

Designing a Hi-Fi Prototype

Group 13

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Changes Made:

- Added a time of day slider for more contextual information. It became apparent this was required when adding graphics over the map, and realised that stats such as wind direction can only be shown in a usable way when set to a specific point in time.
- Added a way to delete beaches, which is something I guess we forgot during design, the benefits are trivial.
- Because we now had time of day information, we added readouts on all the graphs of their value at this time, for the same benefits as visualising wind speed.
- A lot more data categories were available than we designed for, as they were available we thought it would be beneficial to provide as much customisability to the user as possible

Evaluation through cognitive walkthrough:

We will walk through the process of selecting a beach and viewing the windspeed for the evening the next day at the Seacombe beach. This is a typical process which our primary stakeholders (surfers) will carry out to allow them to plan when they will go down to the beach.

The process to complete this task will be: Open Surfsy Select the Seacombe beach from their list of saved beaches Use the day buttons to select tomorrow's date The windspeed graph will now show how the windspeed will change over the day Use the time slider to display the exact windspeed at 18:00 in the evening

Will the user try and achieve the right outcome? The process of selecting a location, being shown a general overview for that location, then being able to change the day that data is shown for is very common across weather apps. As our app has been constructed to maintain this familiar process, the user will be able to complete the task correctly.

Will the user notice the correct action is available to them? As well as the recognition mentioned previously, we have designed an interface which is not cluttered, but instead provides clear information. This guides the user to taking the right action as there aren't unnecessary details

to distract them. Further we have provided a light and dark mode which can help users who may be either outside or inside by providing better contrast between buttons and the background.

Will the user associate the correct action with the outcome they expect to achieve? There are not complex menus but instead intuitive interfaces at each step. As this is a mobile app, the user can mostly only click, so there are no complex button presses. Some buttons are labelled where this helps with clarity, such as labelling the date buttons to view weather for a different day

If the correct action is performed, will the user see that progress is being made towards their intended outcome? Each time the user presses a button in this process, they are getting closer to seeing the information they are looking for. When they click the name of the beach, they then see the data for that beach. When they click tomorrow's date, they then see the following days data. This helps to show that they are making progress towards their task