



## README

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[Link to prototype](#)

## Target Audience

Sage is designed as an app primarily to engage an older user demographic that wants to feel a sense of fulfillment by being part of a community. Our target users are either at or around retirement age (65+). Sage primarily enables the organization and maintenance of gardening groups for this demographic. We determined this as an activity that has the potential to illicit fulfillment and be a grounding factor for groups to gather. At the end of the day, it is about the people, not the plants.

## Design Tools

Figma was used as our main design and wireframing tool for our medium-fidelity prototype. Our solution mimics a cross-platform mobile application, though the prototype uses an iPhone 14 & 15 Pro screen for dimensions.

## Operating Instructions

In this section, we will explain the screens associated with each task flow and describe how to interact with the prototype.

Clicking on any space within the interface will show bounding boxes / “hotspots” which indicate valid interactions with the app such as a button to click or text fields to fill. Currently, interactions are tap interactions with some places to scroll. Users can interact with predetermined buttons that will lead them through three primary task flows which we will detail in the following notes.

## Core Tasks

### Task 1: Find out when and where to garden

- Garden Home Screen
  - Displays the important details about the gardening group at the top of the page – Name of garden, location, and time / day of the week.
  - Users can **click** on the location element which will take them to the maps app for further information and directions.
  - The green box contains information about when the next group meeting will be and the users can additionally report if they are going or not.

### Task 2: Invite a friend to join your garden

- Create Group – Invite Friends Screen
  - Displays a list of people from your contacts which you can **select** to invite.
  - Allows for dynamic selection of multiple people for a bulk invitation when initially starting a group.
  - This functionality is meant to simulate sending out text messages with the invitation information to relevant contacts.
- Garden Home Screen
  - In the “Attending this week” section, there is an empty circle with a + sign meant to be a call to action to send a singular invitation to a friend.
  - **Clicking** the button will initiate an Apple prompt dialogue where you can then send an invitation through iMessage
  - The message will contain a fun message with relevant information to send to the new member.

### Task 3: Check in on group members

- Garden Home Screen
  - Reporting whether or not you are coming for a given week’s group meeting will update your status on the home page.

- **Clicking** “yes” will place your profile picture in the “Attending this week” section for all members to see on their home page.
- **Clicking** “no” will place your profile picture in the “Not Attending” section for all members to see on their home page.
- In the “Not attending” section, there is a text box with a call to action encouraging group members to check in on those who cannot make it to the group meeting.
- **Clicking** on the chat icon next to the profile photos of members who cannot make it will then take the user to the chat section of the application.
- One-on-One Chat Screen
  - Here the user will be able to send a direct message to the person that they would like to check in on.
  - There will be a keyboard which allows the user to **type** and **send** a message.

## Other Tasks

### Task 4: Join Sage

- Sage Login Screen:
  - Has two options: "Create Account" and "Login"
  - For first-time users, they should **click** "Create Account"
- Create Account Screen:
  - Explains instructions for fields to input.
  - Has **input** fields for Name, Email, Password, and Confirm Password
  - Once all fields are filled, the user can finish creating their profile by **clicking** the "Continue" button.

### Task 5: Login

- Sage Login Screen:
  - Has two options: "Create Account" and "Login"
  - For returning users, they should **click** "Login"
- Login Screen:
  - There are two input fields: email and password.
  - Users should **type** into both fields the relevant information.
  - **Clicking** "Login" will take the user to their garden home page.

### Task 6: Join a Group

- Join a Group Screen:
  - Instructions to join a group are written at the top.
  - Users are meant to **type** the relevant "input word" which is a special word that is unique to each group.
  - This word is sent out in the information section of the invitation.
  - There are additional instructions for what you should do if you do not know what that word is.
  - Alternatively, the "Create a new Group" button allows you to start your own gardening group in case you are not keen on joining an existing group.

- **Clicking** “Join” will have you join the group corresponding to the invite word you input.

## Task 7: Create a Group

- Join a Group Screen:
  - From the “Join a Group” Screen, there is the option to click the “Create a group” button instead to create a group
  - **Clicking** this button will take you to the “Create a Group Instructions” Screen
- Create a Group Instructions Screen:
  - This screen is meant to highlight the simple steps needed to make a group.
  - It also gives a rough time estimate for how long this should take to complete in order to set user expectations.
  - **Clicking** “Continue” takes you to the “Choose a Name” Screen
- Choose a Name Screen:
  - Here is a simple explanation of what you are meant to do on this screen.
  - There is a text box to **type** your group name.
  - In case you need help choosing a name, you can **click** on “Help me choose a great name” for more information.
  - **Clicking** “Continue” will take you to the “Select Garden” Screen.
- Select Garden Screen:
  - Here there are instructions explaining what you should be accomplishing on this screen.
  - There are two options for selecting a place to garden: private and local
  - Both options have a text box where you can **type** the address of your desired garden.
  - The local garden section will display some suggestions for nearby public gardens.
  - **Clicking** on “View detail” for a given option will bring you to the Maps app where you can view further details about the location.
  - **Clicking** “Continue” will take you to the “Pick Day & Time” Screen.
- Pick Day & Time Screen:

- Here there are simple instructions at the top of the screen as to what you should expect to accomplish on this screen.
- For each day of the week, there are time slots that you can **click** on to establish what day of the week and at what time your group meets.
- Multiple options can be **selected**.
- **Clicking** "Continue" takes the user to the "Invite Friends" screen
- Invite Friends Screen:
  - Displays a list of people from your contacts which you can **select** to invite.
  - Allows for dynamic **selection** of multiple people for a bulk invitation when initially starting a group.
  - This functionality is meant to simulate sending out text messages with the invitation information to relevant contacts.
  - **Clicking** "Skip for now" will avoid sending out invitations.
  - **Clicking** "Continue" will send out invitations to friends.
  - **Clicking** both buttons will lead to the "Congratulations" Screen
- Congratulations Screen:
  - Congratulates the user for creating their new group.
  - Displays the relevant information that the users input when creating the group.
  - **Clicking** "Go Home" will take the user to their garden's home page.

## Task 8: Posting a Photo

- Garden Home Screen:
  - In the "Pictures" section, users will be able to see a running feed of photos that group members choose to **share** with one another.
  - To post a photo, one can scroll to the bottom where they will see a grey box with a "+" sign in the middle. **Clicking** on the box will prompt a user to upload a photo to the feed.

## Task 9: Chat

- Garden Home Screen:

- Once logged in, at the bottom of the app there is a “Chat” icon.
- **Clicking** on this icon will take the user to the “Chat List” Screen
- Chat List Screen:
  - Here the user can see a running list of the different one-on-one conversations they are having with various members of the garden.
  - Additionally, at the top of the screen they will see the global chat for the entire garden.
  - Each running chat will have a faded preview of the last message that was sent in that particular conversation.
  - **Clicking** on a one-on-one chat will take the user to the “One-on-One Chat” Screen.
  - **Clicking** on the global chat will take the user to the “Global Chat” screen.
- One-on-One Chat Screen:
  - Here the user will be able to send a direct message to the person that they would like to check in on.
  - There will be a keyboard which allows the user to **type** and **send** a message.
- Global Chat Screen:
  - This has yet to be built out, but the preview on the “Chat List” Screen is meant to preview the functionality of this feature.

# Wizard of Oz

## Available Garden Locations

While Sage hopes to partner with local communities and garden spaces to list these locations on the app for people to discover and use as meeting spaces, we currently have not established those partnerships and do not currently have a list of public spaces capable and willing to host Sage gardens. Therefore, we have generated a list of places “near” you to illustrate the effect of this functionality.

## Group Dynamics

Because Sage currently does not have a database implemented, and we do not have any active users, we model what group dynamics look like by populating a pretend gardening group to show on your home page. Additionally, to illustrate how the different sections of community members look and feel, we have simulated what the page would look like were members to have responded to the attendance function.

## Contacts List

Since gaining access to a user’s list of contacts requires additional and more complex functionality, we display what the invite friends list would look like were the application to have access to a user’s contact list. While we aspire to integrate with Apple’s interface, this will require additional work and is not possible to do in Figma.

## Pictures Feed

Because Sage currently does not have active users, the pictures feed is meant to emulate what this feature would look like if there were active groups on the platform. Currently, however, we have chosen to supplement this functionality with fake posts to give a sense of what this section would look like.



# Hard Coded Items

## Profile Information

All profile names, email addresses, passwords, and photos are hard-coded for all screens.

- **Why:** Currently we do not have any real users on Sage and implementing input functionality on Figma requires significant additional effort without substantial added benefit for the purpose of illustrating the concept of our med-fi prototype.

## Garden Information

All Garden names, dates, times, and locations are hard-coded for all screens.

- **Why:** Currently we do not have information on sites with gardening availability or capacity. Additionally, implementing input functionality on Figma requires significant additional effort without substantial added benefit for the purpose of illustrating the concept of our med-fi prototype.

## Attendance Response

Similar to hard-coded profile information for group members, the attendance response information is also hard-coded. Moreover, the first-person attendance response information is hard-coded.

- **Why:** Currently, Sage does not have an active user community. As such, to illustrate the functionality of the platform and the utility of this function in the group setting, we have hard-coded the responses of our pretend users. Additionally, implementing dynamic displays using conditional logic dependent on response input in Figma would require significant additional effort without substantial added benefit for the purpose of illustrating the concept of our med-fi prototype.

## Invitation Text

When going through the task flow of inviting new members to your garden, the text in the Apple iMessage integrated screen is prefilled with example text. The example text gives an idea of what a templated text would look like in practice with additional information on how to join.

- **Why:** While we aim to leverage the Apple iMessage native windows in Sage, there is no way to model this functionality in Figma to allow for dynamic textual user input. As such, we wanted to demonstrate what this will eventually look like by prefilling the text.

## Check-in Text

Similar to the Invitation Text, the Check-in Text and one-on-one chats are also prefilled with an example text composition to a friend and fellow gardening member. This comes in the form of a message in the chat dialogue interface native to the Sage application.

- **Why:** There is no way to model this functionality in Figma to allow for dynamic textual user input without implementing a backend. Updating the state of this text globally for different users and maintaining consistency across screens would require much more work. As such, we wanted to demonstrate what this will eventually look like by prefilling the text.

# Limitations

The following is a summary of the main limitations of our med-fi prototype:

- Users cannot add their own profile information in sign-up.
- Garden location information is currently hard-coded when creating a new group.
- The current home garden is hard-coded as well, dubbed “Matt’s Garden,” with accompanying information also hard-coded.
- A database of users is currently non-existent, and therefore, all users on the platform are fake and hard-coded as well.
- Users cannot dynamically select their attendance status given that the backend is not implemented.
- Native Apple iMessage windows are currently hard-coded since integration requires significant additional effort.
- The current implementation does not display users’ actual contacts lists as this requires advanced functionality and integration with Apple in addition to local download on the user’s mobile device.
- Advanced “Explore” feature not yet implemented.
- “Edit” features not yet implemented.
- “Reminders” feature not yet implemented.
- Animations not yet modeled.
- Ability to upload photos currently not possible.
- Global chat not yet implemented. Current version meant to preview the feature.

The features and functionality noted above were excluded from our med-fi prototype for any of the following reasons:

- Implementing said feature would require significant Figma work that would not substantially aid in modeling the med-fi purpose.
- Implementing said feature is not possible on Figma.
- Implementing said feature would require significant work to leverage native Apple functionality that is either difficult or not possible on Figma.
- Implementing said feature would require integrating a backend framework to maintain consistency across application screens.
- Said feature is not critical to the central task flows determined for the med-fi prototype.
- Said features have not been fully tested and/or mapped out yet.
- Said feature assumes that the user committed errors that we have not yet accounted for in testing the main task flows.
- Said feature is not particularly helpful for testing user experience and navigation through task flows