1. URL to Figma Prototype

https://www.figma.com/proto/oiD2u1FB8lNUUCGCxhkZxe/Smart-Glasses-HUD%2FUI?page-id=1%3A2&type=design&node-id=10-26&viewport=-2468%2C-538%2C0.24&t=6DihJy42uM9OySuY-1&scaling=scale-down&starting-point-node-id=10%3A26&mode=design

2. Who was responsible for what portions of the prototype

a) Hosting and displaying a live video meeting with other people through the smart glasses (Tushar Thonupunoori).

- **Overall sequence (Start to end):** Home page screen → Select meetings application screen → select person screen → Call audio/ video screen→ Live video chat example screen → End call screen → Return to home page screen

- **Status report short description:** For this version, my task was to design the UI for hosting and displaying a live video meeting with other people through the glasses. The screens I was able to complete included: 1) selecting the video icon, 2) showing the contact lists, 3) being able to select a contact, and 4) being able to see how a live video is shown. For the next version, I plan on finishing the whole interaction of the live video meeting and improving any features necessary.

b) Sending messages to other people as well as viewing their replies through the smart glasses (Sovannara Tav).

- **Overall sequence (Start to end):** Home page screen → Selecting messages application screen → Home screen of messages application displaying recent message channels → Selecting a person to message → Viewing previous messages with the person you want to message → Typing and sending a message to that person → Return to home page screen.

- **Status report short description:**
  For version 1 of our Figma prototype, my task was to design the UI for sending messages to other people as well as viewing their replies through the smart glasses. The screens I was able to complete included: 1) adding the messages app on the home page screen, 2) indicating the messages app is selected, 3) displaying the home UI of the messages app, 4) selecting a person to message, 5) displaying the expanded messages of the person selected, 6) entering a new message for a person, 7) sending the new message to the person and displaying it, 8) returning to the home UI of the messages app, and 9) returning to the home screen page.

  In addition, I was able to prototype the flow of the screens I completed allowing the user to interact and navigate with the messages app when presenting the Figma prototype. For the next version of our Figma prototype which is 1.1, I plan to update each of the screens completed to allow the user to go back one screen and return to the home page screen regardless of the current screen the user is on, thus, I will also need to update

the prototype flow. Optionally, I may display the extended messages for the other people as well as send a new message to those people as well as display a contact list for the new message button on the home UI of the messages app.

c) Displaying calendar schedule information as well as making new calendar events and managing existing calendar events through smart glasses (Cami Lacy).
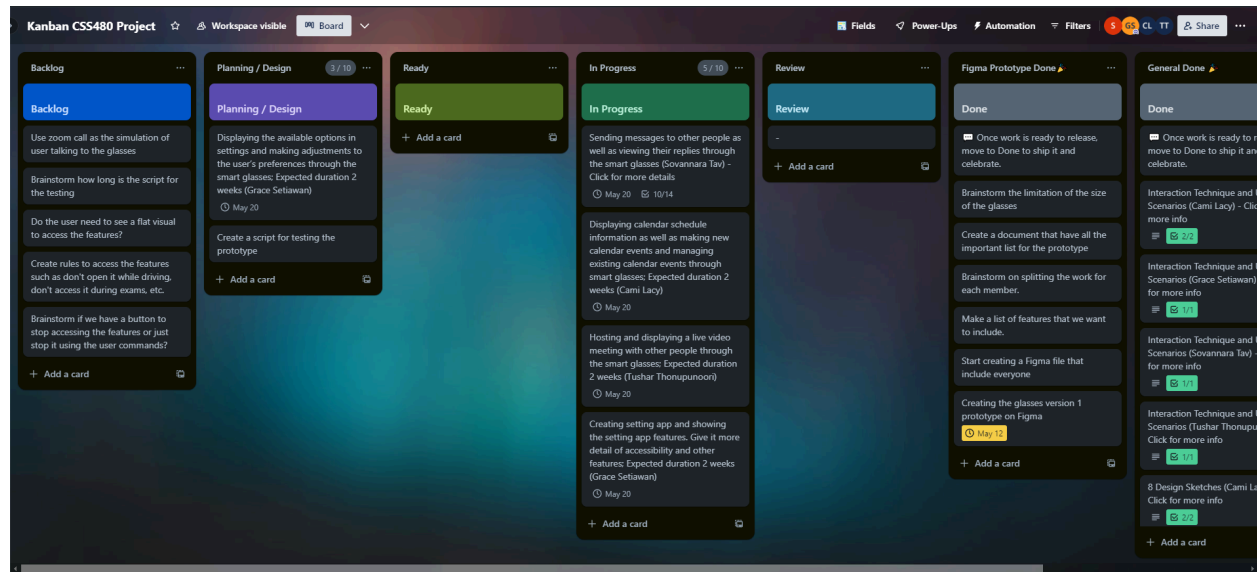- **Overall sequence (Start to end):** Home page screen → Selecting calendar application screen → Home screen of calendar application displaying upcoming events → Selecting an event to view the details → Viewing specific event information → Return to the home page screen.

- **Status report short description:** For version 1 of our Figma prototype, my task was to design the UI for the calendar app. As this is the initial prototype, I had just focused on completing the ability to view events action given the timeframe of this assignment: 1) adding the calendar app on the home page screen, 2) indicating the calendar app is selected, 3) displaying the home UI of the calendar app, 4) selecting an event, and 5) viewing the event information of the selected event. By utilizing Figma's prototyping features, this assumes the user will also be able to return to the home UI of the calendar app in addition to returning to the home screen page (some of the flow involves hovering functionality). Regarding future implementation, I plan to include more calendar management and editing features for adding new events in version 1.1 of this prototype along with ensuring that the flow is consistent.

d) Displaying the available options in settings and making adjustments to the user's preferences through the smart glasses (Grace Setiawan).
- **Overall sequence (Start to end):** Home page screen → Selecting settings application screen → Home screen of settings application displaying the features in settings → Selecting accessibility → Viewing accessibility feature → Return to home page screen.

- **Status report short description:** For version 1 of our Figma prototype, my task was to design the UI for the setting app. I had focused on completing the ability to view events action given the timeframe of this assignment: 1) adding the settings app on the home page screen, 2) indicating the setting app is selected, 3) displaying the home UI of the settings app, 4) selecting an accessibility feature, and 5) viewing the accessibility information. By utilizing Figma's prototyping features, this assumes the user will also be able to return to the home UI of the setting app in addition to returning to the home screen page. Regarding future implementation, I plan to show more details of accessibility or select new features inside the setting icon in version 1.1.

3. A screenshot and link to your online Kanban board

https://trello.com/invite/b/Og7gQqlG/ATTIaf6fa24dc2d6973cd6513fc564bf627a9F698B6E/kanban-css480-project

4. An assessment of how the team is working together and how collaboration can be improved.

The InnovateNow team is currently working efficiently together to complete tasks and assignments before the deadlines. It is a collaborative effort and involves all members to participate with discussing joint ideas and connecting viewpoints together. One way that we could improve collaboration is through more in-person discussions to have improved collaboration and communication. Secondly, our team plans to organize more group Discord calls that work with each others' schedules. These meetings help us to talk about the assignments in more depth and use the Kanban board to allocate each person's tasks accordingly.