

Laundry Savior

Team #2

Outline

- Introduction
- Value Proposition
- 3 Tasks & Low-Fi Prototype Changes
- Medium-Fi Prototype & Task Flow
- Prototyping Tools and Limitations

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Value Proposition



Laundry Savior

Chores made easy!

Problems/Solution

Problems

Washing machines are always occupied in the dormitory. Some users may be late to collect their laundry.

Solutions

Laundry Savior provide a dashboard to **check availability of the washing machine**, and **remind users** to collect laundry immediately as well as allow **e-payment** during the laundry.

3 Tasks

3 Tasks

Simple

Setup and change
setting

Moderate

Check status and Get
Notified

Hard

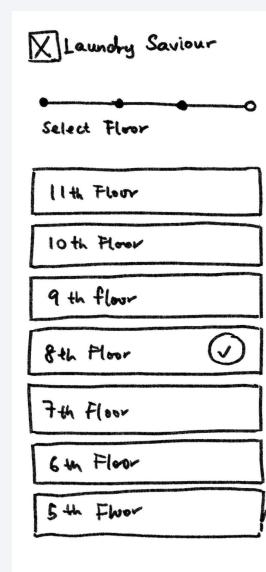
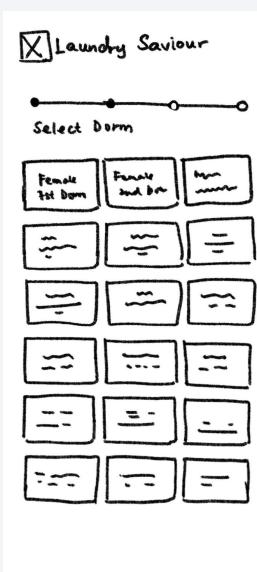
Use E-payment for the
machine

TASK 1:

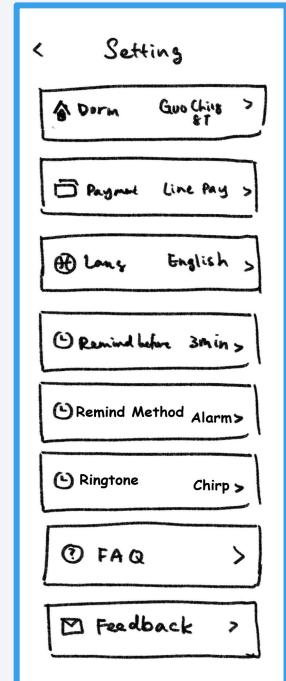
Setup the app



Updated

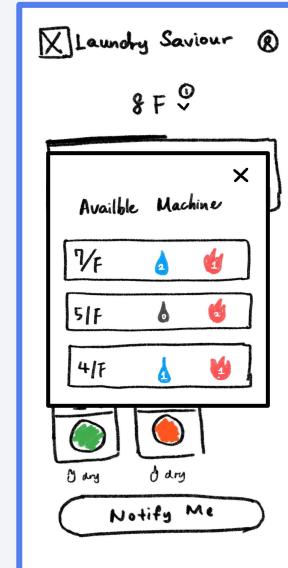
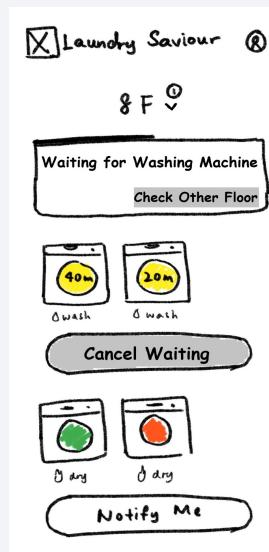
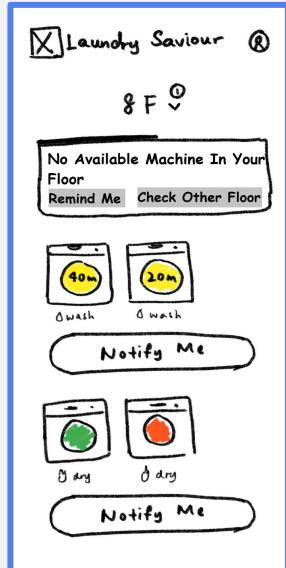


Updated



TASK 2:

Check the status of washing machines and get notified when washing machine is available.

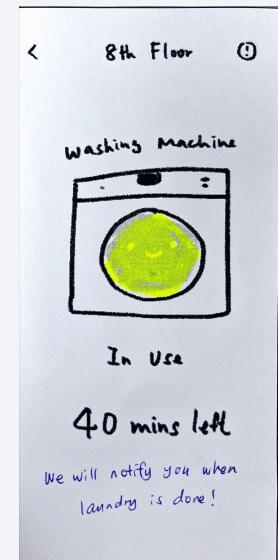
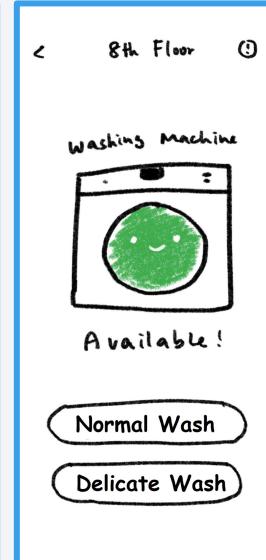
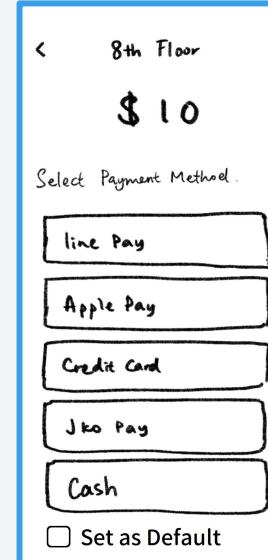
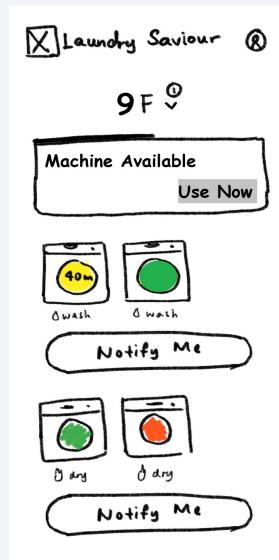


Updated

Updated

TASK 3:

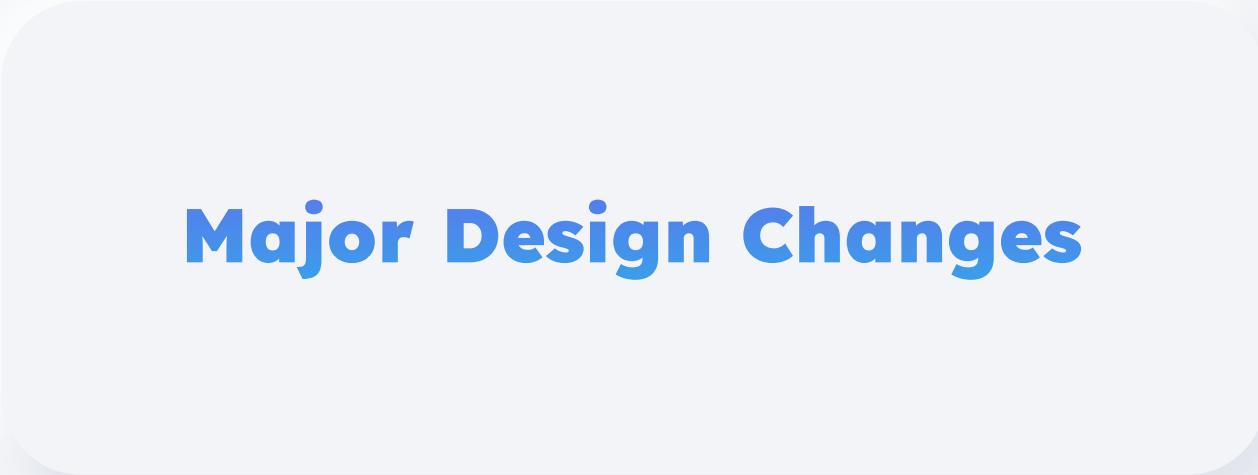
Pay for the washing machine using E-payment



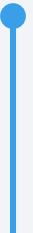
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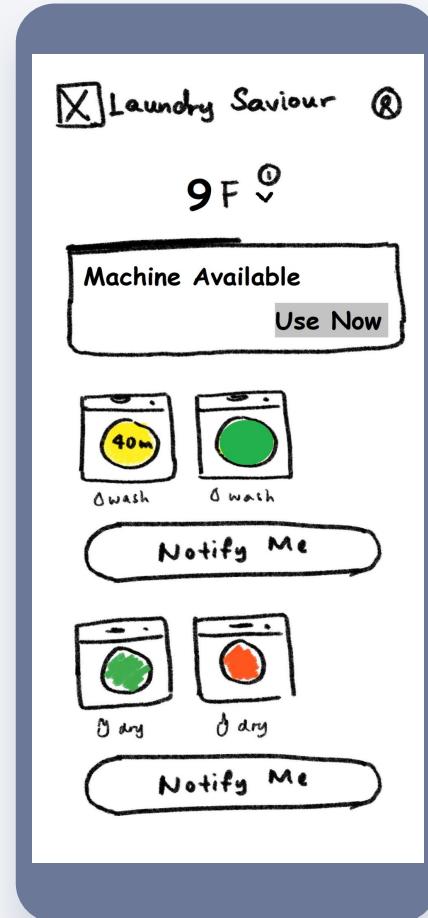
Major Design Changes



#1 Show our features before setup

Reasons

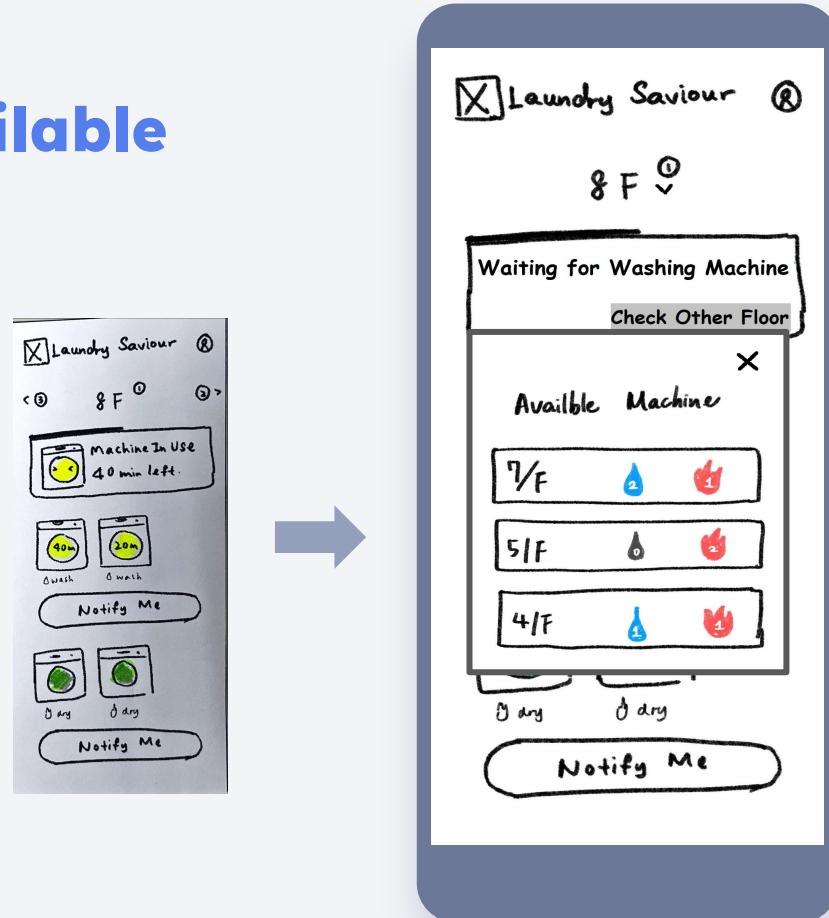
- Users hate setting up and will quit the app if the setup process is too long
- Increase the motivation to set up



#2 Add an overview of available machines on each floor

Reasons

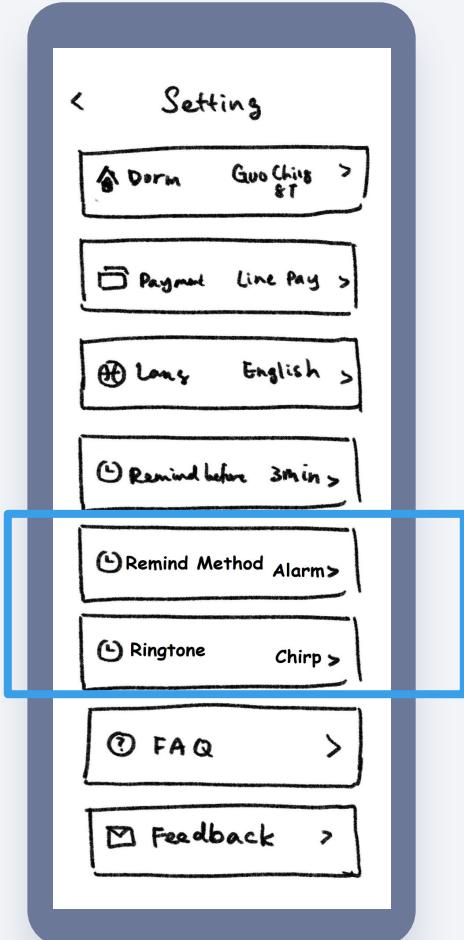
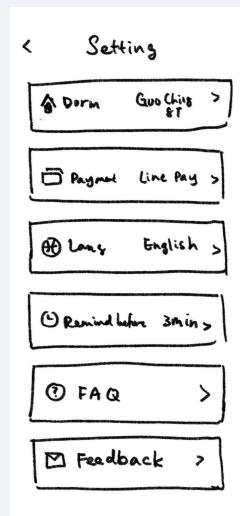
- Before: User need to check floor by floor by clicking left and right button
- Reduces the actions needed to check machine on other floors for convenience



#3 Allow using alarm for reminder and customizing ringtones

Reasons

- Make sure user get notified when the machine is ready
- Better personalized user experience



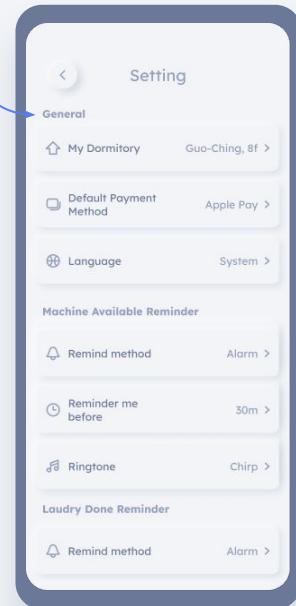
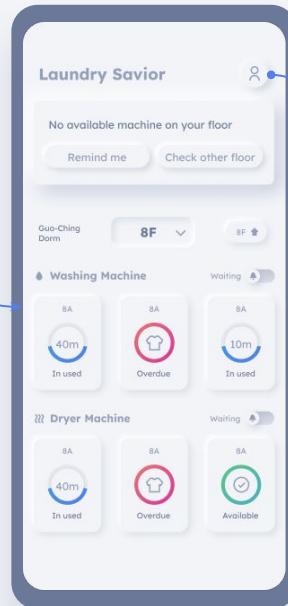
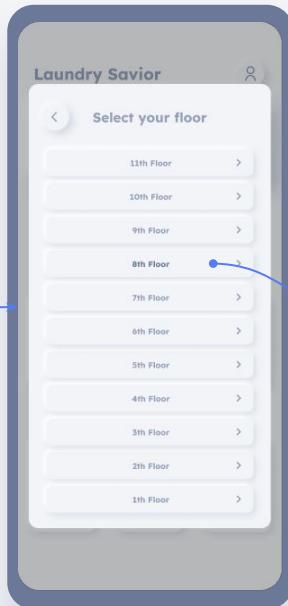
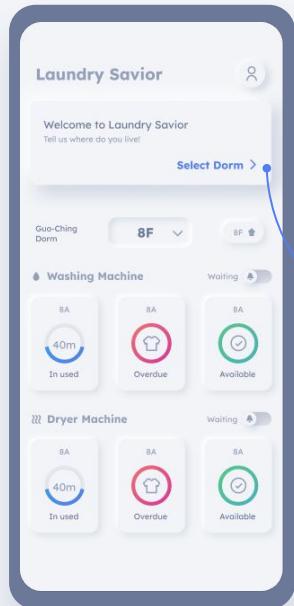


Med-Fi Prototype Task Flow



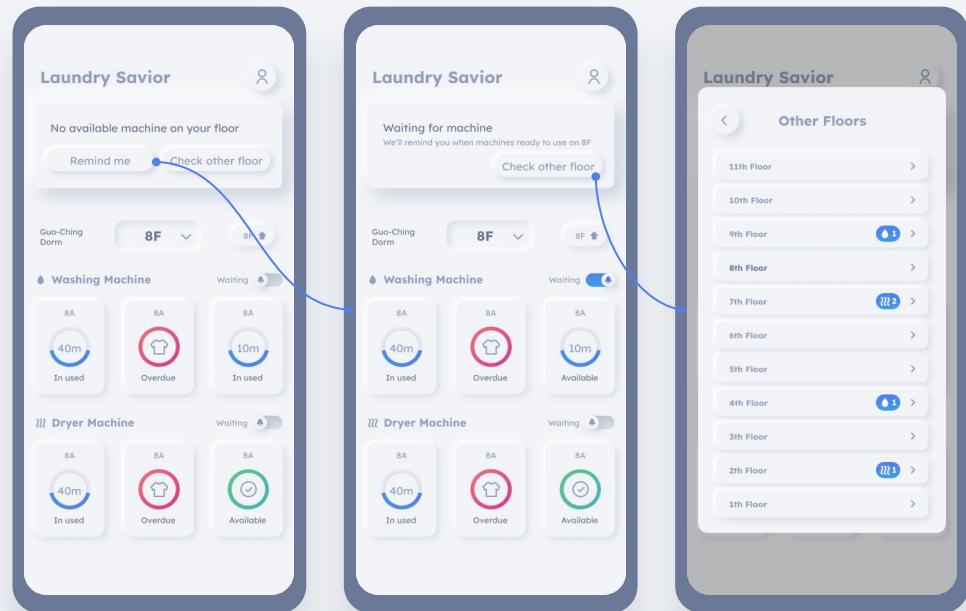
TASK 1:

Setup the app



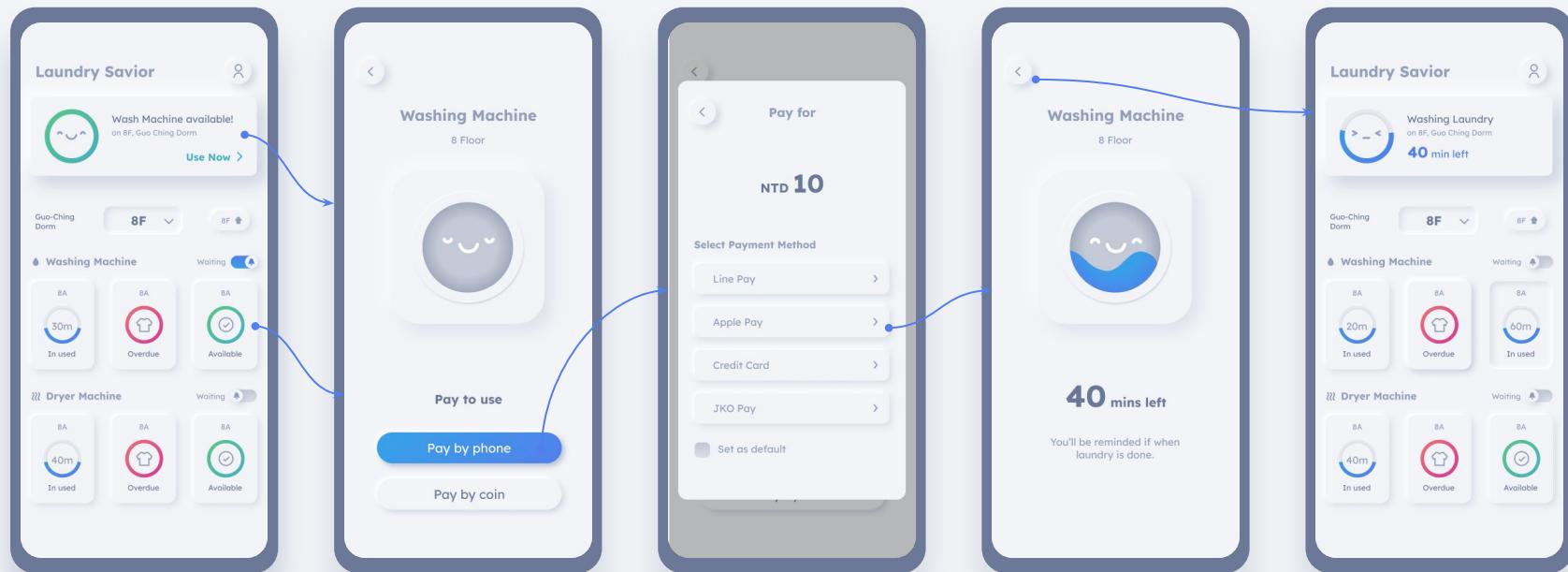
TASK 2:

Check the status of washing machines and get notified if washing machine available.



TASK 3:

Pay for the washing machine using E-payment





Prototype Overview





Readme



Prototyping with Figma

How did the tools helped

All-in-one tool for icon illustration, design and prototyping.

Easily switch between components and variants

Real-time collaboration and comment.

How did the tool did not help?

Take long time loading on slow network environment

Sometimes editings could not be saved when connection lost.

Limitations & Hard-coded Features

- User is not redirected to the 3rd payment app after selecting payment method.
- Animations are not included in current prototype.
- The washing machine will be ready in 2s after turning on the reminder, while laundry will be ready in 3s after washing start.
- The data of washing machines status are fake.
- All screen will be on 8th floor.