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## **Part 1: Final Prototype**

Building off of your prototypes from the previous assignment, your user study notes, and your heuristic evaluations, you will create a final version of your prototype. Create a new Figma document for this. For this part of the assignment, you should do the following:

Create a single prototype that includes the best parts of your A and B prototypes, and addresses usability issues identified in the previous assignment.

Your prototype should be cleaned up - instead of using sketches, use the UI tools found in Figma. Use good placeholder text that represents how the final version of the app would work. Create a changelog document (1-2 pages) that addresses the following issues:

### **Link to your final prototype:**

<https://www.figma.com/file/JCfJm6nxPnmFAIfkEoli1wBQ/Prototype-B?node-id=0%3A1>

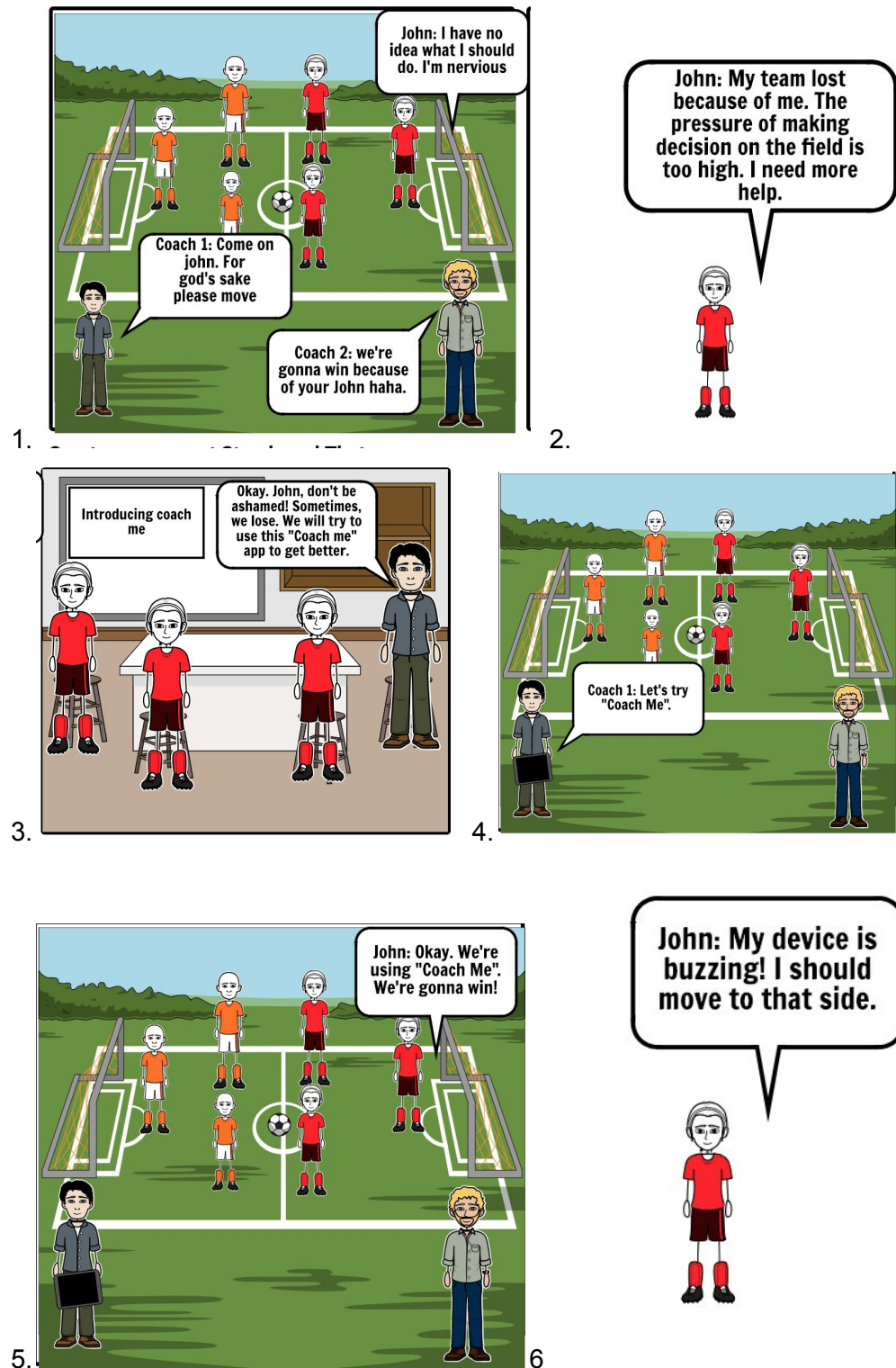
### **How you combined your prototypes A and B, and how you made design decisions during this process:**

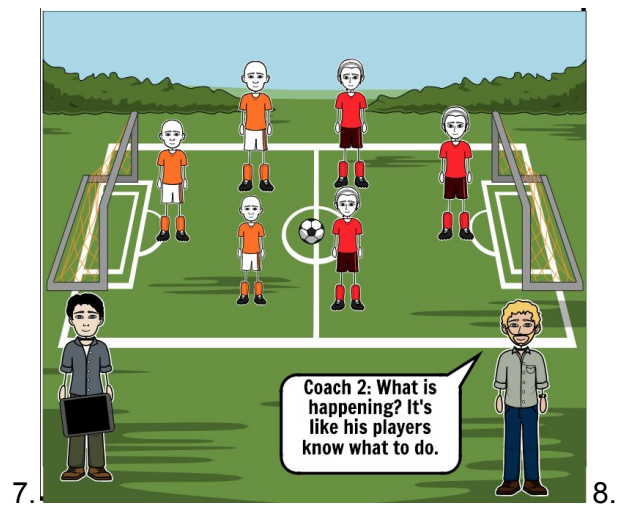
- Last assignment was really useful for us to check in which factors our prototypes were failing from the user point of view. The general decision we made was mixing the functionality and logic from prototype A with the UI design of B. Most participant from the usability testing exercise emphasize their desire to have a more vivid app without actually losing any of the functionalities that were greatly implemented, such as the formation page, where coaches are able to change the standing of the team in the field adapting it to the live feedback they receive from the tracking devices.
- The UAR's we did on last assignment served as a guide to evaluate each issue and good feature found on both prototypes, we started from combining both Figma ideas to see if the merging ended up solving most of the UAR of each prototype. It turned out that it did, we just had to add the Sign Out button. We had a really good design process because between all the trials and figma apps we covered most of the basics and fundamental features.

**A table of usability issues from the previous study, and an explanation of how you resolved them in the final prototype:**

Usability issues	How we resolved them
UAR #7: Text Visualization	We changed the background blur to make all the text more visible and easier to read.
UAR #8: Menu bar	We implemented a lateral menu bar with direct links to the most important pages, we erased the 'Home' button from prototype B.
UAR #9: Deletion of roster	Creation of an erase button on the player/team edition pages. Also a confirmation pop-up window to prevent an accidental deletion.
UAR #1: Sign out	We added a sign out button in options.
UAR #3: Password	Forgot password button in sign-in page will resolve this problem.
UAR #11: Buttons	Some button names were changed.
UAR #12: Substitutions placement	Placement of the button was kept consistent
UAR #14: Players name	The screen was kept to better keep track of the players

## Part 2: Video Storyboard





Initial storyboard edition :

