

# Final Project Design Document

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## Link to Prototype's GitHub Repository

<https://github.com/KaileyCozart/Ethics-Final-Project>



Our prototype was built using plain HTML and CSS. The buttons and divs also have hover states in the prototype. On a real phone those hover states would be enacted when the user held down on the div (active state). See the following page for our requirements specification.

## Requirements Specification

Over the last period, we looked at how people use their phone and how UI and social media affects our phone usage. We drew to the conclusion that, nowadays phones are primarily used as a device to browse social media. We also noted how UI impacted the enjoyment factor.

So we came up with a idea to create a homescreen/launcher that makes it easier to navigate through different social media. It also has a smart notification feature that will make sure you won't miss important messages and be overwhelmed with notification. We have also focused make a smart use of colour to make sure the user does not spend too much time in this device. We let the user set time goals and the background changes according to that. Finally, we aim to focus a lot in user customization because no two users are the same. It ranges from changing the homescreen style to associating different inputs (such as swipe up from bottom) with actions or applications set by the user.

This launcher will allow people's use of technology to be more true and beautiful because the time spent on one's phone will be efficient and aligned with how they want to use their phone. With this launcher, the hope is that users would be able to reduce their amount of screen time while still experiencing the same or more meaningful social interactions or informational exchanges. Instead of wasting time scrolling through random posts or meaningless notifications, users could spend their time on their phone connecting with the people they actually care about and viewing the kinds of news and information that they actually want to see. There would also be less of temptation to click on an application if there are no meaningful notifications indicated on the launcher screen.

## Use Cases & Explanation of Features

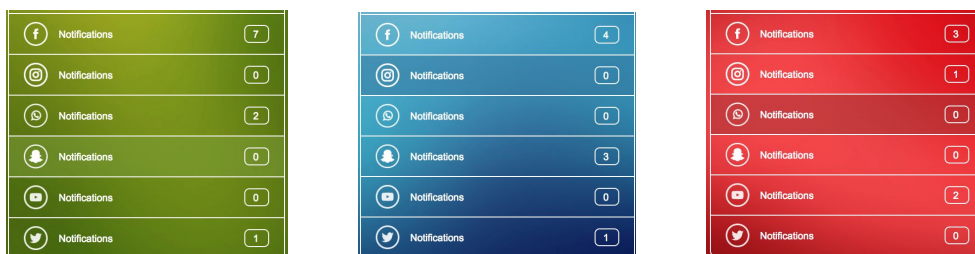
### ***Set Phone Usage and Warning Goals***

1. User selects setting menu
2. User selects “phone usage limit” or “phone usage limit warning” from the menu
3. User enters in the phone usage warning time and the phone usage limit
4. The phone launcher background and launcher heads will change color based on whether the limit or the limit warning has been exceeded



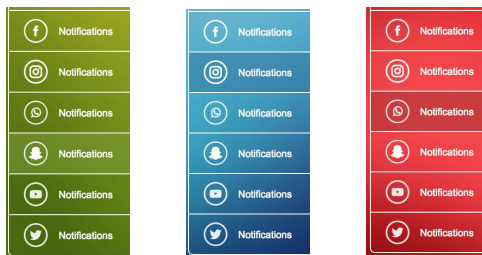
### ***Set Top Applications***

1. User selects setting menu
2. User selects “choose applications”
3. Applications list is opened on use phone
4. User checks the box next to the 6 applications they would like displayed on the launcher
5. It will look like this for this portion of the launcher:



## ***Set Notification Labels***

1. User selects setting menu
2. User selects “application labels”
3. User can add the labels they want
4. For example, if Facebook notifications only show posts from your friends, you could label the notification as “Posts from Friends” or whatever you wanted to call out
5. By default, all labels read “Notifications”



## ***Choose Smart Notifications***

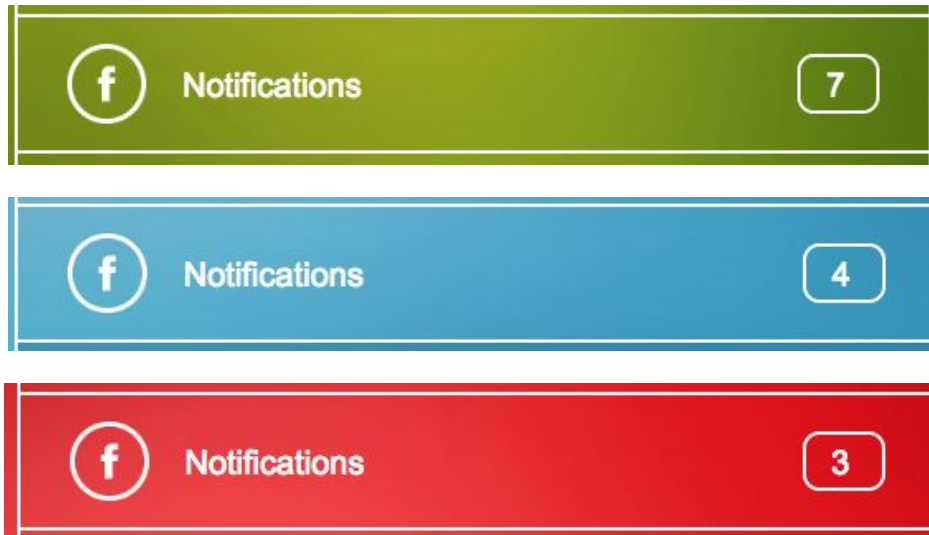
How this works:

The app will determine the priority of the message so it'll notify you even in silent mode while preventing you from being bombarded with notifications that you don't care about. For example, Facebook notifies users when other people also comment on a post, and there's no way to turn this notification “feature” off. Our app would look at each notification sent to the phone and decide whether or not that is a necessary notification or not. We would have to make a small process for each social media we would want on the launcher. This wouldn't be terrible because the majority of people are on the same social media apps. A Facebook smart notification use case might look something like this:

1. The kinds of Facebook notifications are displayed. (Examples are: posts from friends, people commenting or liking your comments or posts, postings in groups that you are

active in, etc.)

2. You select the kind of notifications that you actually want to see
3. Now, whenever one of those kinds of notifications shows up, the launcher will detect that and increment the number of notifications displayed by the Facebook notifications section of the launcher



### ***Going In and Out of Social Media Applications***

1. Simply click on the button of the application that you want to go to.
2. That app will open and one of the launcher heads will appear.
3. Whenever you are done looking at the notifications in that application, you simply click and hold on the launcher head to return to the main launcher screen

