

Laundry Savior Medium-Fi Prototype

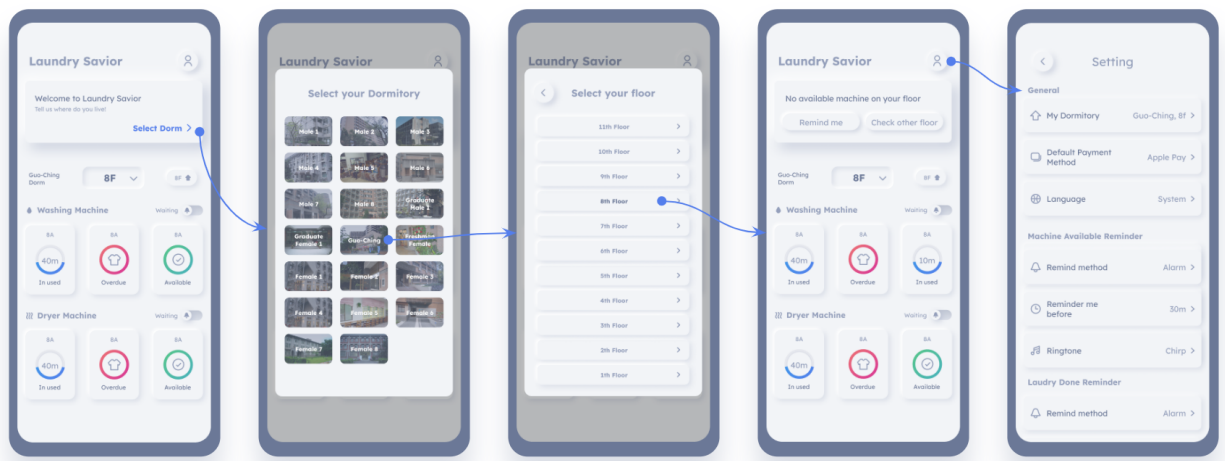
README

Prototype

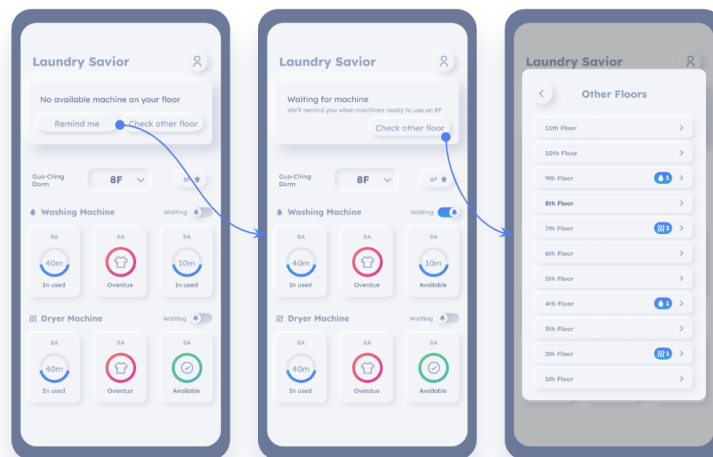
- Prototyping tool: [Figma](#)
- Prototype Link
<https://www.figma.com/proto/auqlvMY5huC1DTf8bRDQeu/Laundry-Savior?node-id=102%3A3&scaling=scale-down&page-id=102%3A2&starting-point-node-id=102%3A3&show-proto-sidebar=1>

How to Use / Instruction

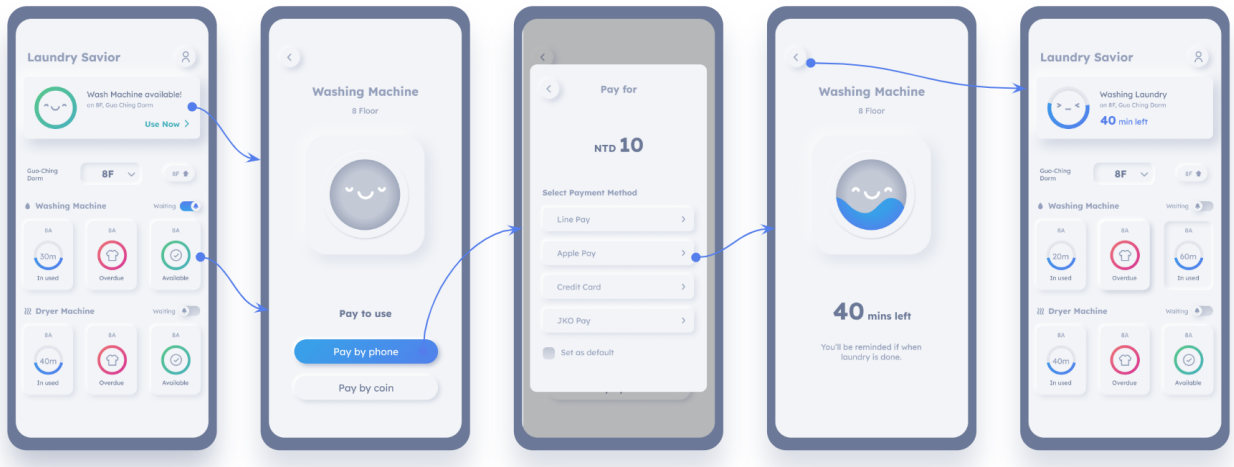
1. Setup the app



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



3. Pay for the washing machine using E-payment



Limitations and Hard-coded features

- Limitations/tradeoffs of the current prototype
 - We did not include animation in the current prototype.
 - Due to the limitation of the prototyping tool (Figma), users are not redirected to the 3rd payment app after selecting a payment method. Instead, users are brought to the next step.
- Wizard of Oz techniques required to make it work
 - After turning on the reminder for washing machines, the washing machine would be ready after 2000ms.
 - The laundry will be ready in 3000ms after washing starts.
- Hard-coded features
 - The data of washing machines are fake.
 - All screens will be on 8th floor even if another floor is selected.