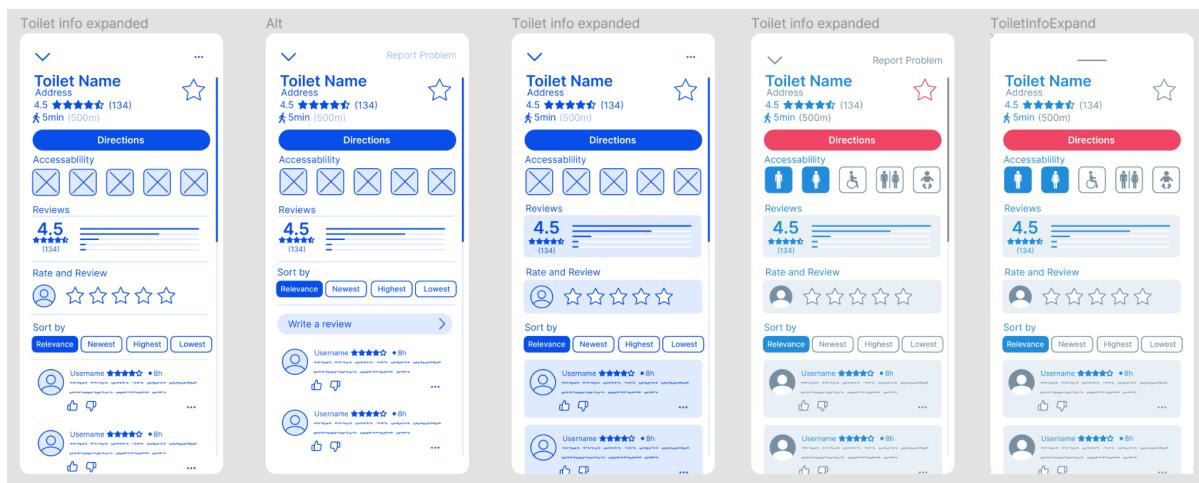
The favourite icon, symbolised as a star, was accented using the accent colour, however, this was changed as it didn't make sense continuity wise, as mentioned previously, the accented colour typically meant that the user would be directed to the directions screen. Therefore, the star colour was changed to a duller coloured outline and when the star is clicked it will change to a bright yellow indicating that this toilet has been added to your favourites.



2.1.10 Toilet Information Screen

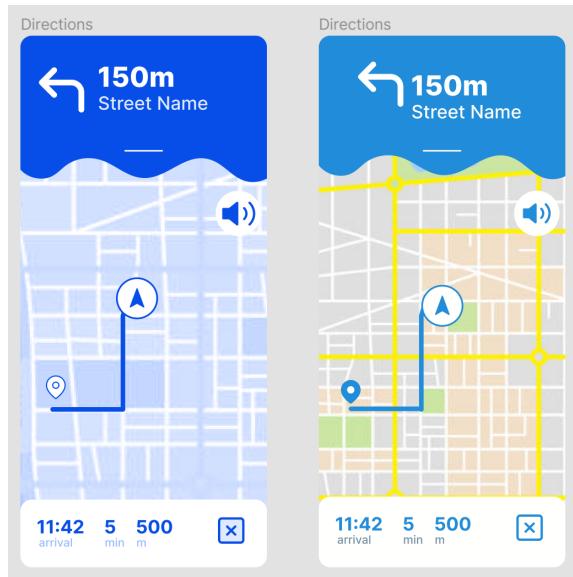
The toilet information screen has gone through a few design changes in response to the expert feedback that was given previously. The feedback given had stated that the information screen was too busy and overwhelmed with information. Because we didn't want to get rid of the necessary information in this screen we utilised the design principle of layout to organise and group elements within boxes so that it is easier for the user to consume. This reduces the overwhelming feeling a user may get when looking at this screen.

Another small button that was added was the report problem button. This buttons' purpose is to allow the user to report an issue with the toilet for example, if it no longer exists or, if it is under maintenance and cannot be accessed. This will help update the map data keeping it relevant and up to date for users.



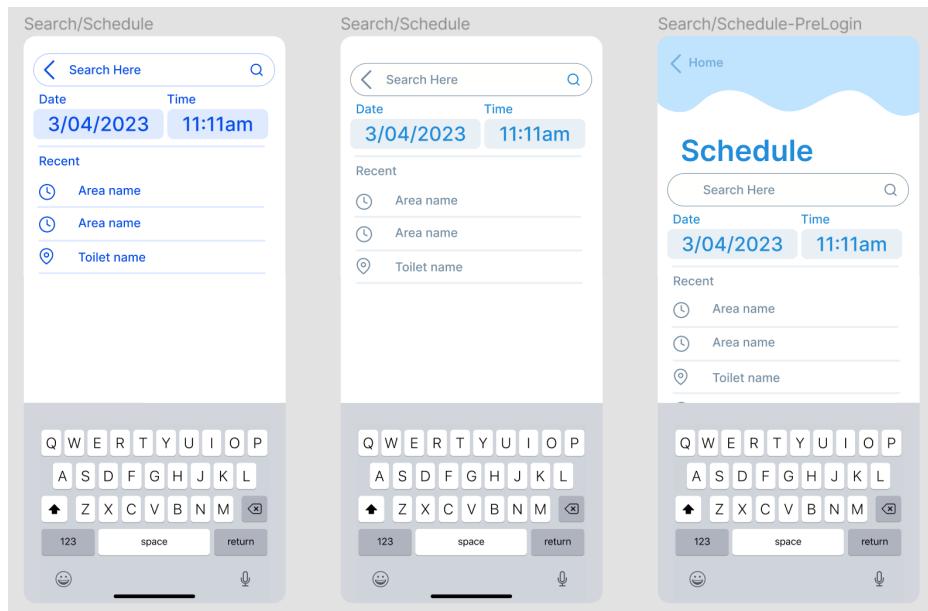
2.1.11 Directions Screen

The directions had very little iterations as seen below as there was not much feedback given here. However, the colours were updated to match the new colour palette and the directions were moved to be more centered on the screen.



2.1.12 Search/Schedule Screen

The search/schedule screen had few iterations too except for the colour palette change, however, we had decided that the schedule screen (which you can be directed to after clicking schedule on the homescreen) should flow better with the other screens that are discovered through the home screen. This meant that a header with a back button as well as a title was added for the purpose of continuity.



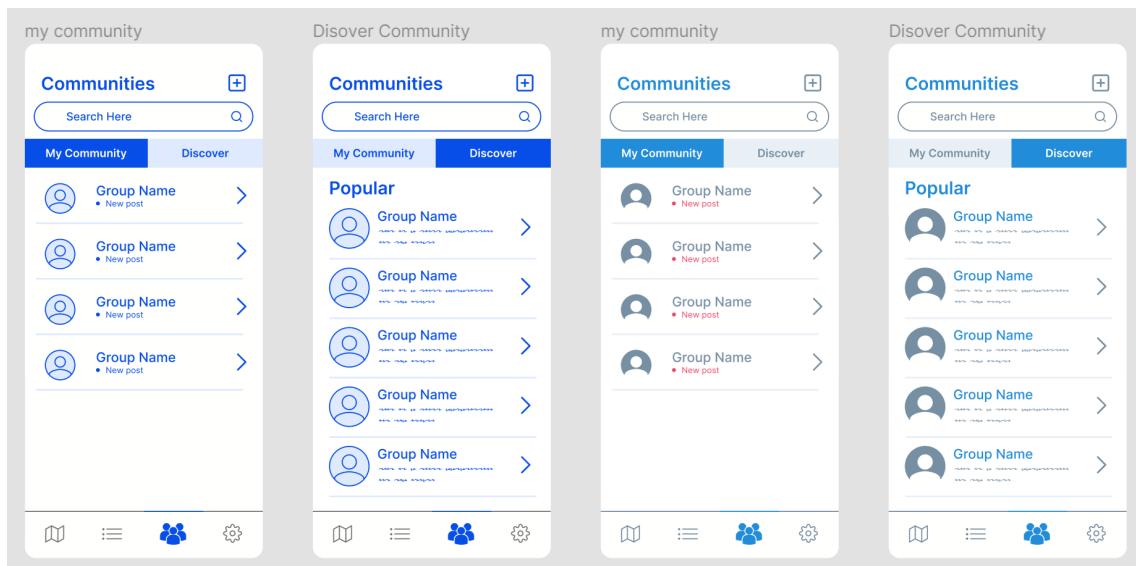
2.1.13 List View of Toilets Screen

A lot of positive feedback was given towards the list view screen, therefore, not much was changed. The accessibility icons were incorporated showing that these toilets satisfy the users preference input and perhaps more. The coloured icons indicate what facilities the toilet has and the uncoloured ones show that this toilet doesn't have those specific facilities. The colour used for fonts also differentiates how important the information is, for example, the text in blue has more valuable information than the text in grey. Therefore, the design principle of emphasis through colour is utilised.



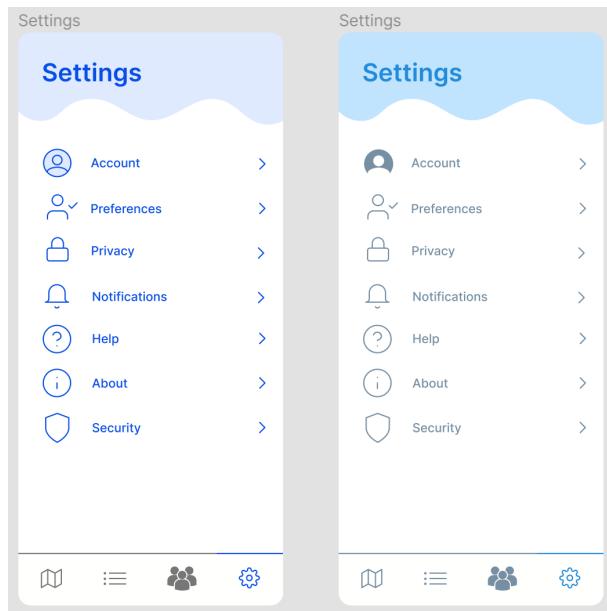
2.1.14 Communities Screens

The communities screen only had colour palette changes as there was not much feedback given to do with design here. Again, colour was added strategically to highlight the importance of information as seen in the my community screen, notifications are highlighted using the accent colour.



2.1.15 Settings Screen

Finally the settings screen also only had colour palette changes using the same principles as mentioned above about colour and importance of information. We didn't spend a lot of time on the settings screen as we believe the other screens demonstrate the Flush Finders' apps' purpose and functionality a lot better and therefore, prioritised those.



2.1 Final Hi-Fi Prototype

When revisiting the UI/UX Goals that the group made within the first workshop. Most of these goals have been satisfied from a design point of view. The more technical goals such as "The app should provide accurate and up-to-date information about restroom locations and features." can't be worked on very much but is still a goal for future development. Other goals such as "The app should be easy to navigate and use, with clear design elements." and "The user must be able to input their preferences on a bathroom to filter out other ones which may not be the best fit for them (if they need a wheelchair accessible toilet)" have been implemented. Overall the group is happy with the final design visually and functionality wise.

Home

Signup 6

Signup 11

Login

Urgent

Search/Sched...

MapView

ClickOnToiletN...

ToiletInfoExpand

Directions

List

Search/Sched...

my community

Discover Comm...

Settings

Conclusion

When contextualising our high fidelity prototype to the usability and UX goals from our first Worksheet, we believe that we have stayed true to our intentions of a seamless and simple-to-use UI, via a human-centred design approach. The feedback we have received from other teams, industry professionals and end users have helped to inform and iterate our designs. Overall, we are satisfied from our learnings and from our design implementation. The most important thing we learned was how to get the best of both worlds from our initial intentions, to those of the end user. Stakeholder feedback is key, as the application is being built for their use.

3.0 UI/UX Glossary and weblinks

Contrast - The combination of different elements in a design to highlight their difference and/or create balance.

Design Principles - The design principles are diversity, repetition, contrast, proportion, pattern, movements, emphasis, balance, rhythm, hierarchy, unity and order.

Emphasis - It creates a focal point in a design; it is how we bring attention to what is most important.

Fidelity- used to define the degree to which a wireframe or prototype represents a functional version of the final product. High-fidelity prototypes have visual and interactive properties, closely mimicking the appearance, feel, and behavior of a live website or app, while low-fidelity wireframes are just skeletons.

Icons (Iconic symbols) - Signs that signify by means of similarity between sign vehicle and sign object. They represent a likeness. Often called pictograms, these symbols refer to real objects by resemblance.

Visual Hierarchy - Visual Hierarchy is the order in which the human eye perceives what it sees. This order is created by the visual contrast between forms in a field of perception.

Weblinks:

Happy Hues: <https://www.happyhues.co/palettes/17> - This website is a good tool to provide colour palette inspiration for websites and mobile apps as it shows a few colour palettes with how they can be used and some psychology behind colours.

Mapsicle: <https://www.figma.com/community/plugin/736458162635847353/Mapsicle> - Mapsicle is a figma plugin which allows the user to add maps within their app design mockups.

Dribbble: <https://dribbble.com/>: A community of designers sharing screenshots of their work, process, and projects.

4.0 Evidence

4.1 Meeting Minutes

GROUP NAME	GEE-OH-THREE
DATE	24/04/23
TIME	2:00-3:00pm
LOCATION	Curtin Library room 530

PRESENT:

Ola Malek, Hans Wong (Online), Kuldeep Talatia (Online), Harry Walters, Navinda (Online)

APOLOGIES:

ABSENT:

DISCUSSION:

- Usability testing meeting tomorrow?
- Screen recording the usability testing
- Complete assignment for tonight.
- Come to 10am Friday tutorial.

Tasks to do:

TASK	WHO	DUET	COMPLETE
- Workshop 5 accepting and rejecting feedback	Ola	18/04/2023	18/04/23
- High-fidelity prototype	Ola	20/04/23	19/04/23

- Functionality of the app	Kuldeep,Harry	20/04/23	20/04/23
- Assignment part 4,5,6	Hans	23/4/23	23/4/2
- Assignment part 7,8,9	KT, NJ	23/4/23	23/04/23
- Assignment part 13	Ola, Kuldeep	23/4/23	23/04/23
- Assignment part 1,2,3,12,14-20	Harry, Navinda	23/4/23	24/04/23
- Appendix D	Ola	23/4/23	22/04/23
- Video Demo	Ola, Kuldeep	21/4/23	24/04/23
- Few more screens before usability testing	Ola		
- Usability testing	Harry	25/04/23	

References

Arvin, Chris. 2019. "Figma - Mapsicle ." Figma. July 26, 2019.

<https://www.figma.com/community/plugin/736458162635847353/Mapsicle>.

Whitley, Dave. 2020. "Lo-Fi Wireframe Kit for Figma." [Www.lofiwireframekit.com](http://www.lofiwireframekit.com). Dave Whitley. 2020.

[https://www.lofiwireframekit.com/](http://www.lofiwireframekit.com/).

Figma

[https://www.figma.com/file/PSBeyZ0kkKMUauV8U9Q8lo/Lo-fi-Wireframe-Kit-\(Community\)?node_id=243%3A1&t=1GBnuMPjSsve8Syv-1](https://www.figma.com/file/PSBeyZ0kkKMUauV8U9Q8lo/Lo-fi-Wireframe-Kit-(Community)?node_id=243%3A1&t=1GBnuMPjSsve8Syv-1)

