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Group 6 - Final Prototype

Final Prototype

<https://www.figma.com/proto/MBQxoDTU0nQ4utSwnSySgm/Prototype-Version-A-Copy?node-id=20%3A7&scaling=scale-down>

Changelog:

We combined Prototypes A and B from our previous version by referring to our user feedback that we got from our A/B testing. “Sarah” from our testing most notably said that she didn’t like how clunky the interfaces looked, especially because of all the dull greys separating individual elements and she didn’t like the colors. We decided to start our final prototype with this kept in mind. So we took our Prototype A as the foundation for our final prototype (because it seemed to have the least usability issues and it was easier to modify and navigate than Prototype B especially since prototype A doesn’t have to deal with the iPhone notch since it was made for the iPhone Plus sized rectangular screens). Instead of having dark and light greys separating everything, we decided to keep the background a clean white and then removed all the boxiness to remove the “clunky” feel that our users from A/B testing mentioned. We removed the bolded text and instead used shorter phrases with a sleek, thin font to make it look less clunky and cleaner as well. To our event page, we added mapping functionality (users liked the mapping from prototype B) and added a blue header with all the event information so it’s easier to look at and so it adds more color and separates all the information more clearly as well. Additionally, on the events page, now the user can switch between the map and list view for all relevant events depending on which view they prefer. You can click on any event on the map and a yellow popup (more color!) comes up with brief information which you can then expand (click “more info”) into the full event page for more details. In the profile page, we removed the boxiness again and added more color and separation between UI elements to add a cleaner look. We also condensed the settings into a drop-down menu that appears when you tap the “settings” gear in the top right so we don’t have to cram all those controls onto a tiny page (another Prototype B loved feature that user feedback showed us). Based on general storyboard feedback from our class presentation, we didn’t need to change the specific UI of our app (we got no feedback on this) but we made our storyboard for the video more specific so that our video will show the actual prototype in use and we created a full fleshed out story for our video that we’re going to film so that we can show off all the features in our app as suggested from the general feedback we received.

We fixed UAR #1 by removing tabs and by using sidebar navigation and headers for more visibility on which page the user is on.

We fixed UAR #3 by adding back buttons wherever possible so users can undo or backtrack their steps if needed.

We fixed UAR #4 by reformatting everything and using more consistent text and UI layouts instead of the boxy and more random structure we had before.

We fixed UAR #8 by fairly thoroughly integrating a map view throughout the event section.

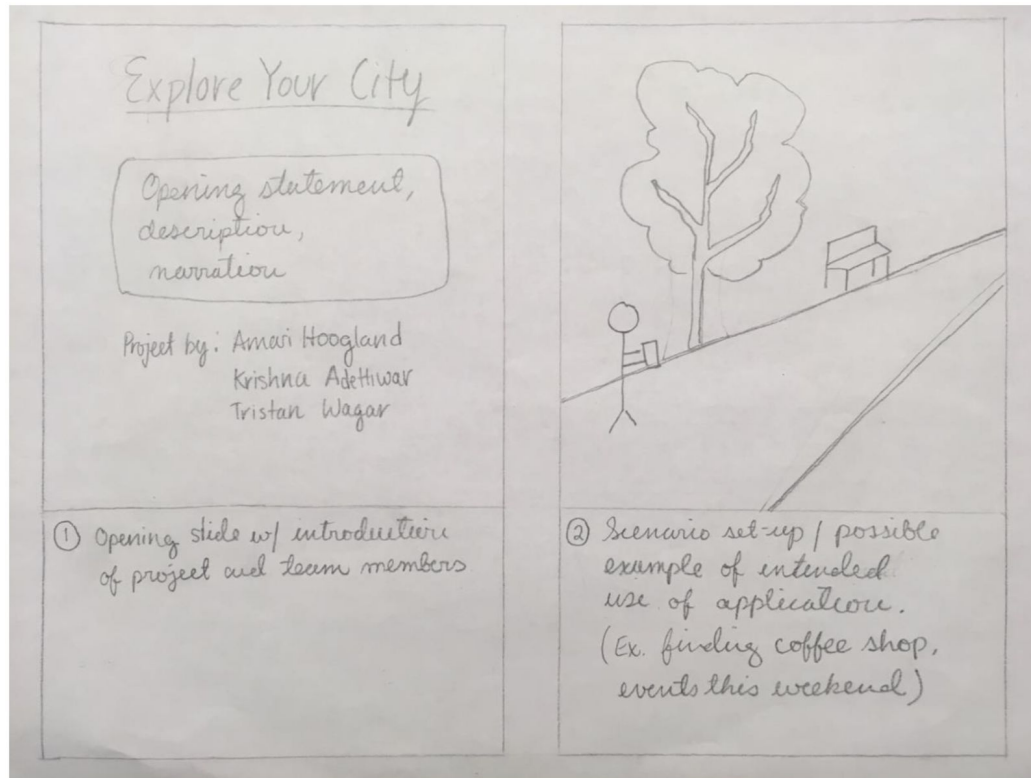
We fixed UAR #9 by adding a settings button into a profile page for more customizability without making the UI too congested.

We fixed UAR #14 by completely revamping the look of the events and profile pages with a more modern feel and less boxes and grey colors. Additionally, we separated out the UI elements and used thinner and more modern fonts instead of our bold typeface we used before.

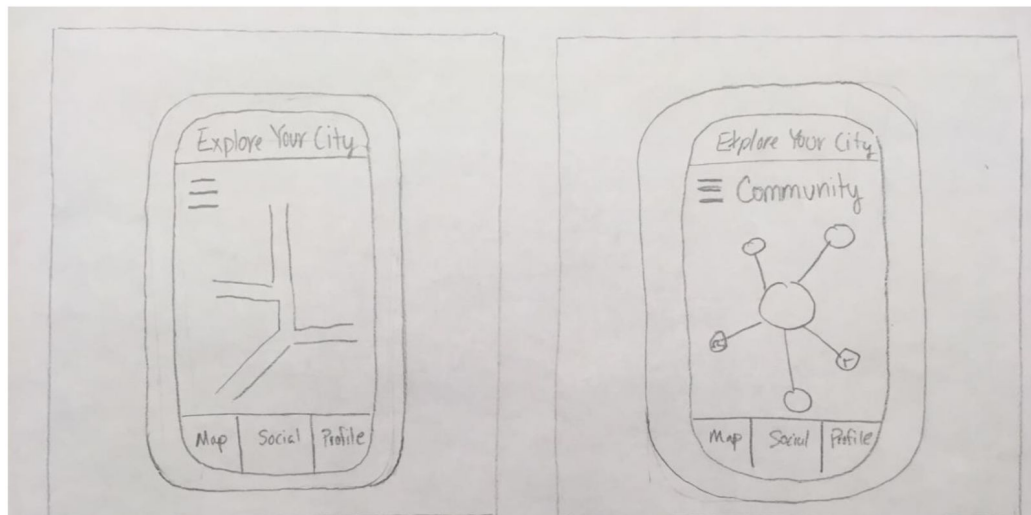
We fixed UAR #15 by adding a confirmation button before an event is added.

Storyboard:

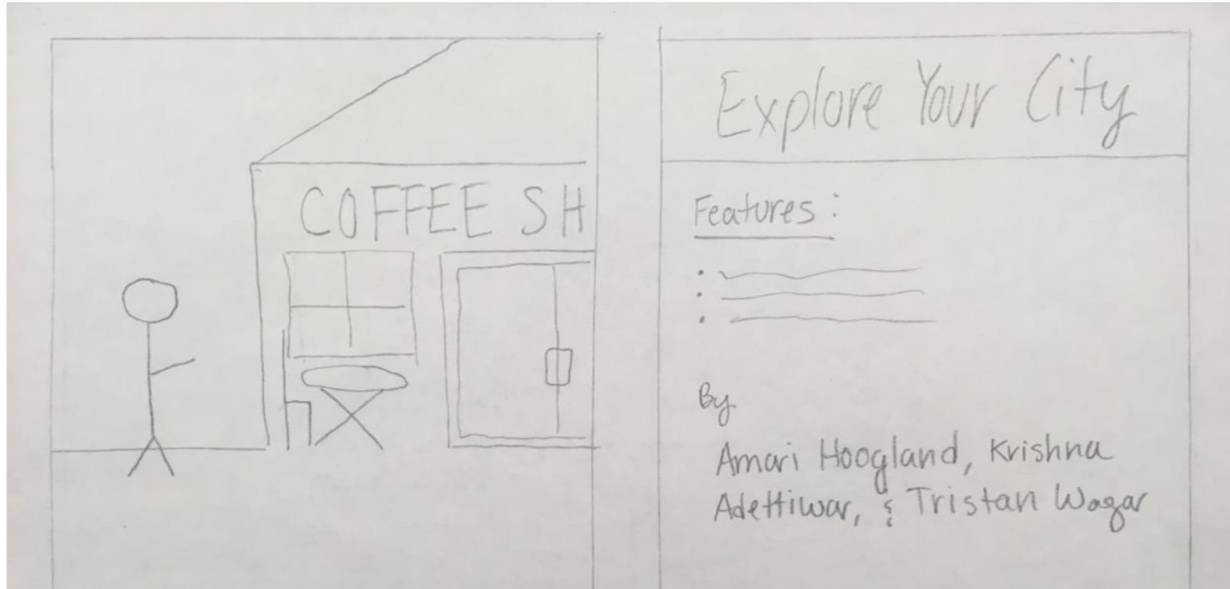
We brought our storyboard to recitation on Friday 12/7 at 1:00PM. Amari, Krishna, and Tristan all presented the storyboard to the section. We received little feedback, however the little we did receive told us to focus more on showing the application rather than live action portions.



We will have the user first walking around and then open the app to try to find events based on his current location. He goes to the main events page and the app locates him and shows him relevant events nearby that he may be interested in.



Here, the user navigates via the sidebar and uses the card stacks to dismiss the events he doesn't want to go to on the app.



Eliminate scene 5 and replace it with audio about real world use situations while the video shows how our app can achieve the use situations. Then the credits roll with our names and a brief description of our app features.