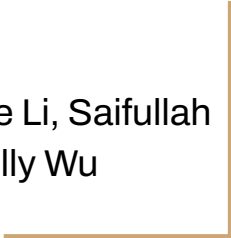




Milestone 2

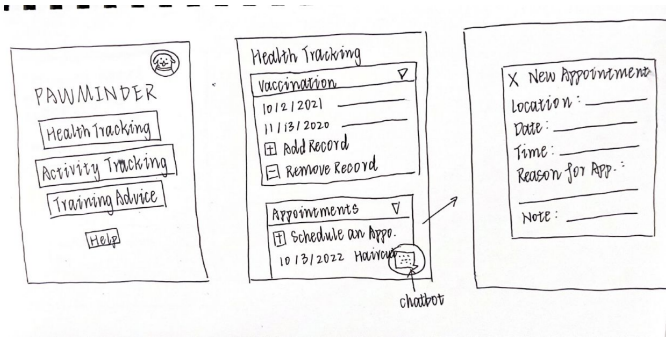
Group 13

Claire Liu, Jacky Kwok, Michelle Li, Saifullah
Jailani, Shirley Chen, Willy Wu

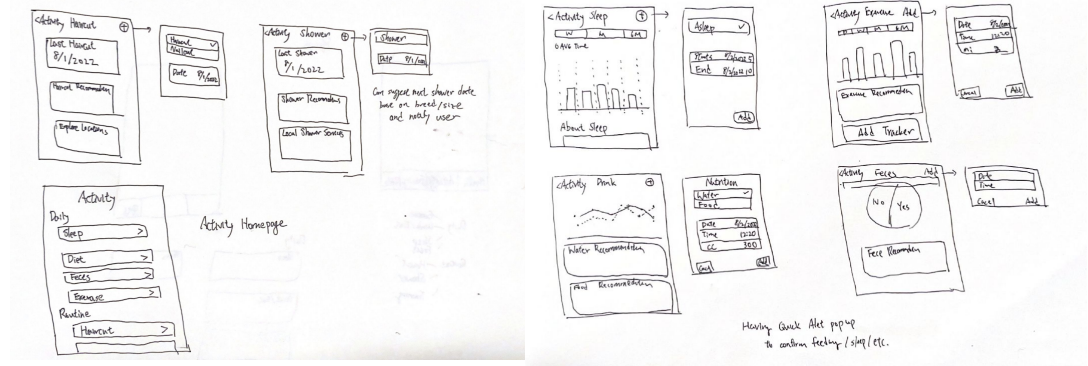


Sketches

Homepage and health tracking:

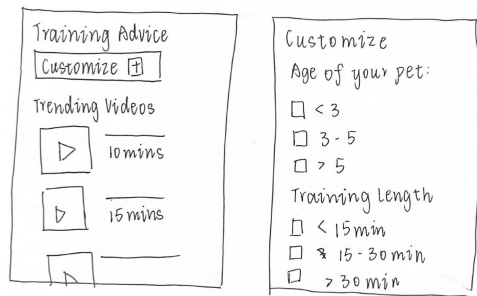


Activity page:



Sketches (continued)

Training page:



Feedback (Our post)



Michelle Li 1 day ago

@Claire Liu @Jacky Kwok @Willy Wu @Shirley Chen @Saifullah Jailani group 13: accountability for dog owners (pawminder) 🐾

hi everyone! our app is focused on keeping dog owners accountable for their pets, and essentially creating a "one stop shop" for owners to input all their dog information.

we have three main sections:

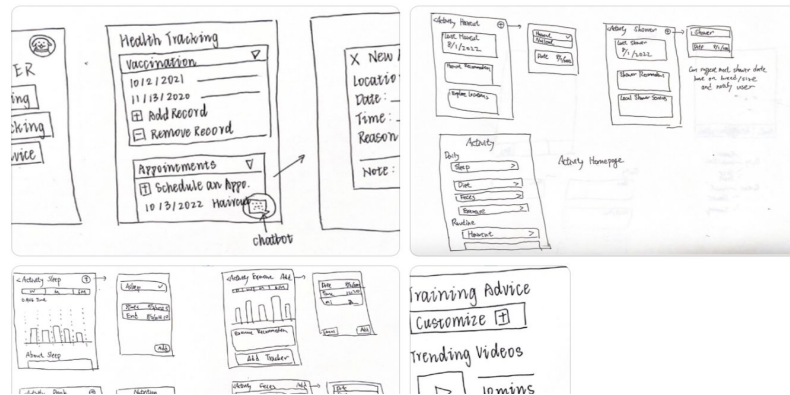
1. health tracking - this section allows users to take notes about various facets of their dogs health, they can note any vaccinations or medications the dogs take, and make new appointments.
2. activity tracking - this section is primarily focused on the dogs "everyday" activities, such as diet, sleep, exercise, etc. as well as keeping records for these activities, we plan to have a tool that allows users to find nearby locations that are dog friendly.

3. training - this section has training articles and different types of training videos that owners can watch things we'd love feedback on:

1. is there anything big that we're missing? any other features that could be added?
2. would it be better for each owner to have a profile where they can keep track of all their pets together, or would you prefer each individual dog to have their own "profile"?

thanks so much and we appreciate the advice! 💖

4 files ▼



Feedback (Shirley, Willy, Claire)

S

Shirley Chen < 1 minute ago

Hi. I really like your idea which is also something similar to what our group wants to implement! I like how there are a wide range of features on this app and pet owners are able to communicate on such a forum. There are a few things I believe can be improved. In your sketches, I can't tell which one is the main page. For the blog feature, I think it will be great if there is an option to choose the categories of the blogs. (Some dog owners only want to see dog related posts.) There is one more thing might be worth considering, what if a pet owner has more than one pet? Are they able to look at the information for both pets?



Willy Wu < 1 minute ago

Hi Group 5,

I really like your idea, and I think this is something that everyone should be aware of in terms of help reduce plastic waste. I really enjoyed looking at the sketches your group drawn, they are extremely organized and easy to understand. I think some good ideas is the reward system. You guys can partner up with local stores that use sustainable packaging as well as store that offer discount for bringing your own cups. You can collect points for visiting the stores with your own cup to obtain future reward and coupons! I don't think there's anything that's confusing to me, and I think all the features and functionalities can keep kept for future iterations! One suggestion I will have is having a user profile can see your past orders, rewards obtained, past donations, the efforts you helped to reduce waste!



Claire Liu < 1 minute ago

Heyyyy group 16!! I really like your idea to have a plant marketplace at Berkeley. I think one new feature that you guys could add is information about how to take care of that type of plant and how much work they have to put in to take care of the plants or direct them to more resources about the plants. Since you guys have listed out a search filter of the plants' conditions, it will be better for the buyers to see more information so they will know if it is the right plant for them.

Feedback (Saifullah, Michelle, Jacky)



Saifullah Jailani 3 days ago

I think messages are independent of time, and the receiver could see them any time they wish and scheduling seems redundant for this purpose. I think it would have been nice if it was capable of allowing the student's family and friends to give the student a treat by buying a coffee or other gifts through the app for the students or contributing towards the tuition fees and other expenses. The student could receive notification in form of message that who contributed how much for which cause. (edited)



Saifullah Jailani 20 hours ago

I think the home page should ask How are you and based on the answer navigate to appropriate page. Over all the sketches looks very good, and I liked the idea.



Saifullah Jailani 21 hours ago

Hi Group 6, I loved the idea. Over all the frames looks very nice. I think social medial platform integration is very necessary for such apps. It would be really cool to see you guys come up with some sort of social media integration for this app.

M

Michelle Li 1 day ago

Hi group 15, I think the idea of your app is really great! It seems super clear the purpose of your app. However, one aspect of the app that I think could be improved is the flow. It currently looks like the fitness section, meditation, and motivation are all separate apps. Perhaps you can make a homepage to make navigation easier, or add in a unifying color scheme. Furthermore, some other functionalities you could add include a "journaling" section where users could write notes, or a mood tracker. Great work and good luck!!! 😊

Feedback (Jacky)

J

Jacky Kwok 8 minutes ago

Hi Group 2,

Your design is neat and amazing. I think dots are fine, because, in the normal course of using a smartphone, we are bombarded with so much text that we might not pay attention to it and recognize its significance. However, a brightly colored dot acts as an instinctive alert and will lead the user to click on it and consciously read the relevant info. I don't think the filter on the calendar for repeating or not repeating events is helpful, since, even if an event is repeating, if it is important enough for me, as a user, to put it on the calendar, I would not want it to be left out of any schedule I'm looking at. I think you can delete this feature without hurting the functionality of the app. As regards the customization of creating chores, I think you could add a field to categorize chores by urgency or importance. This feature might work with color coding or some other means of making the more urgent/important chores stand out better. I don't personally notice anything confusing or missing from your chore division flow. Really love your work!

Persona

User Persona

Meet Jane Lau. She is a 21-year-old Asian female. Jane was born in Hong Kong, but she currently lives in Berkeley. She has always been a big animal lover and has a dog, a frisky 2-year-old Belgian Malinois named Tintin. Jane has a busy life as a student who also works part-time at internships. Jane is adept with technology and always carries a recent-model smartphone with her, which she uses for all kinds of tasks, including navigation. She loves her pets dearly, but admittedly doesn't know much about canine biology and wouldn't have a clue what's wrong with her dog if one of them appeared ill or started acting strangely. It's hard for her to keep track of her pet's needs. The Belgian Malinois, Tintin, is extremely high energy and needs long walks and runs in the great outdoors -- a stroll around the neighborhood simply won't do for a dog like him. Jane doesn't know what hiking trails and large parks in the Berkeley area and outside it are dog-friendly though, and, sometimes, she's taken Tintin to one only to find out dogs weren't allowed. She needs an app that will help her keep track of her pets' diverse food and medicine schedules, along with providing her information and professional advice on how to better train and care for them. Also, when something looks wrong, she needs to be able to get in touch with a vet, immediately.

Scenarios

1) You can track your pet's activity level and get a report from the app categorizing it.

Jane notices that Tintin seems crazily energetic compared to her friend's dogs and he's always asking for walks, especially out in nature. She notices he's also eating far more food than the bag of dog food she has said is appropriate for a dog of Tintin's weight. She wonders if everything is okay with her pet and worries that all this running and walking in the wilderness may harm his paws or wear him out. Jane enters Tintin's meal and sleep schedule into the Activity Log function on the app. She also enters his breed, sex, and age, and the distances and times they walk together. The app informs Jane that Tintin has an Activity Level "high" for dogs, generally, but perfectly normal and healthy for a Belgian Malinois of his age. The app further informs her that the breed is used as a sheepherding dog and even by the military in places like Afghanistan, and, therefore, she has no reason to worry about Tintin being hurt by all that outdoor exercise. She also is informed that, due to Tintin's high activity levels, there is nothing abnormal about his food consumption. Now, she has peace of mind.

2) You can keep track of your pets' medication, food, and grooming schedules.

Jane had been busy with midterms and hadn't been grooming Tintin as often as he needed. In fact, she'd forgotten to take him to the groomer's, twice. She also noticed extra pills in the bottles for Tintin's medication for his kidney problems, meaning she must have forgotten to give him them on some days. Concerned, she opens the Health Tracking function on the app and sets up a Medication Reminder, to alert her when to give Tintin his pills. Additionally, she clicks "Schedule an Appointment" and messages a local groomer from a list provided, then sets up an alert to inform her when she has to take Tintin to get his coat professionally brushed and trimmed. She then sets up schedules for meals.

3) You can create a vaccination record for your pet.

When Tintin received a vaccination in the animal clinic, she input the vaccination names and the dates they were given, so that she always has this vital information with her. When Jane moved to her current apartment, she lost the paper vaccination records for her dog. This proved a hassle when she tried to travel with him to a different country for vacation and didn't have his medical paperwork. However, she always has her smartphone with her. She clicks on "Health Tracking" and then on "Vaccination Record," then "Display Record" to find a PDF version of the vaccination record for her dog.

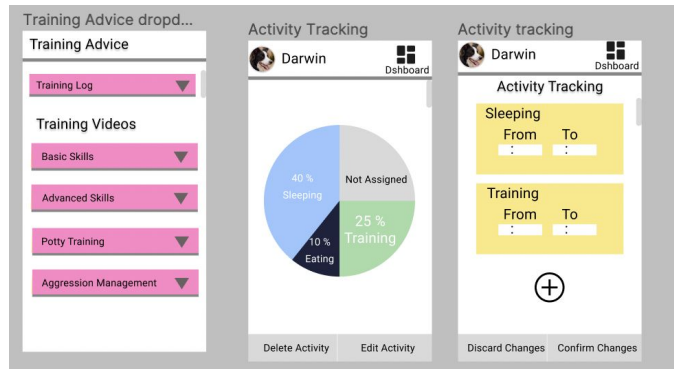
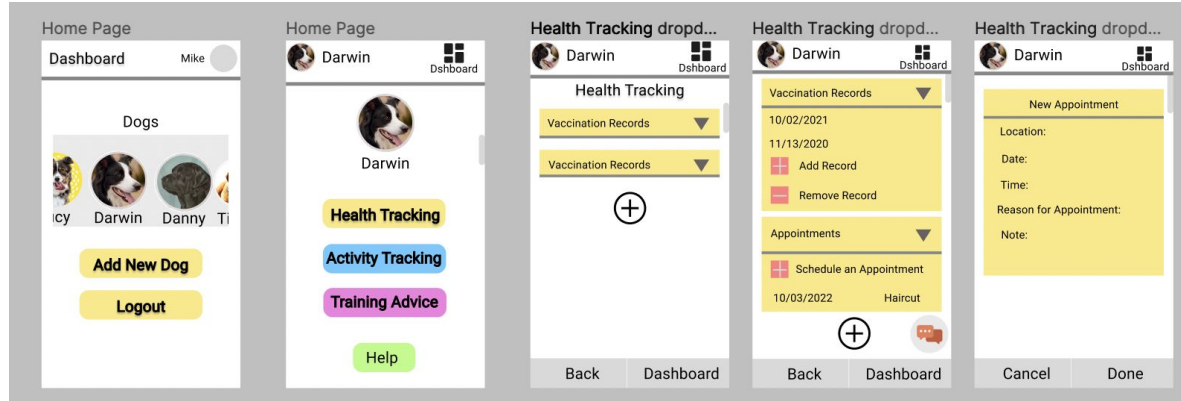
Wireframe

Link: <https://www.figma.com/file/f0VPQLH74E0lnDRnVFQyUI/CS160-Final-Project?node-id=0%3A1>

The wireframe illustrates a five-page user flow for a dog-related application. Each page features a dog icon in the top right corner.

- Landing page:** Contains a dog icon, a yellow "Sign Up" button, a blue "Login" button, and social media icons for Google, Facebook, and Twitter.
- Login page:** Contains a dog icon, "Username:" and "Password:" labels with input fields, a blue "Login" button, and social media icons for Google, Facebook, and Twitter.
- Sign up page 1:** Contains a dog icon, "Name:", "Email:", "Username:", and "Password:" labels with input fields, a yellow "Next" button, and social media icons for Google, Facebook, and Twitter.
- Sign up page 2:** Contains a dog icon, a "Confirmation code:" label with an input field, and a yellow "Next" button.
- Sign up page 3:** Contains a dog icon, a "Dog Info" header, "Name:", "Breed:", "Gender:", and "Date of Birth:" labels with input fields, and a yellow "Next" button.

Wireframe (continued)



User-Free Evaluation

Evaluation method chosen: Heuristic Evaluation

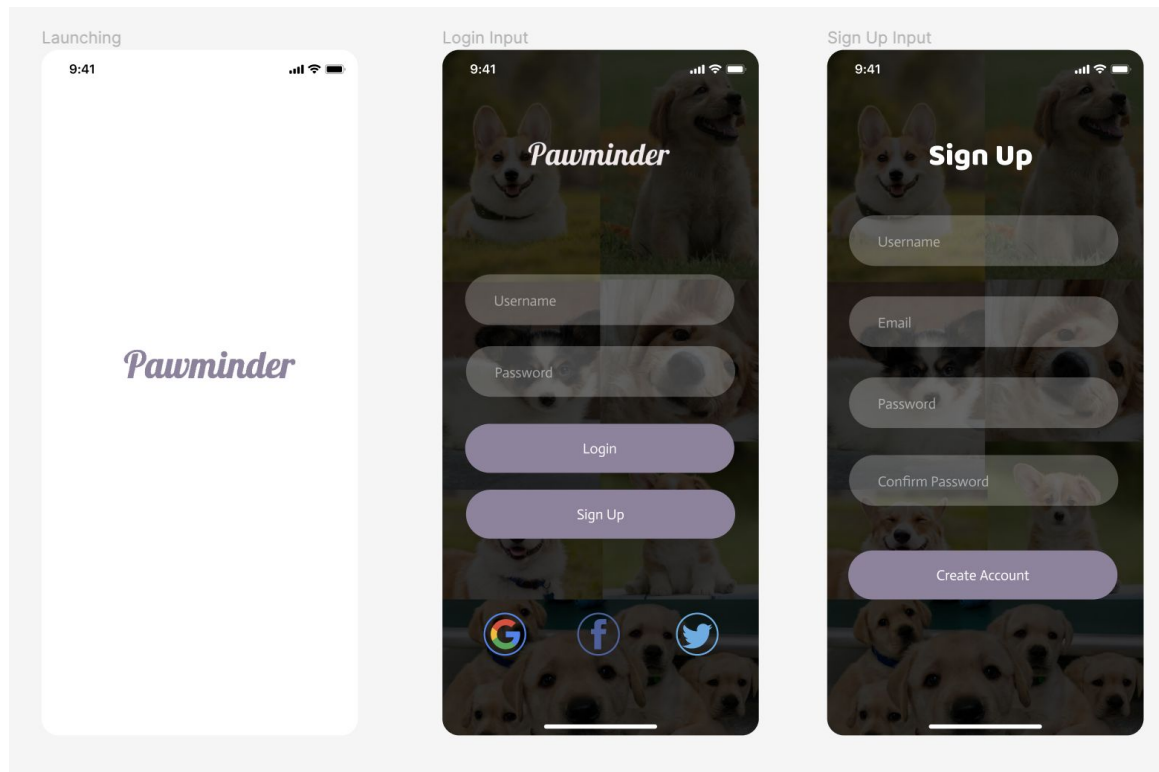
Two heuristics done well:

1. **Consistency and standards:** The app has consistent fonts and colors, as well as having standard buttons and menus.
2. **Recognition rather than recall:** The app gives recommendations for different categories for users. For example, in the “Training advice” section, instead of users having to type in a specific name of a training video, they are allowed to browse through available categories.

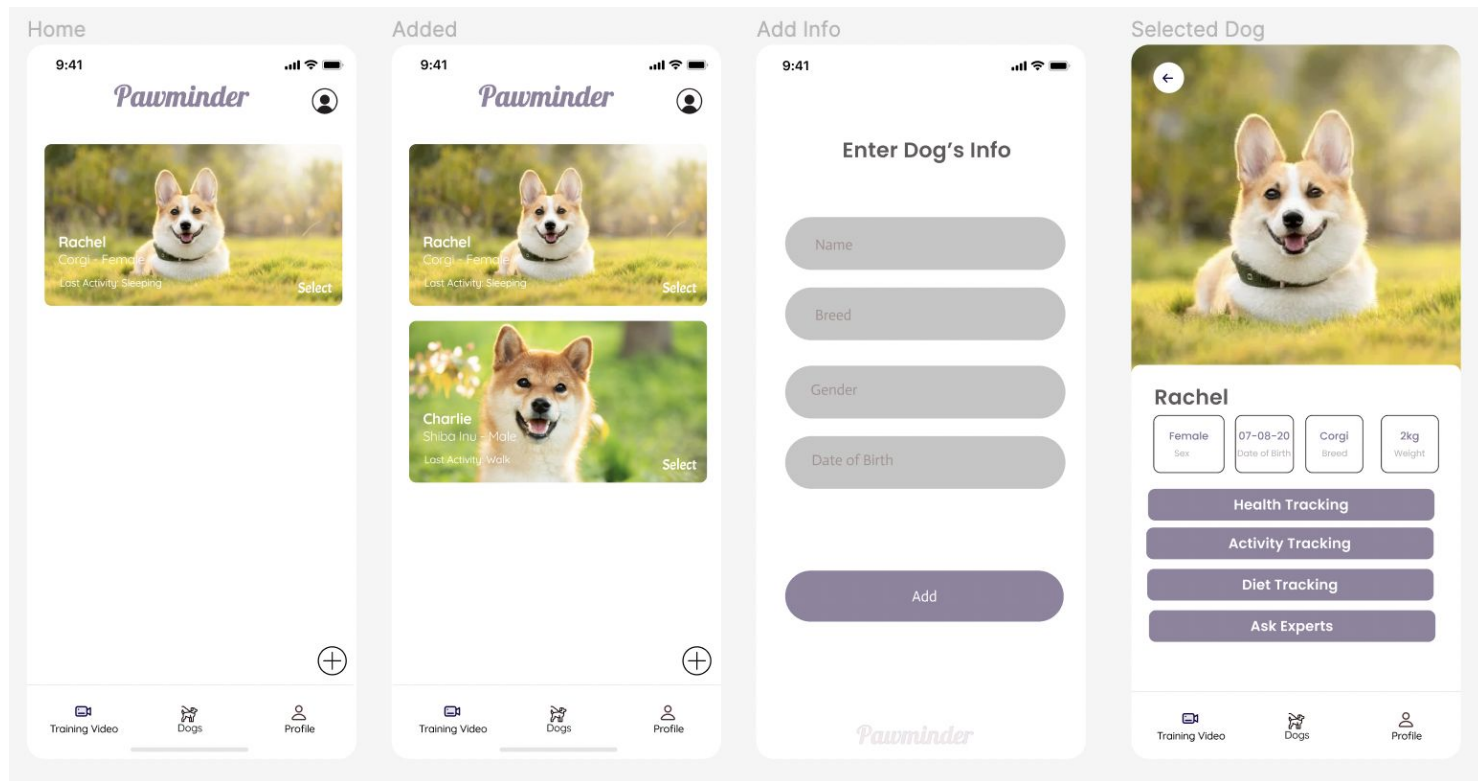
Two heuristics to be improved on:

1. **Flexibility and efficiency of use:** There is only one way shown that the user can interact, by typing directly. It would be great if there were keyboard shortcuts. Furthermore, it could be great if the chatbot was expanded into its own system if possible, for example the chatbot could be responsible for making appointments.
2. **Error prevention:** Having features such as a “recently viewed” section, autosave, or undo buttons could be added to make the app more user friendly. Since there are a lot of features in the app, it could be useful to keep some sort of log of user activity to make sure they have all their information saved.

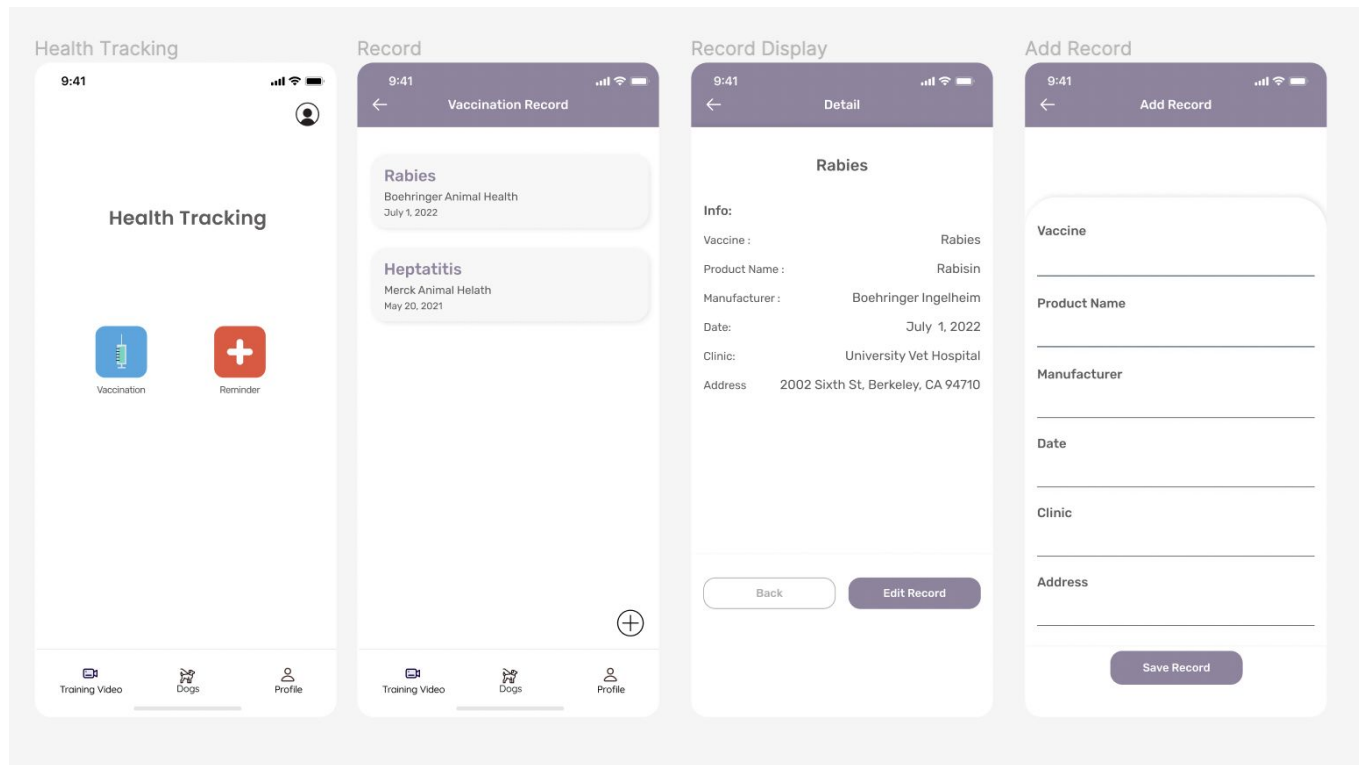
High-Fidelity Figma Mockups



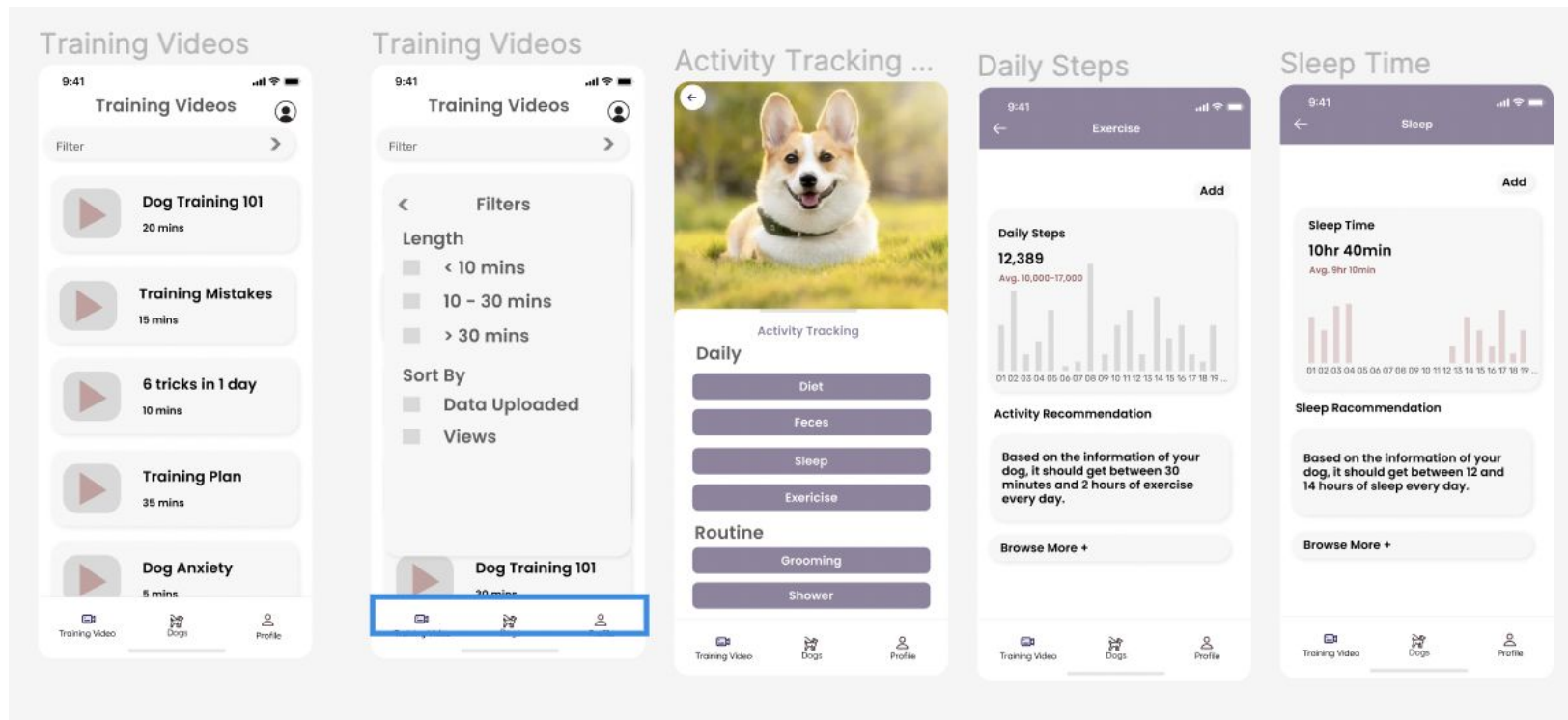
High-Fidelity Figma Mockups



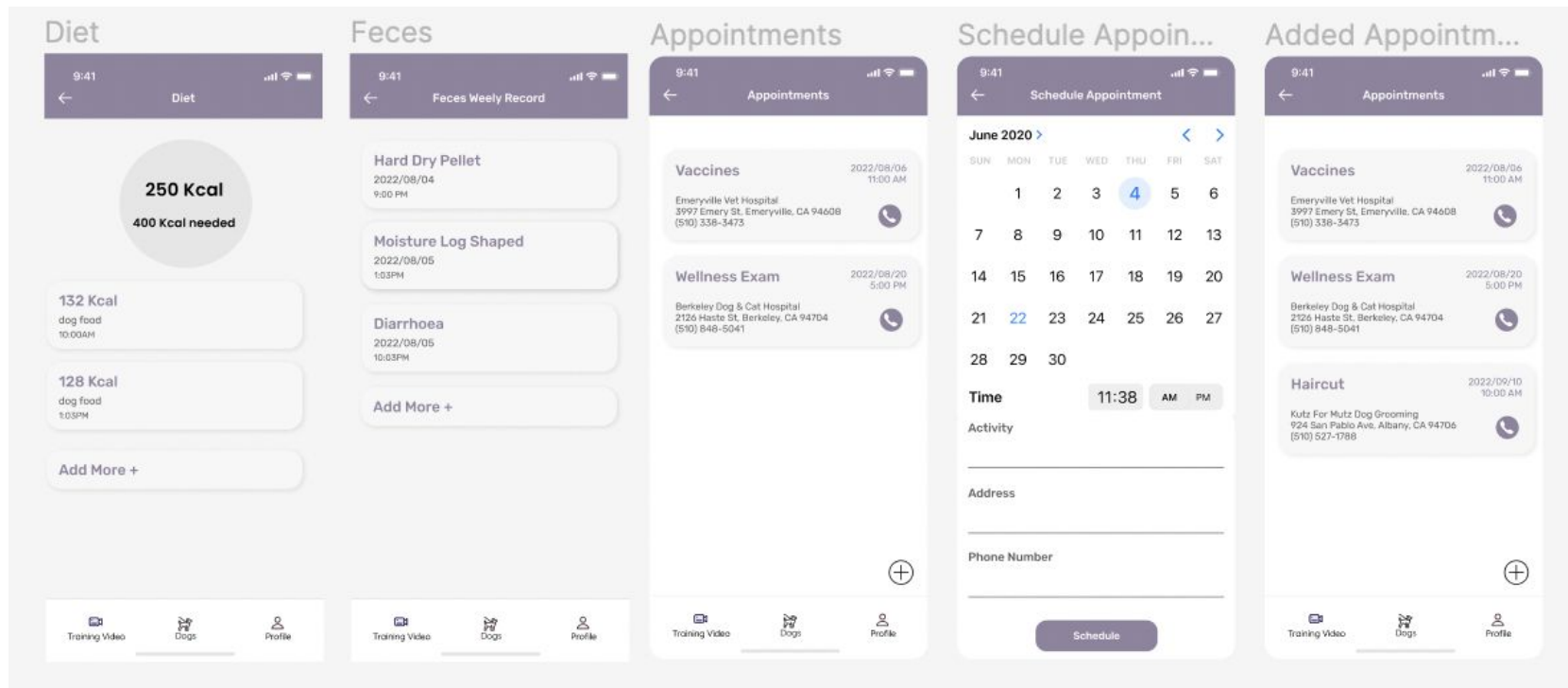
High-Fidelity Figma Mockups



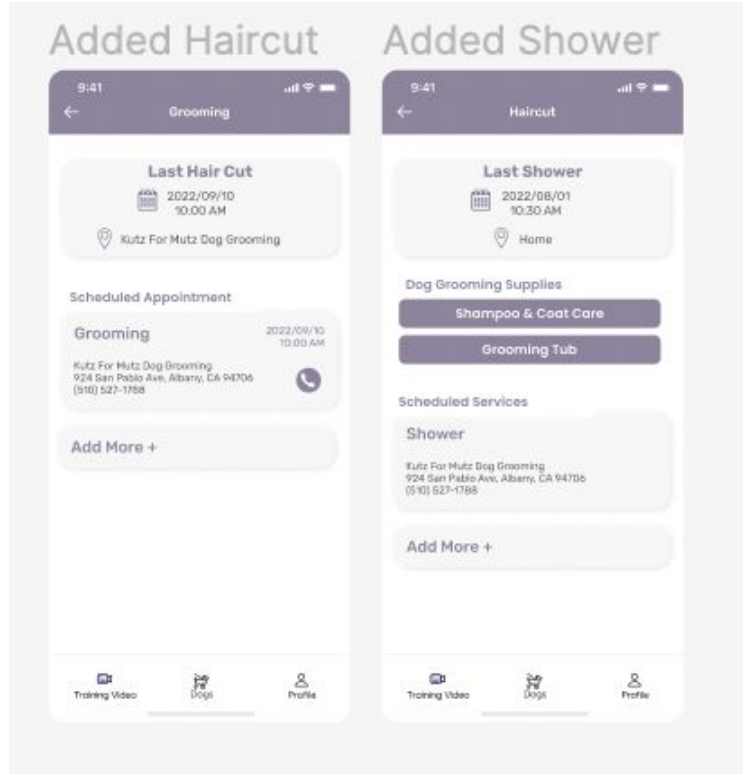
High-Fidelity Figma Mockups



High-Fidelity Figma Mockups



High-Fidelity Figma Mockups



Code Skeleton

Link: <https://github.com/Saifullahjailani/pawminder>

The app will be using Node.js's express module for backend, and React for the front end. We might also be using mangoDB, and json, if necessary. We have integrated the express module with react and created necessary routes. The decision of whether to use a DBM, or use built in js file modules for user authentications is still pending. We created the login, signup, and the navigation bar component.

Moreover we drafted simple rules for pulling and pushing to github to avoid any merger conflicts which are as following.

1. Create a branch same as your name.
2. Push only to your own branch.
3. If your branch is already merged with the main, repeat 1 and 2.
4. No one should push to the main branch until they have implemented the assigned pages, and it is functional.

Reflection

Reflection on Sketches

After consolidating the ideas from Milestone 1, we continued to iterate in the Design stage of the Design Cycle. Creating the low fidelity sketches in the design stage allowed us to reflect on the three features as well as various components such as task analysis, situations, and tasks. It helped us to gather an initial idea on the layout and flows of our Pawminder app. This step greatly assisted to have a basic picture and structure of the overall application.

Reflection on Feedback

The feedback we collected from slack and TAs for various components of the project help us reflect on the user experience leading to modifying existing design and adding new features to our team's design process. For example, we learned about possible icons to add on pages and functionalities that can be designed more intuitively.

Reflection

Reflection on Personas and Scenarios

The process of creating user personas and narrative scenarios allowed us to think deeply and be in our user's shoes. We considered the broad ranges of experiences a pet owner can possibly experience and also imagined the outlier activities that some users might have to face with. For example, we incorporated the possibilities of a pet owner with busy schedules, extremely energetic dogs, the dog suddenly ill, dog's record, and dog's dietary recommendations. The creation and thought process of the personas and scenarios boosted the user experience and feature designs in our wireframing and prototyping processes.

Reflection on Wireframes

We did our wireframes on Figma, and we basically tried our best to turn our sketches into Figma wireframes. I believe this is one of the most important steps before prototyping, since we were able to see the problems with our layout and styles of the app, and we will be able to revise it in our high-fidelity Figma mock up as well as collecting various feedback through a more representative product comparing to the sketches. Our group collaborated in this part and we were able to think about what would be some UI elements we need in our design, and what are some parts that are still missing for our app to function and include all the features we want to have. Furthermore, this allowed us to make some drawings, adding icons, deciding on color themes so that we can gather some feedback before completing the high fidelity prototype.

Reflection

Reflection on User Evaluations

It was our first time considering the heuristic evaluation when designing an application, and we realized how important this step is in a design process after we went over each heuristic. We were able to recognize what we have done well from the heuristics, such as keeping things consistent. And it's also really helpful for us to see what areas of improvement we can have. For example, we realized things that we haven't thought of or done enough, like that we don't have anything specific for preventing errors on our application. Those are some small details we might not have noticed if we didn't go over the heuristic evaluation.

Reflection

Reflection on Mockups

We decided to change to a different style for our high fidelity Figma mockup from our Figma wireframe. We realized that the interface for our app can be more organized and the colors can be more consistent. Therefore, we try to make everything more consistent and avoid using the colors that are too light. We also added a lot more details such as including the daily steps and daily sleep time for the pet. We also added the feature of filtering out the training videos a user wants to see. However, there also appears much more specific details that we have to take into consideration when designing each page layout and features. Some new details to consider can also become extremely overwhelming as we are working on the mockups. We are still unsure about if we can implement some parts completely functional when we start coding, but we will try our best to implement the features in code. Completing this step makes us reflect on the necessities of each feature that constitute the app as a good MVP.

The most useful techniques are definitely the sketches and wireframes since they consolidated the ideas and features then created a visual representation of the application. Furthermore, these two techniques allowed us to gather feedback from users to incorporate into future techniques and iterations.

We believe all these techniques and activities are beneficial to our Design Cycle of the product. There isn't anything we will exclude from the list. However, something we thought of is to combine the feedback and evaluations into one step and iterate them multiple times after activities such as sketch, wireframe, and mockups.

In summary, we are very consistent in between milestone 1 and milestone 2. The target user, functionalities, and purpose remains the same. The techniques and activities in milestone 2 really help us narrow and consolidate the ideation process and transition into the implementation phase.