# Ballit Readme

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**Operating Instructions**: For this medium-fi prototype, we used Figma for our mobile app prototype. The mobile application prototype emulates an iPhone. Figma highlights clickable areas so users are aware exactly which aspects of the page they can click on to interact or to navigate to another page.

**Wizard of Oz and Hard-coded Features**:
On mobile, we hard-coded:

• The content on the homepage, which is a constantly updating feed of political memes from across the web.

• The policies you agreed with certain candidates on the candidate selection page. We did not have the user's entire history of political preferences so we just inserted some potential policy positions a user could have selected.

• Polling station location: We did not have user's location so we just assumed they were near Stanford and put down pins at typical polling locations (i.e. public schools, public libraries).

• Governor candidates: We wanted to choose local politicians that most users would have heard of (i.e. the governor of California) to make them more familiar with the application. We grabbed images of the candidates from the web and "hard-coded" them into Figma.

**Limitations**:
Due to the limitations of Figma, for our mobile application, we turned all interactions into click fields, even though in our final version there would be options to swipe on certain pages. We also wanted to design our prototype to test our primary three tasks and the homepage. In order to do so, we simplified our task flows and only supported certain "paths" that users could take through the task. We plan for our final mobile application to also have additional features like a "my ballot" page where you can immediately see all your preferences for a certain election and to connect to a navigation application to give you directions to the nearest polling station.