Facebook VR

Sketches and Design Plan

Due: March 3, 2017

Course: CISC 325

Professor: Prof. Vertegaal

Group: 16

Names: Alex Seppala (10132889), Jake Fantin (10139170),

Palmer McCutcheon (10140037), Ryan Mahjour (10142829),

Sam Ruscica (10148585)

Roles

Alex Seppala: User Interface Designer, Tester

Jake Fantin: Project Manager, Coder

Palmer McCutcheon: User Experience Designer, Coder

Ryan Mahjour: Project Manager, Designer

Sam Ruscica: Coder, Tester

The project manager is expected to runs meetings, enforces deadlines, and decides between split votes.

The designer is expected to have a vision of product, plans layout, plans interactions between components.

The coder is expected to run backend development of interaction with user interface.

The tester is expected to try out the product, try and break the product, and get other users to try it.

General Features

1. Looking at/hovering over a button will highlight it.
2. The Google Cardboard 2 has a button on the device. This will be used for button selecting.
3. Most pages will have the ability to look up to access the main menu.
4. Popup pages will have an "X" or back button at the top left corner, which makes the popup disappear. This will return the user to the prior page.
5. The generic text entry options include a sending/positing button, a record button, a media button, and a delete button. The record button uses voice recognition to write text to the textbox. The delete button will typically delete whole words unless it is in the search, where it deletes single letters. The media button will send the user to the insert media page. The sending/posting button publishes the contents of the textbox.

Problems Fixed

There were two problems that were discovered during Assignment 1. The first problem was reacting to a post was hard to find without prior knowledge. This was fixed by replacing the "Like" button with a "React" button. The react button then would lead the user to the reaction popup page. The second problem was the facebook image sending feature appeared by mistake. This was no addressed as the image sending feature was out of this projects scope.

Timeline

The gantt chart seen below illustrates the project timeline upcoming for the group. Breaking up the work for the project into design, prototyping and testing, the chart describes the upcoming engineering and testing involved in developing the project prototype. Detailed sub requirements for each section in the project can be found in the chart.
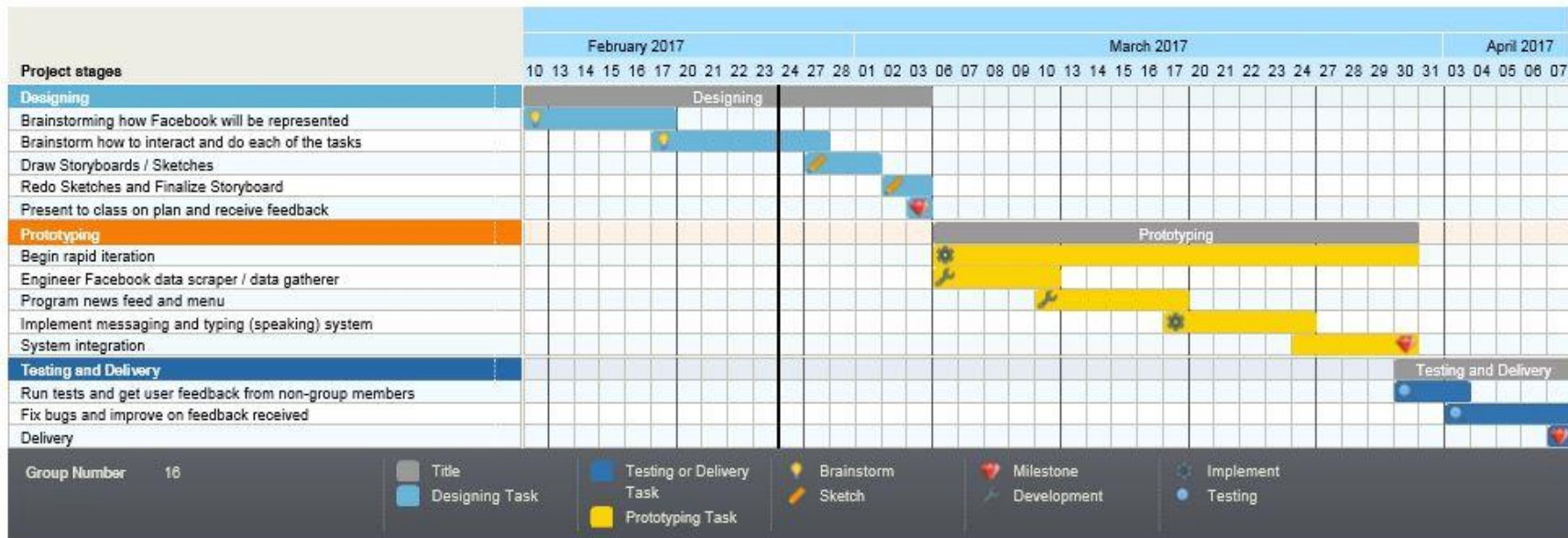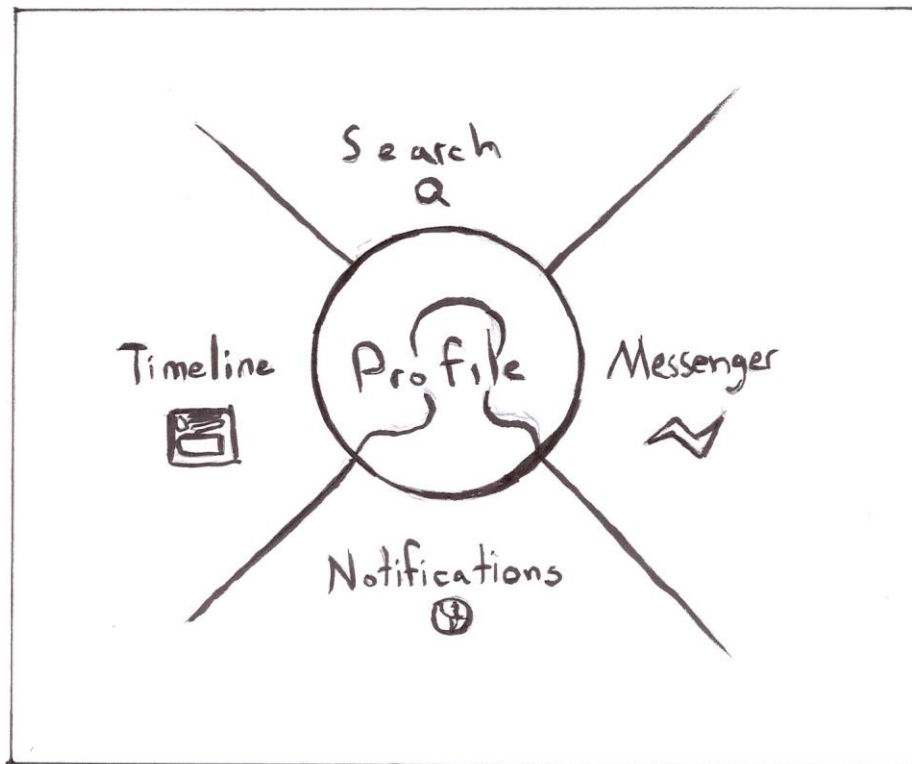
Sketches

Loading

- When the software starts, there will be a loading screen when the user will have the option to connect to a current facebook account on the phone.
- Then the main menu will appear

Menu

- The profile picture can be selected to bring the user to the profile page
- The other pictures bring the user to the page described
- On pages that have the menu option, it can be brought down into view by looking up. It can be exited without selecting anything by looking up again.

Timeline Default
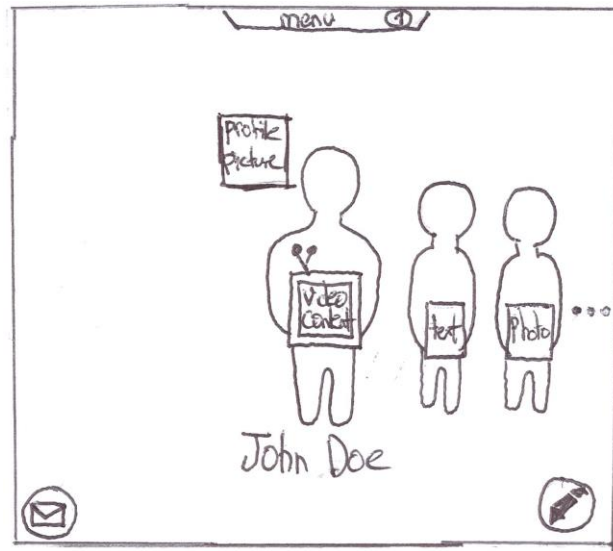
- The timeline browsing in inspired by a carousel. Avatars are used to represent people.
- Avatars will be holding TV for a video on one's news feed, picture for picture etc.
- Looking right will scroll the people in the news feed queue. People will flow left and the center avatar will be larger and more focused.
- When the user stops on a post / avatar, the poster's profile picture appears in the corner.
- Looking left can scroll back through the newsfeed queue.
- Newsfeed view has quick access buttons for New Message in the bottom left, New Post in the bottom right and the overall menu modal and notifications by looking up to menu bar.
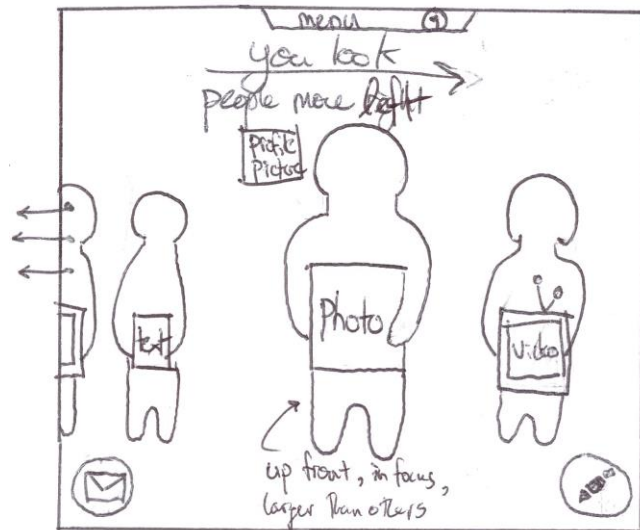
Reading a Post
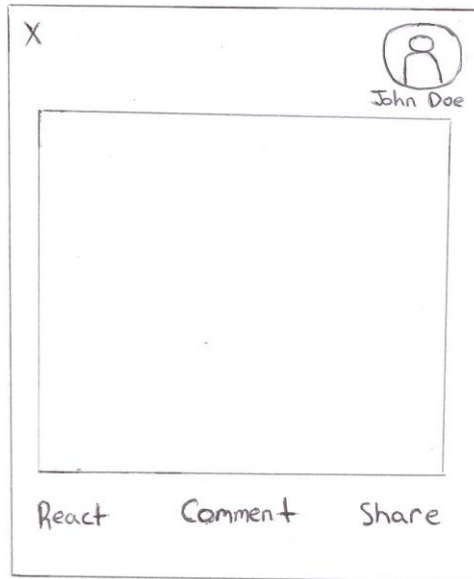
- The profile picture and name displayed in the top right corner is the profile picture and name of the person who has posted the status, picture, video, or article.
- Clicking on the X in the top left corner closes the current status, picture, video, or article and go back to the news feed.
- Pictures and Videos will be full screen.
- Ideally most videos will be 360 degree videos.
- Clicking on the react button will bring up the react layover. The user can then select a reaction to the post.
- Comments are accessed when the comment button is pressed, or when the user looks down.
- The image slides up as do the comments when comments is pressed.
- The comment are scrolled through by the user tilting their head up or down.
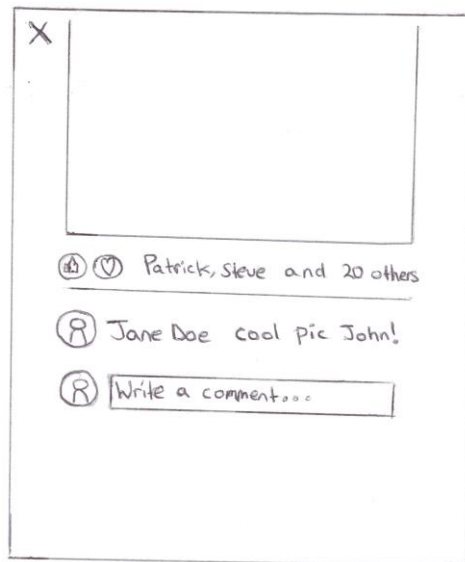
Reading a Post Continued
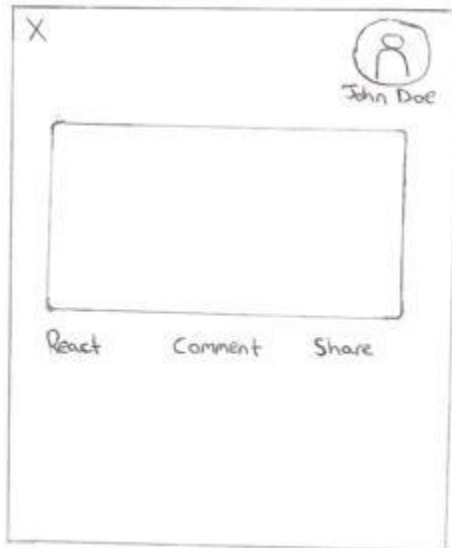
- Links to articles immediately open the article
- Pressing the arrows in the top right corner of the article makes the entire screen the article.
- The user can scroll up and down through the article by tilting their head up and down
- The status is put in a rounded box, and the user has the option to react, comment, or share.
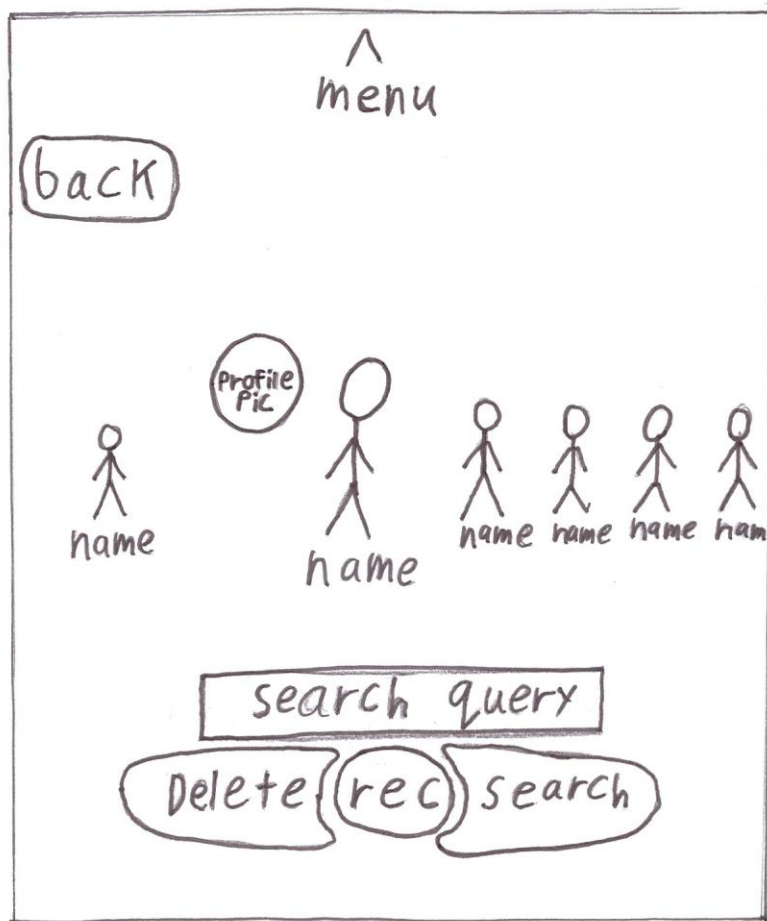- The longer the status the larger the box.
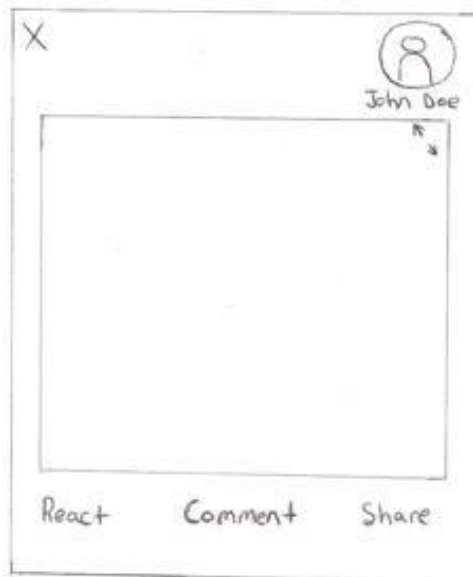
Reacting
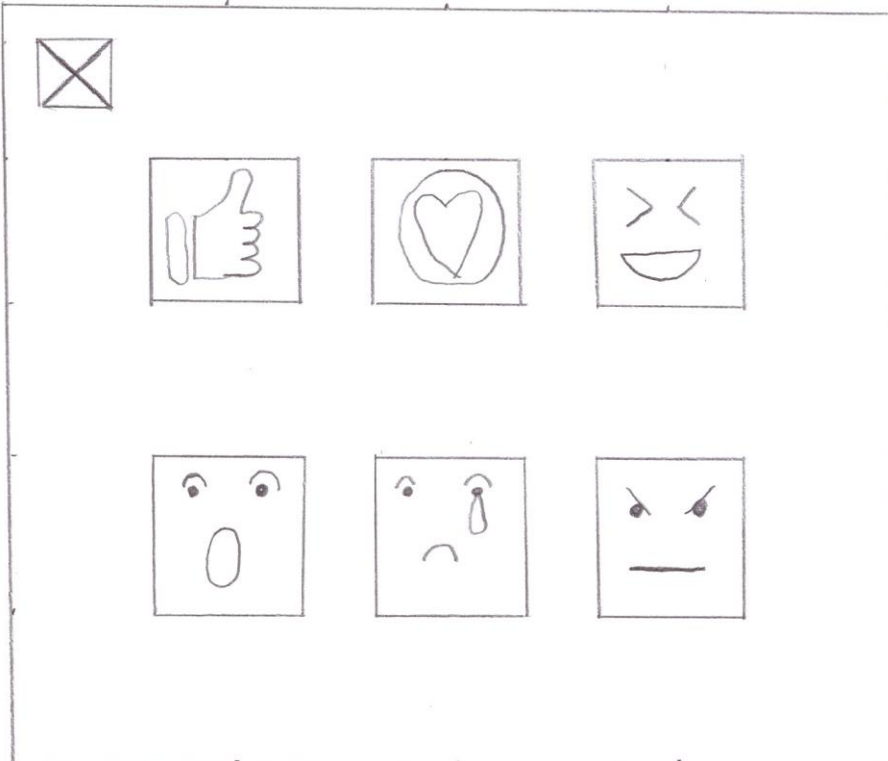
- This page is used for reacting to posts.
- The X button in the top left is for leaving this menu and returning to the post.
- All other buttons will "react" to the post, based on the corresponding reaction they selected. Once selected it will return the user to the post.

Searching

- Used for adding and searching for friends
- Look left for left scrolling
- Look right for right scrolling
- Update person search query using the search button at the bottom
- This view could be displayed for any function that requires that a person is selected (i.e. tagging, selecting message recipients, etc...)

Messenger Friend Selection
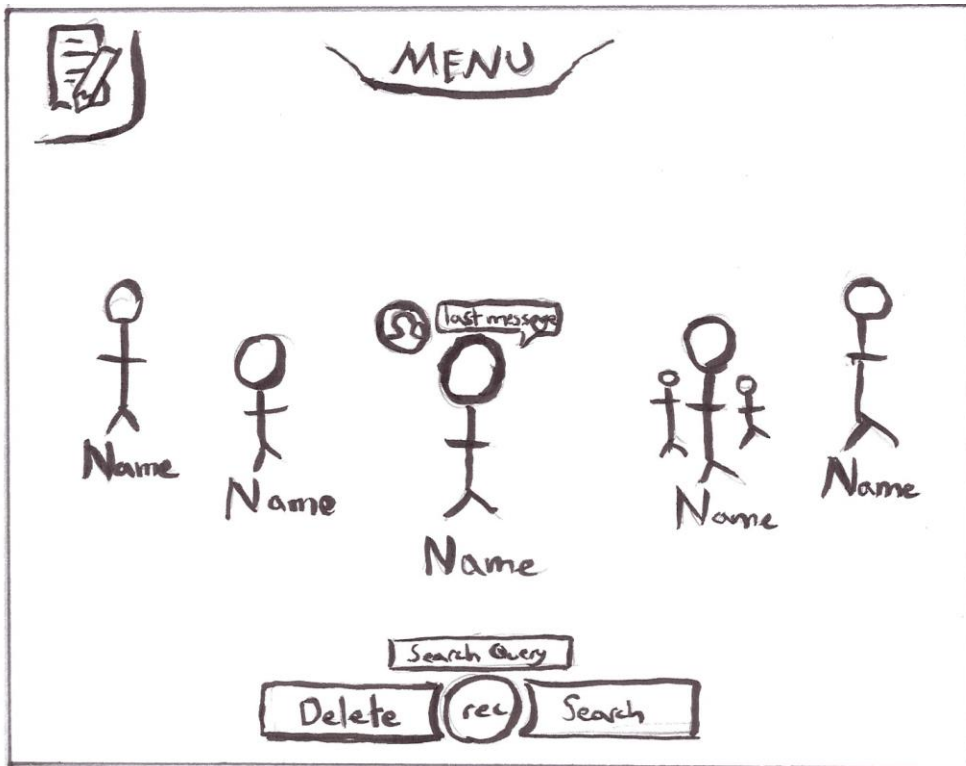
- Switching to messenger can be done through either the menu or from a button in the bottom left of the timeline page.
- Selecting a conversation/avatar from the centre of the screen opens up the old conversation. These avatars can be scrolled through by facing left or right, just like the timeline.
- When the avatar is in the center position it will have its profile picture and last message displayed

Messenger Chat
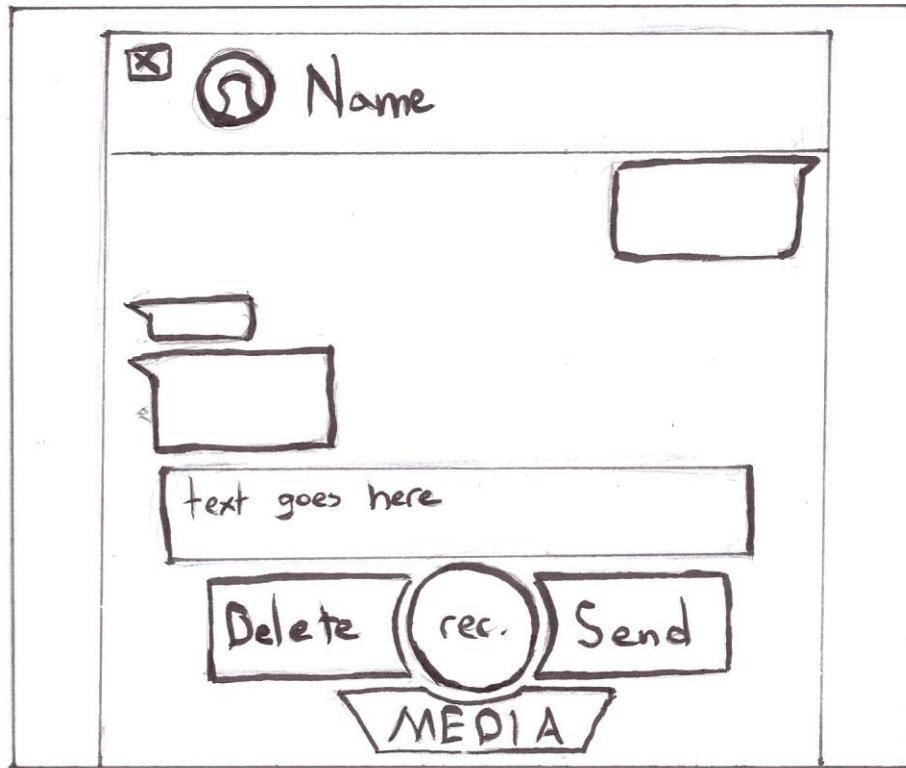
- In a conversation, selecting the rec. button will start speech recording function that will interpret the speech into text that will be displayed in the textbox just above the buttons but below the past messages.
- The delete button deletes one word in the currently recorded response at a time, or it can be held down to erase the entire message.
- Selecting recoding again will append onto the end of the prior text.
- The send button will send the message
- The media button brings up the media pup up and allows the user to select what media they want to be in the message
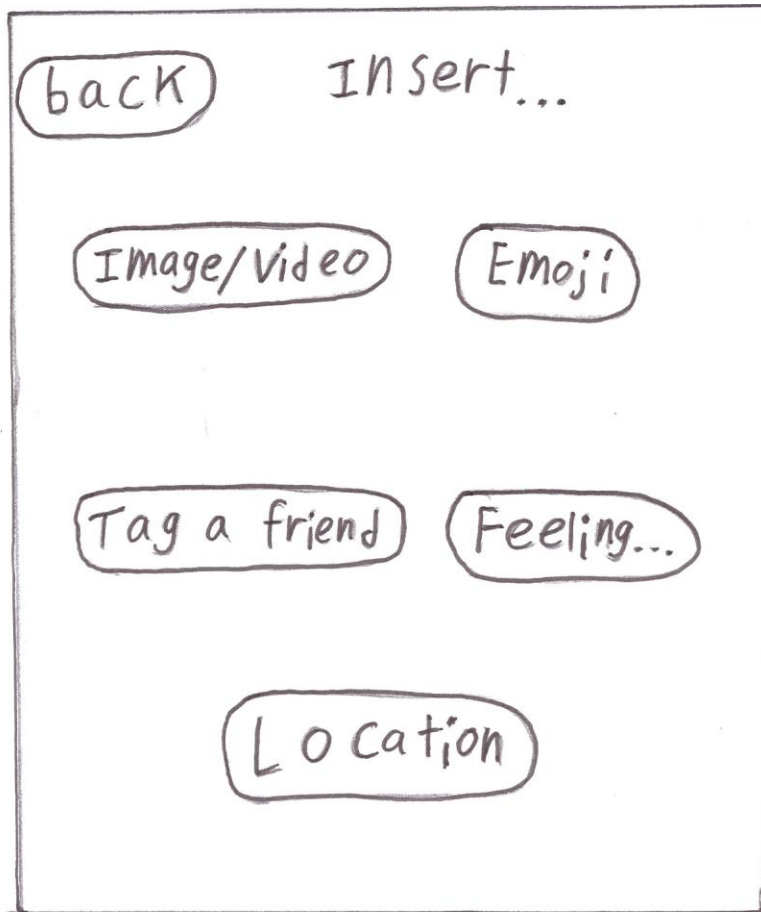
Post to your Timeline
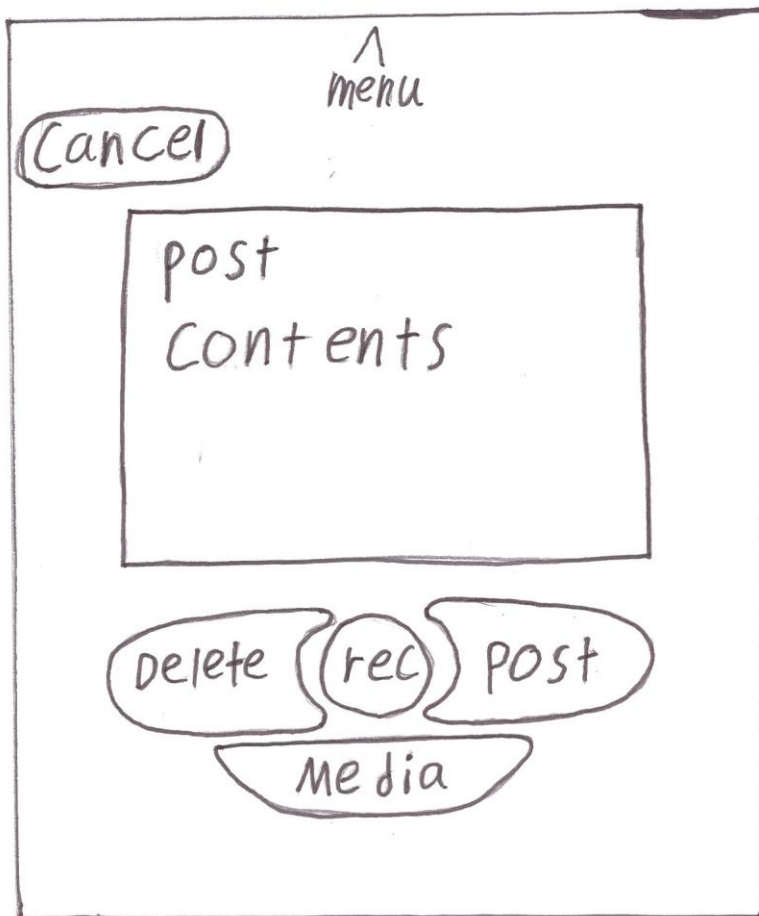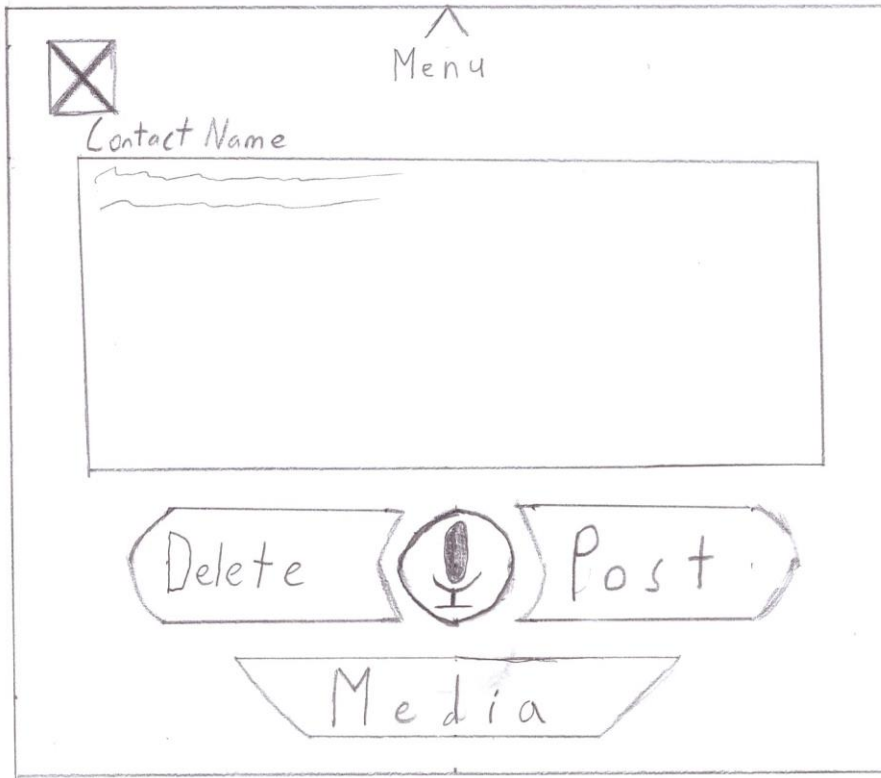

This is very similar to sending someone a message.

- In a post, selecting the rec. button will start speech recording function that will interpret the speech into text that will be displayed in the textbox.
- The delete button deletes one word in the currently recorded response at a time, or it can be held down to erase the entire message.
- Selecting recoding again will append onto the end of the prior text.
- The post button will post this to the user's timeline.
- The media button brings up the media pup up and allows the user to select what media they want to be in the message

Media Select

- User will click on the different media options from this view using the cardboard button
- Each button, with the exception of the location, will send the user to the corresponding selector view. Location simply adds the current location.
- This view is displayed when the user wishes to insert non-text media to some text.

Post on Friend's Timeline

This is very similar to someone posting on their own timeline.

- In a post, selecting the rec. button will start speech recording function that will interpret the speech into text that will be displayed in the textbox.
- The delete button deletes one word in the currently recorded response at a time, or it can be held down to erase the entire message.
- Selecting recoding again will append onto the end of the prior text.
- The post button will post this to the user's timeline.
- The media button brings up the media pup up and allows the user to select what media they want to be in the message