

Project Title: Pet Dating Application

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High Fidelity prototype

Compared to A1 version of our Figma prototype, we have expanded on some aspects. In matching page, we have achieved the swiping function. In Community page, we add a hamburger menu layout not only for convenience, but also can expand more functionalities in the future. Also, we have changed some styling including the background color to make it more nice- looking. Finally, We have designed the following two high-fidelity prototypes, which are linked below.

Prototype A: <https://www.figma.com/proto/V7N13bvGlnqTEaLVTcW85y/Untitled?node-id=548%3A191&scaling=scale-down>

Prototype B: <https://www.figma.com/proto/V7N13bvGlnqTEaLVTcW85y/Untitled?node-id=44%3A108&scaling=scale-down>

Here are the differences between our two prototypes. We have performed an A/B testing by Google Forms and obtained the results of our tests.

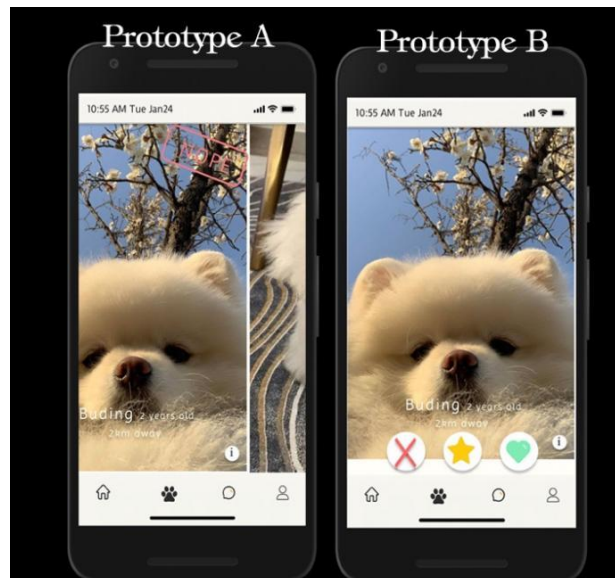


Fig 1. Two prototypes for the matching interface

This is the match page, for the pushed pets, you can choose to like or dislike them. In Prototype A, you can choose whether to like or dislike by swiping the image, right swipe means like and left swipe means dislike. In Prototype B, however, you can directly click the green button for like and the red button for dislike. In our test results most people preferred Prototype B, and some felt that both were fine.

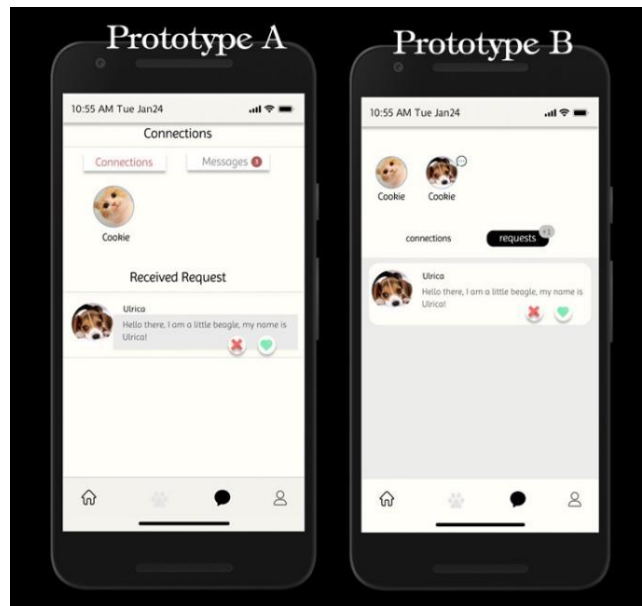


Fig 2. Two types of layout for the chat interface

This is the chat page, where you can see which animals are matched and all the chat boxes. The main difference on this page is the page layout. For Prototype A, the page includes a connection and a message. In the connection, the top is the pets that have been matched and below is the requests received, and the message page contains a list of all messages. In prototype B, at the top is the message box of the people you are chatting, and below it is divided into connections and requests. The results of our tests show that half of the people preferred Prototype A and the other half preferred Prototype B.

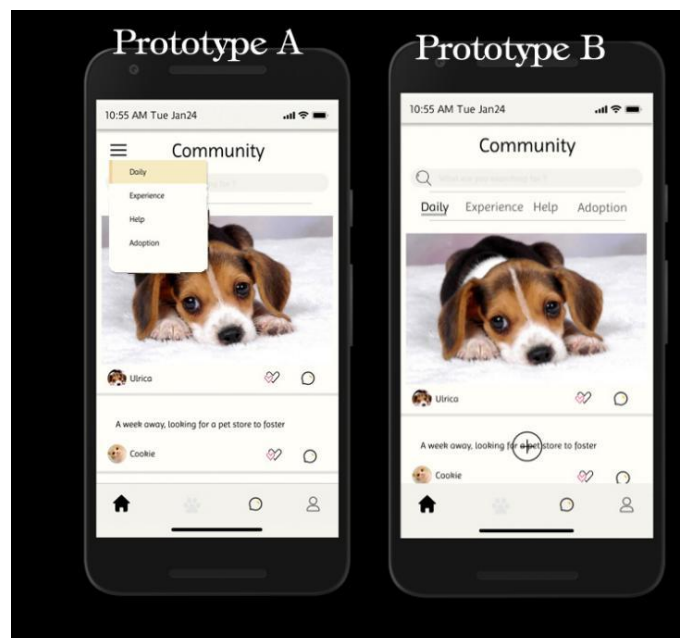


Fig 3. Two types of top bar prototypes for the matching interface

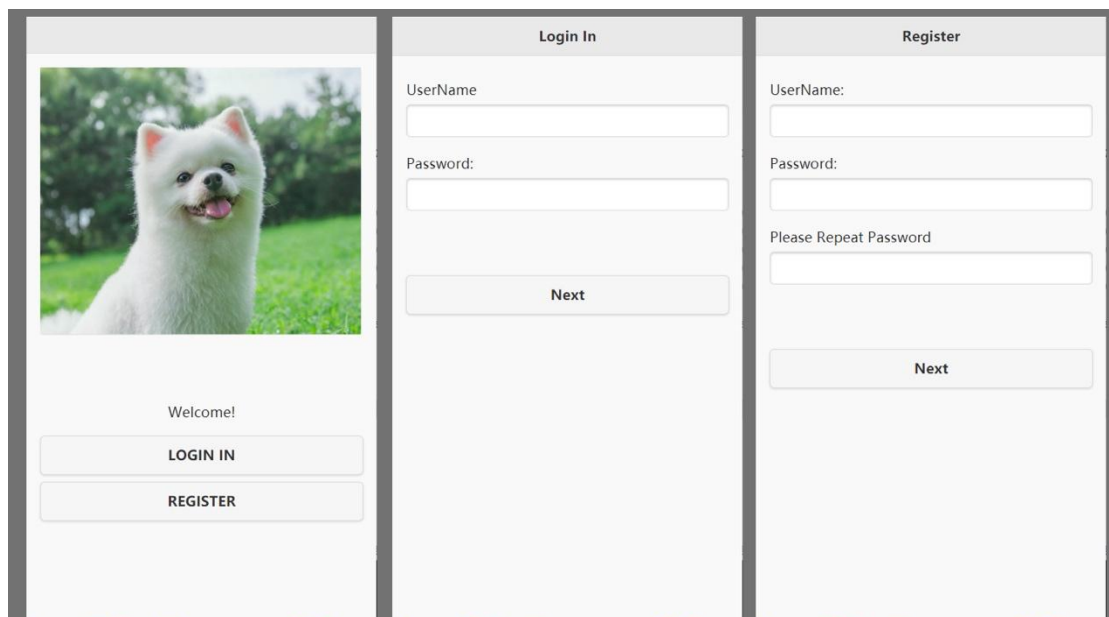
This is the community page. The main difference between the two prototypes is the menu layout. In prototype A, the icon menu layout is applied. And in prototype B, the hamburger menu layout is applied. And all the testers prefer Prototype B.

Web app prototype

For web app tools, we choose to use the jQuery Mobile. Here is the prototype of the web app we designed. The link is <https://drive.google.com/drive/folders/1LgcPibCE2a52ceOS5WTPT7EtRUwv62ay?usp=sharing>

And the web page is <https://leroytheone.github.io/webappprototype.github.io/>

This is the welcome, registration and login page. Pet owners should click the Register button to register an account for their pets when using it for the first time, which requires entering a username, password and confirming the password. Or if they are already registered, they can tap the Login button to log in directly by entering their username and password.



The image displays three side-by-side mobile app prototypes. The first prototype, titled 'Welcome!', features a photo of a white dog, the text 'Welcome!', and two buttons labeled 'LOGIN IN' and 'REGISTER'. The second prototype, titled 'Login In', contains input fields for 'UserName' and 'Password', followed by a 'Next' button. The third prototype, titled 'Register', includes input fields for 'UserName', 'Password', and 'Please Repeat Password', followed by a 'Next' button.

Fig 4. Welcome/ Log in/ Register Web app prototype

Here are the community, match, chat and profile pages. First is the community page where you can capture your pet's funny moments and share its daily life. In addition, you can always seek help when it needs help. What's more, as a breeder, you can also exchange your pet's experience and information with others. You can also post some adoption information, etc. The match interface is the place to meet other pets, with their photos and information such as location, age, and type of pet. There are three options, like, dislike, and chat. For example, clicking the heart-shaped button means 'like'. Also, if someone likes you back, it's a match. After matching, pet breeders can start a conversation with others on the chat page. For instance, anyone who has a dog can plan the next time they walk their dogs to meet and play. Finally, it's also important to edit your pet's profile with their best photos

and interesting descriptions to make them stand out and increase the likelihood of a match.

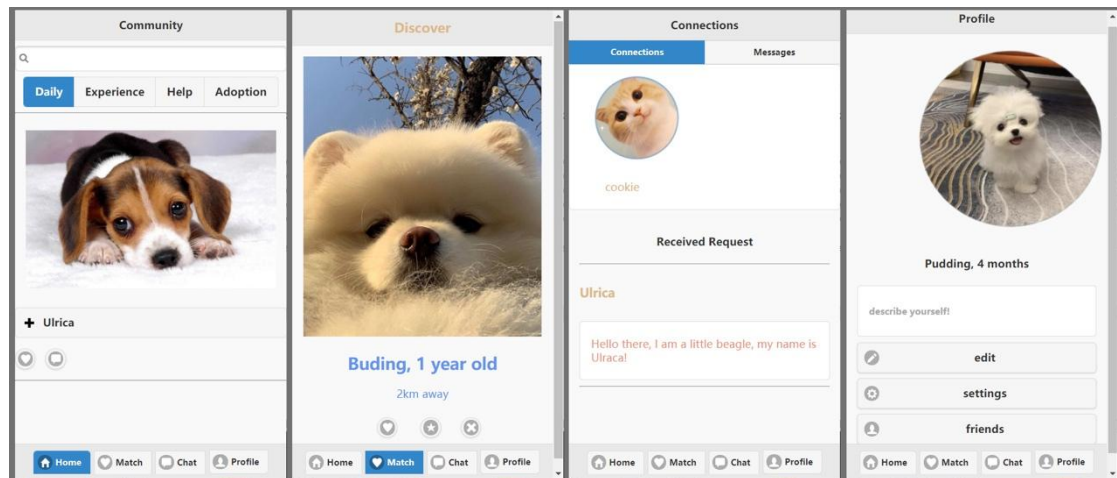


Fig 5. Community/Match/Chat/Profile web app prototype

We tested our web app prototype with some real users and got some feedback. Most of them said that the expected functionalities like sharing daily life in Community and discovering other pets to find a match were basically implemented and the page jumping function was also working properly. However, some people also said our page can be more beautiful, such as the color can be richer, these issues we will continue to improve in the follow-up.