

## Medium Fidelity Prototype &amp; Tech Check

11/11/2024

20/20 Points

Attempt 1



Review Feedback

11/10/2024

Attempt 1 Score:

20/20



View feedback

Anonymous grading: no

## Unlimited Attempts Allowed

## ▼ Details

Submit: (1) A link to the Figma prototype, (2) the target platform for your prototype (iOS, mobile web, physical locker) and (2) a short (5-10s) video of the working tech you have. Groups will have a different tech test depending on their platform:

- Commuters: Arduino making an LED light turn on and off; reading the data from an ID card and printing to the console.
- E-Fit-cient: A sample app using Flutter and Android Studio that is built on an Android phone
- Group 1, Group 2, Group 3. Group 4, Group 6: A website using all parts of your tech stack that reacts in some way when a button is pressed. If you plan to use a backend, this should involve the backend, too.
- Group 5: A page on a fork of the existing website that reacts to a button press.
- PuneKars: A sample Gmail add-on that reacts in some way to a button press, and sample Ollama input and output.
- Tripod: A sample iOS application that reacts to a button press in some way.

## 1. Medium Fidelity Prototype with Figma (15 points)

## A. Proper Fidelity and Visual Quality (5 points)

- 5/5 - The prototype is an accurate medium-fidelity prototype.
- 4/5 - The prototype is close enough to a low-fidelity or high-fidelity prototype that it may not receive effective feedback on its visual design.
- 2/5 - The prototype is closer to a low-fidelity prototype in terms of visual quality or high-fidelity prototype in terms of fidelity.
- 0/5 - No prototype.

## B. Task Completion (3 points, 1 per task)

- 1/1 - Task is clear and achievable in the prototype.
- 0/1 - Task is either unclear or not achievable in the prototype without significant reliance on Figma's indications for where to click.

## C. Fit to Target Platform (3 points)

- 3/3 - The prototype is designed precisely for the intended platform, fitting the size, shape, and functionality expected.
- 2/3 - The prototype fits the general size and shape of the platform but is not precise, likely leading to avoidable visual design changes when implementing.







- 1/3 - The prototype loosely fits the target platform, with notable mismatches in size or shape. This design will need significant visual design changes before and during implementation.
- 0/3 - The prototype does not fit the intended platform's specifications.

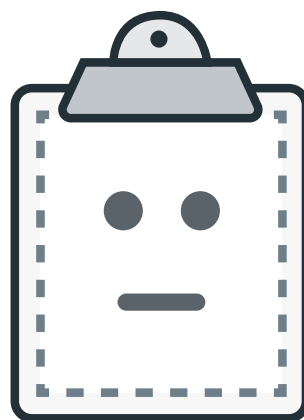
#### D. Aesthetic Appeal (4 points)

- 4/4 - Visually cohesive and aesthetically appealing, the prototype uses consistent styling, spacing, and color schemes that enhance user experience
- 2/4 - Somewhat visually appealing but with notable inconsistencies that detract from the overall look.
- 0/4 - The prototype is visually unappealing and incohesive in design.

#### 2. Tech Test (5 points).

- 5/5 - A live interaction is possible with each of the the planned elements
- 4/5 - Technical problems were encountered and while those problems have not been overcome yet, there is evidence they are being overcome.
- 2/5 - Key planned elements are missing or no live interaction is possible.
- 0/5 - No tech test.

	File name	Size	
	<a href="#">figma-pro...ripod.mp4</a>	2.69 MB	
	<a href="#">working-t...video.mp4</a>	15.9 MB	
	<a href="#">CS495_HW6.pdf</a>	90.8 KB	



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figma-prototype-video-Tripod.mp4

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*You are unable to submit to this assignment as your enrolment in this course  
has been concluded.*