

WONDERLUST MEDIUM FI PROTOTYPE README

[App]

The prototype was built on the Marvel prototyping app, available online for free. All interactions on this app relies on button presses, and it should be clear which icons represent buttons and which do not. Clicking on a non-button area will bring up the ‘hot-zones’ (appearing in blue) that represent buttons.

Link to prototype: <https://marvelapp.com/4j5f8b>

[Home screen]

All experiences begin at the Home page where the user can click on any category on the wheel to begin. Switching between categories on the wheel is done by clicking the arrow keys immediately below the wheel. Categories can also be selected by clicking on their names on the wheel. Once a category has been selected, articles relating to the category populate the bottom part of the screen. Users can choose to view additional articles by clicking the arrow keys below the sliding images. Clicking on any image will bring it to its respective article page.

[Top bar]

The menu button, and ‘W’ button on the top bar are persistent throughout almost all screens of the app. The menu button opens up a drop-down menu that links to the Home, Favorites, History, Categories, and Settings screens. The ‘W’ button takes users back to Home. The magnifying glass, represents search, is visible only on the Home screen, and allows searching for articles relating to any topic. A ‘Back’ button becomes visible once the user navigates beyond the Home screen, and directs back to the previous screen.

[Limitations]

The wheel and articles are manipulated using gestures in our design. However, it was not clear that Marvel could incorporate these advanced inputs, and we have added buttons as a tradeoff for functionality over design. Wonderlust would have an infinite list of articles in theory, however, it would be impossible to create that feature in Marvel. We selected an assortment of articles in order to create the ‘feel’ of the app for the testers. There is also no updating possible to any lists (e.g. Favorites, Categories) besides the ones already hard coded in. This is again due to the limitations in number of screens we are capable of creating. We have an example of adding a new category, Art, through the Categories screen to demonstrate functionality, but the wheel is not updated after the addition.