

Lab 04 – Maneesh Wijewardhana, Patrick Quijano

Implementation Changes

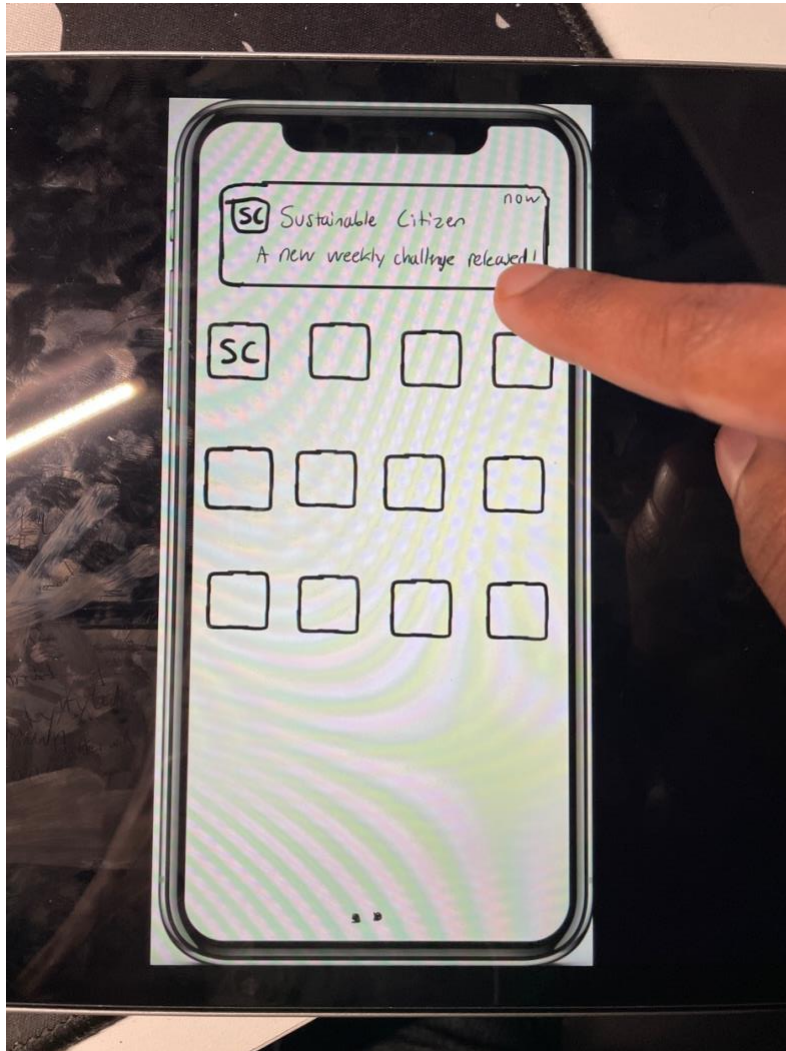
- Our storyboard already contained the necessary aspects required to produce an effective interactive prototype, such as a user-friendly design for mobile devices, well-proportioned interactive display, and clear layout.
- One issue we had to resolve when migrating to our paper prototype was deciding on a proper default homepage.
- Another minor change was sinking certain pages together that had any discrepancies and inconsistencies.

Self-Test Results

- After some initial tests we uncovered a slight design flaw, specifically a missing edit button (for challenges). Beforehand we only had an option to change the status of a current challenge (finish button), however this greatly limits the users' options, so to remedy this issue we opted for an additional edit button.
- We also added a minor “confirm” tag to accompany our confirm button just to make the purpose clear for users.

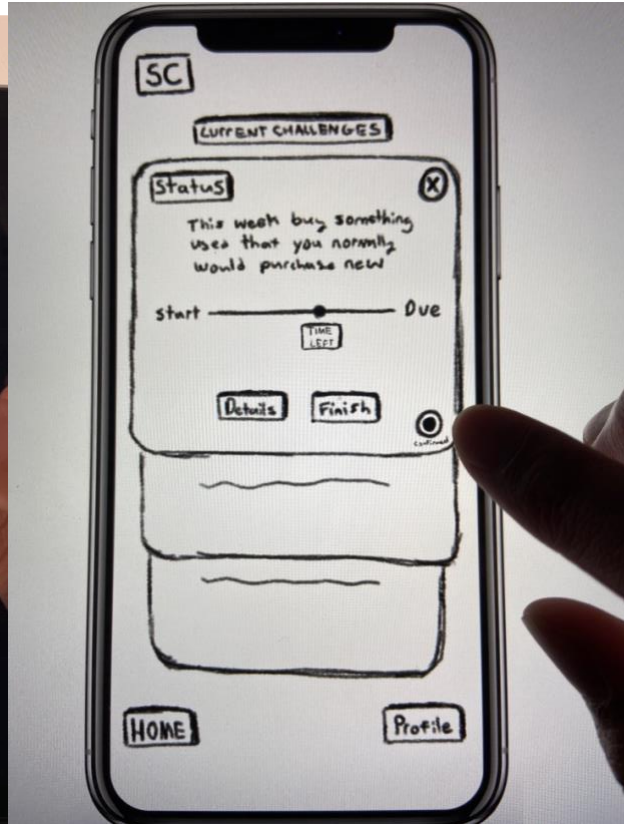
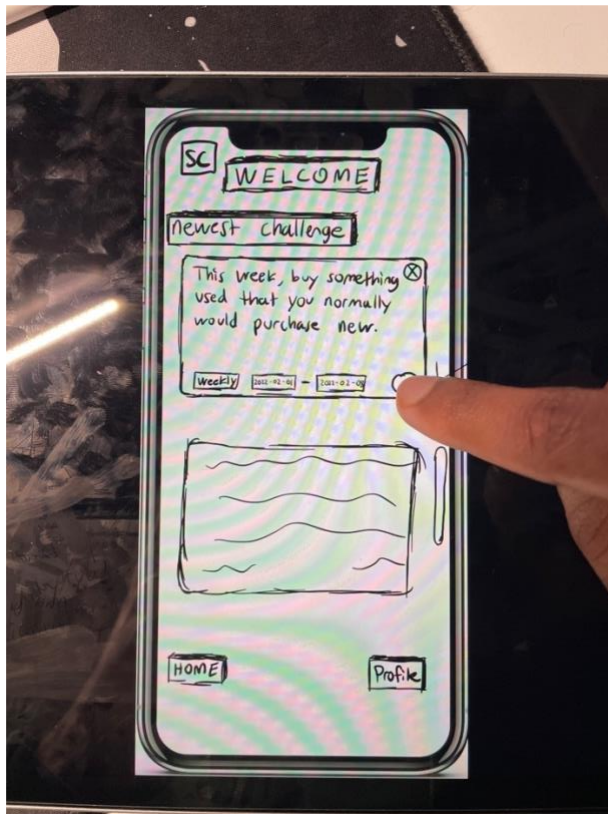
Final Changes

- During testing, a question regarding the ability to login and logout came up. The current design gives minor indication of a user being logged in which caused slight confusion with the user. In the future in order to address this issue an additional login or logout button can be included in the current status of the user. This should provide enough evidence to a user indicating whether they successfully logged in and provides an easy option for logging out and logging in as well. We assumed that when the notification arrives, the user had already made an account but in the future, having a login/signup page would be useful.
- An observation was made about having possible difficulties looking for a specific challenge if they're on a large amount currently active. This could be an issue because of the inconvenience of endlessly scrolling in search of a specific challenge. This observation led to an idea of some sort of searching feature allowing users to quickly look up a desired challenge.
- Another observation made was concerning the ability to sort and group challenges of similar flavour. This sorting would be done using tags such as “Daily/Weekly”, “Duration”, “Date Added”, and more. We can add these in the homepage where the user would be able to toggle any tag they want and the cards would adjust accordingly.



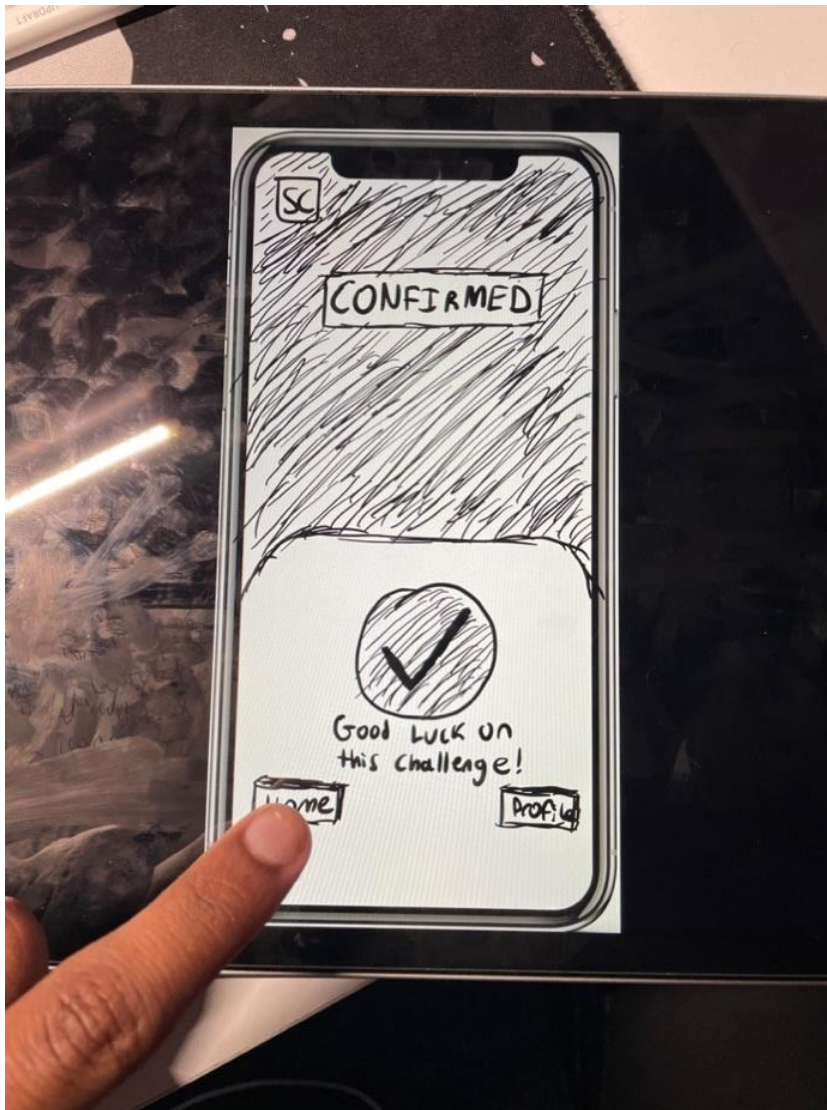
- We kept the notification the same as it mimicks what a real notification would look like on a mobile device
- Notifies user that a new weekly challenge was released





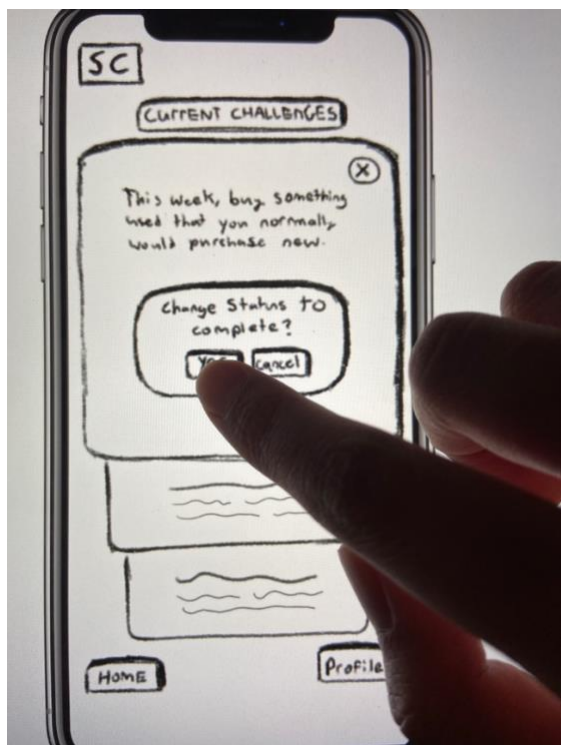
- We changed the format of our home page just to have a more cohesive design
- Added a confirmation button which gets filled when a challenge is accepted
- User will scroll which will hide the current challenge and bring the next one to the front for visibility





- When confirmation button is clicked, user gets taken to this page so they know it the challenge was confirmed
- Would also display a motivational message here to get the user more incentive to start it





- User clicks finish button and confirmation interface appears
- After clicking, the card will animate to the side and challenge behind it will appear