Circle

Team HDMI | CS8803-MAS Sprint 4

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Problem Description

"Great technology should improve life, not distract from it". - Google

People spend too much time on their smartphones, which is not good for their digital wellbeing. Our design aims to **assisting people better manage tech usage, so they can focus on what really matters for them, and develop healthy tech usage habit.**
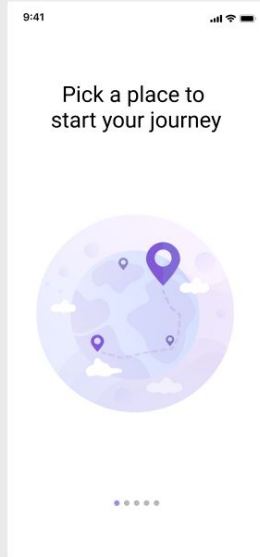
Peer Feedback from Sprint 3

We have received a lot of feedbacks on the **confusion of the game flow**, specifically:
- Confusion around charity goals
- Confusion around how to collect stars
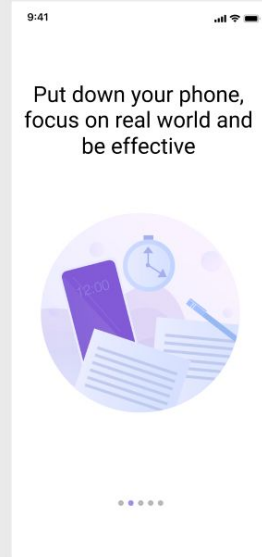- Confusion around "unlock new cities"

We have **refined onboarding screens** and **added more tutorials** to address this issue in this sprint.
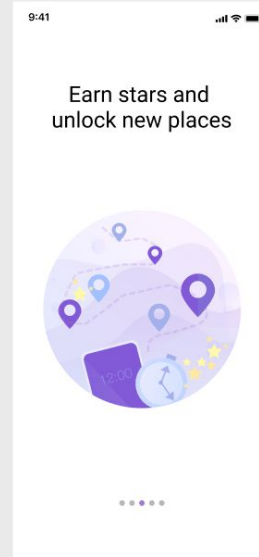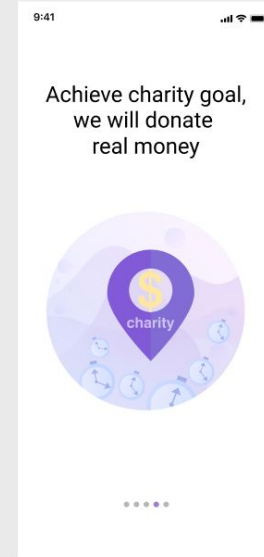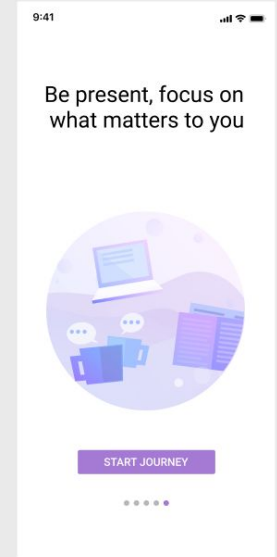
Updated Onboarding Screen

On boarding - 01.3

9:41

Pick a place to
start your journey

On boarding - 02.2

9:41

Put down your phone,
focus on real world and
be effective

On boarding - 03.2

9:41

Earn stars and
unlock new places

12:00

On boarding - 04.2

9:41

Achieve charity goal,
we will donate
real money

charity

On boarding - 05.2

9:41

Be present, focus on
what matters to you
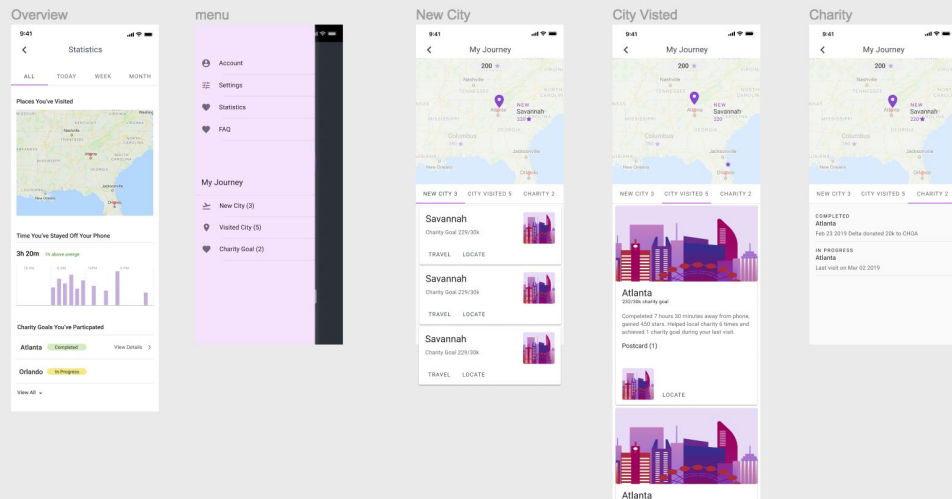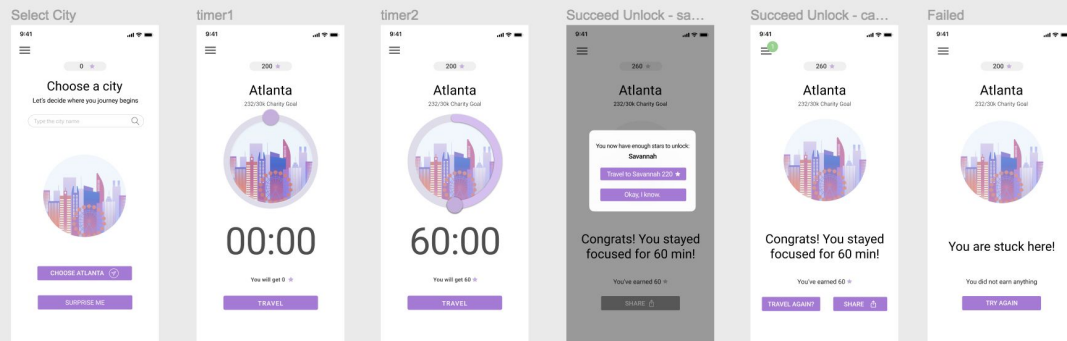
START JOURNEY

Tutorial - Further Explain Game Flow
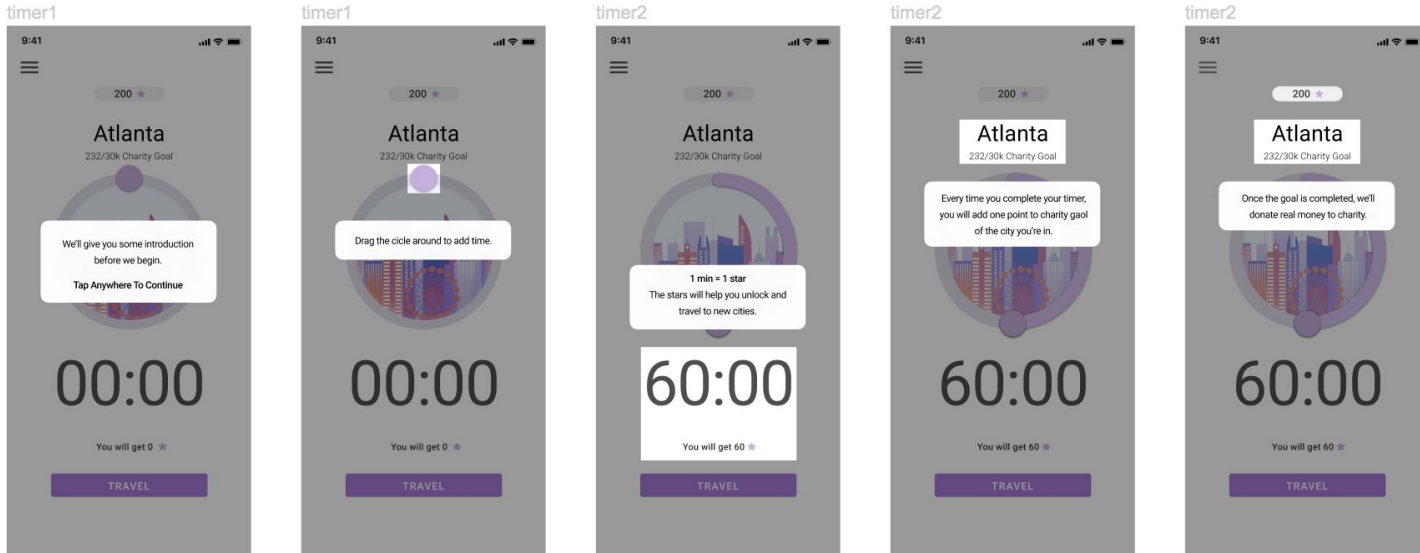
Overall Visual Style
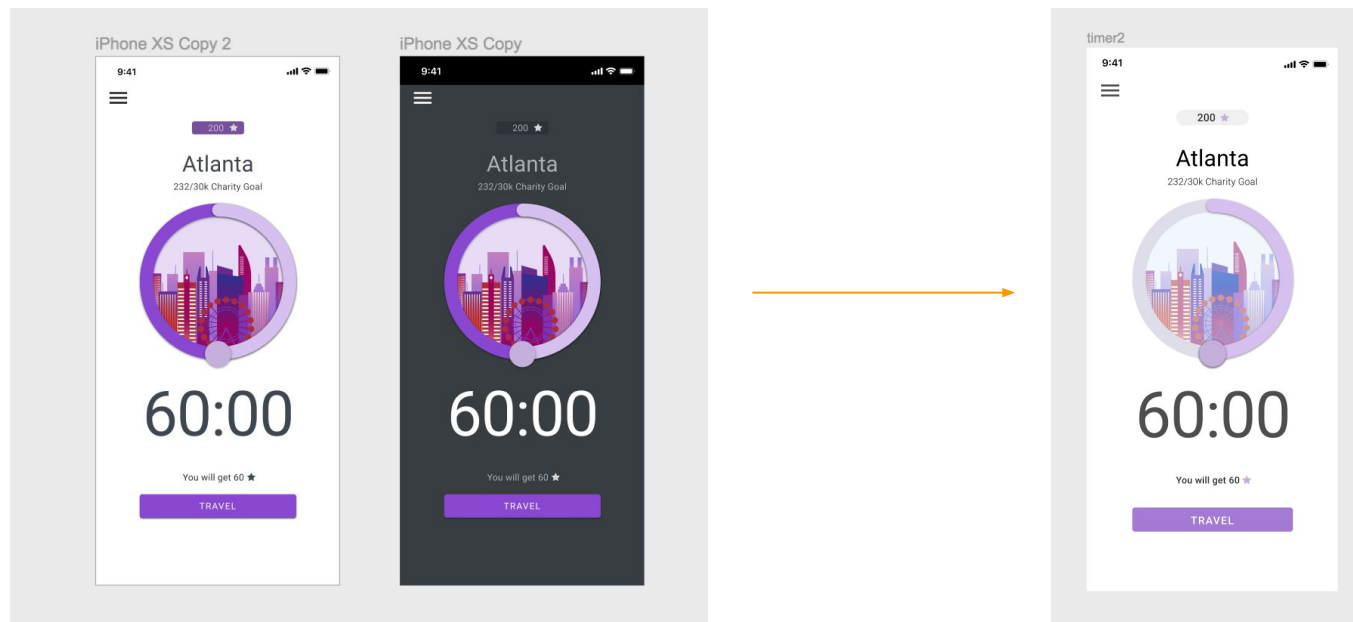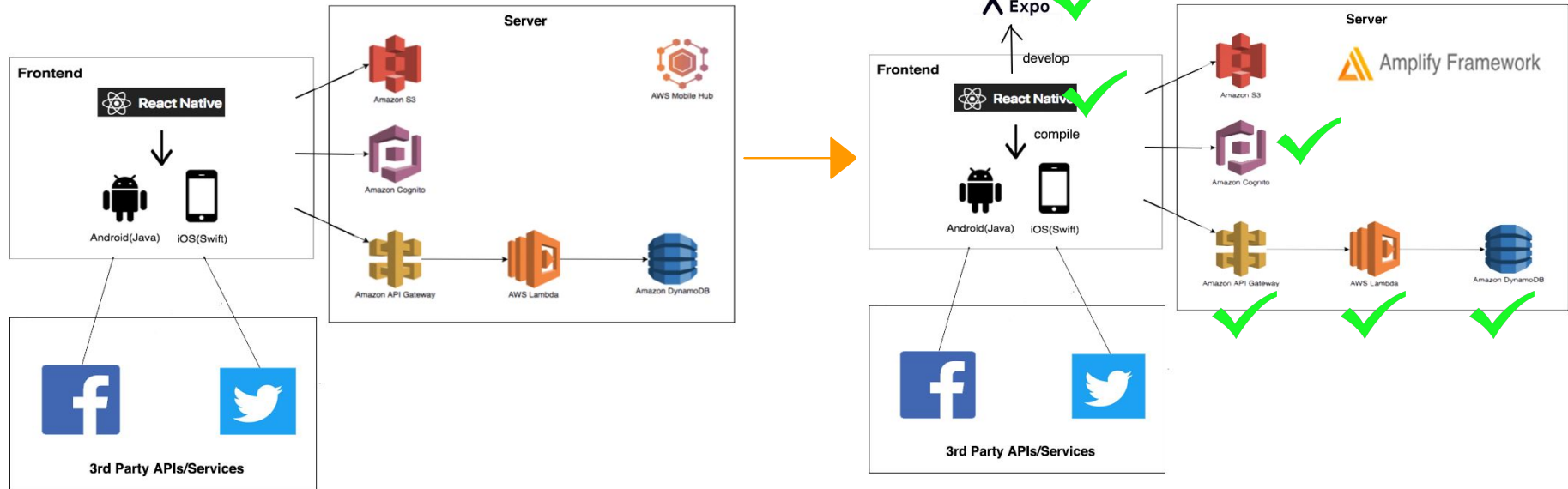
Overall Visual Style

Create a delightful experience with new UI design

Architecture Update

Architecture Update

- Third party APIs from map service providers, like Apple Map and Google Map
- Useful packages related to React Native to develop the App, including react-native-maps, react-native-tab-views, react-native-svg-charts, react-navigation, etc.
- Timer service from devices to check users' stay off time
- Location service from devices to check users' current location
- Auth and hosting functions from AWS

Learning Prototype Demo

1. *Learning Prototype Demonstration,* https://www.youtube.com/watch?v=q3GjF4YlU00

Next Steps - Challenges

Game Design

How to determine how much stars are required to unlock a new city without too much effort on the backend?

Share-driven

The sharing function is very useful and users expect more information to be shareable, like their virtual travel information or usage summary

Next Steps

Design Team

1. Address problems we have identified from the prototypes

2. Create high-fidelity UIs

Tech Team

1. Implemented all the front end UIs

2. Integrate the front end with backend thoroughly

3. Unit tests and functionality tests