SPP6: Medium-Fi Prototype

Siren

Value Proposition

We wanted to convey the value/usefulness that the app will bring to the user during a case of national emergency.

Since our app is catered to national emergencies we want to show people that our app is vital to them to have a use during a national emergency.

Mission Statement

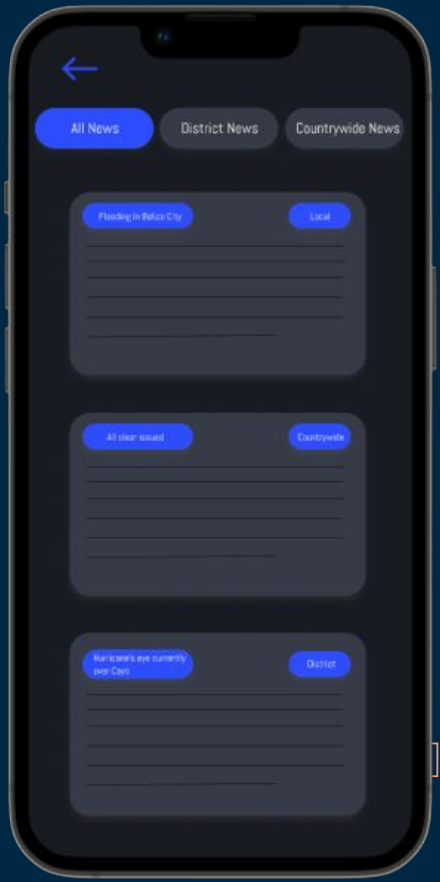
"Siren, being there to support Belizeans in times of need and pandemonium by making natural disaster preparation easier."

Tasks & Interface Design

Task 1

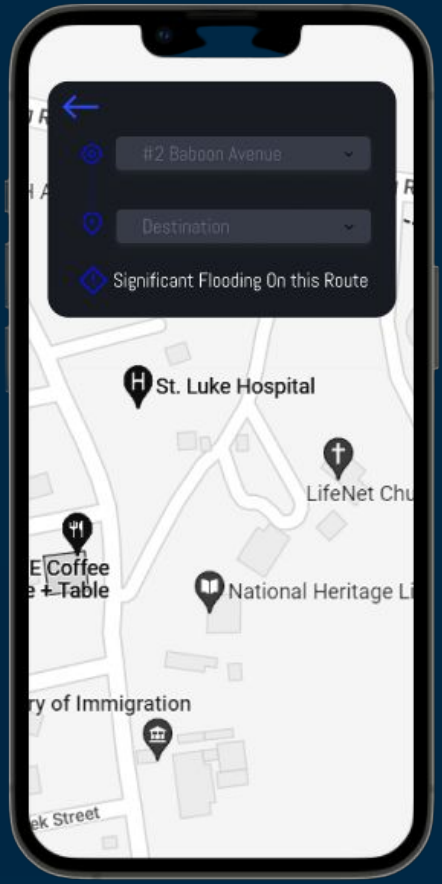
- Important Changes:
  - This design is different from the proposed Low-Fi design.
  - The progress bar was removed due to its being deemed useless.
  - The activate location button was relocated.
  - An option for selecting a district was added.
  - An option for inputting a name and phone number were added instead of having a login feature.

Task 2



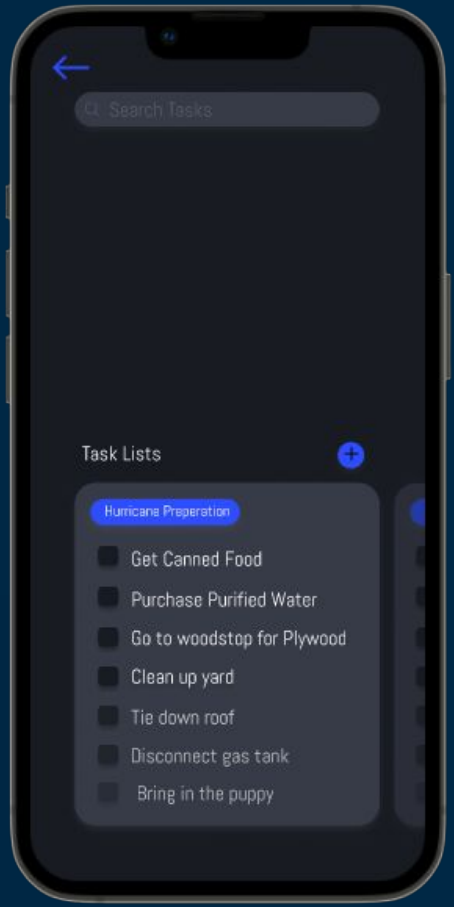
- Important Changes:
  - This design is different from the proposed Low-Fi design.
  - The layout was changed due to considerable amount of complaints from testers.
  - The news is now displayed in a column rather than a center news story with a row of new stories below.
  - The sorting buttons were kept.

Task 3



- Important Changes:
  - This design is different from the proposed Low-Fi design.
  - The map was relocated to background of the screen.
  - The functionality of staying the next direction was replaced with the built-in map feature
  - The UI design of current & desired location was improved.

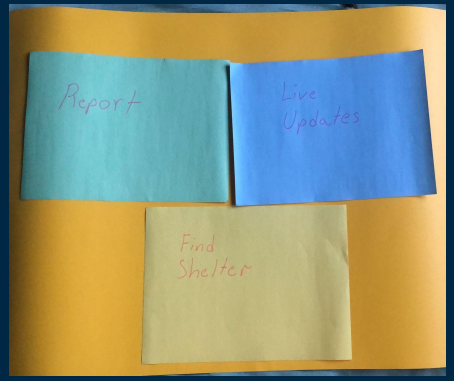
Task 4



- New Task Added:
  - This design was added due to lack of content within the application.
  - The idea was originally displayed in the commercial for the application but was never tested.
  - This iteration has the ability to create multiple lists.
  - Upon creating multiple lists, users would now be able to scroll and select whichever list they created.

Revised Design Interface

UI CHANGE ONE



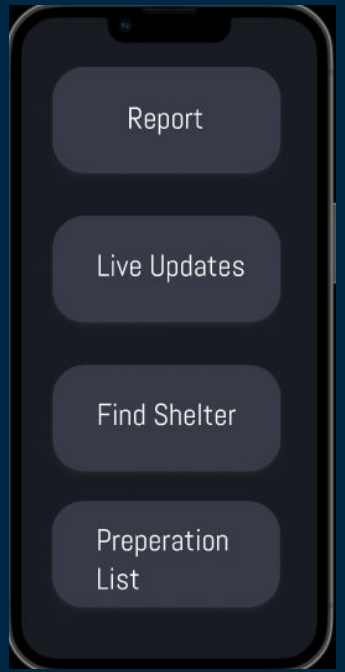
The one major Ui Changes that we made were the changes to the menu screen

Left- SPP5 low fi prototype

- It was bulky
- It had a boxy view
- Doesn't really grabs the attention of the user

Right - SPP6 Medium prototype

- It has a more simplistic design
- The features are more set in a list format
- It gives certain feedback to the user



UI CHANGE TWO

The second major changes to the design is for the live updates

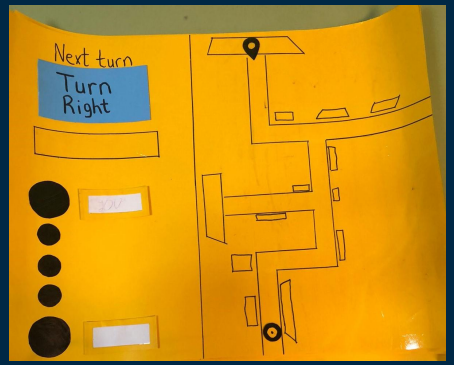
Left- SPP5 low fi prototype

- It had more options to pick than it should
- IT had too many different submenus to get the information you're looking for

Right - SPP6 Medium prototype

- It will give you information about what happening in a more rapid way
- It reduces the amount of menus the user will have to go through to get information more effectively

UI CHANGE THREE- Finding shelter



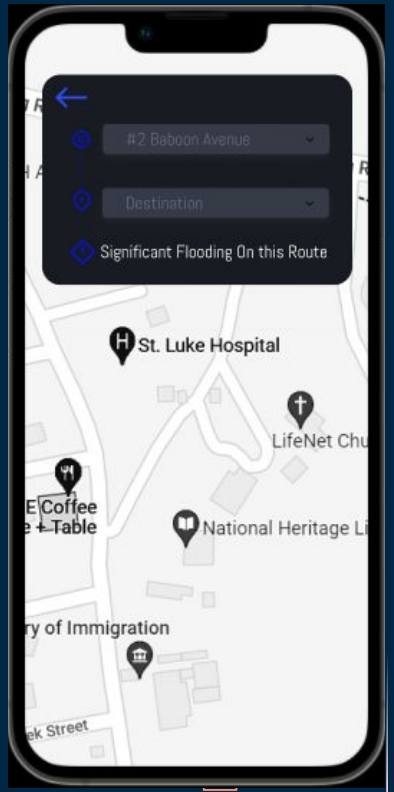
The third major UI change is for the Finding shelter

Left- SPP5 low fi prototype

- Had a cluttered design
- Only took into consideration devices with larger screens

Right - SPP6 Medium prototype

- Is more suited for users who have devices with smaller screen
- It has a search bar where inputting your current location with place you at the closest shelter
- Shows you live updates to when the user is going to the shelter



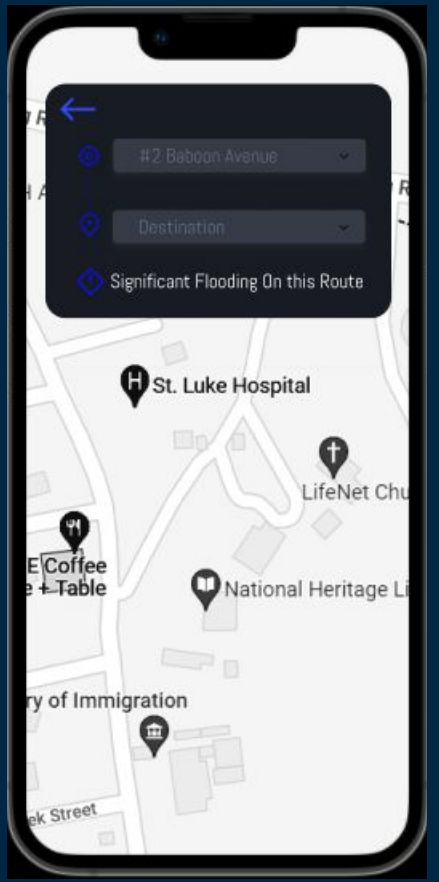
Tasks & Storyboard

Task 1- User Reports

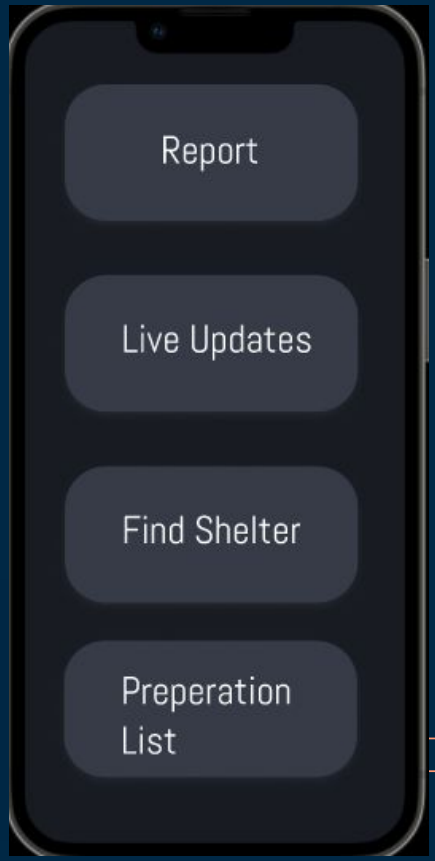
The first task a user can do is to report stuff people can fill out a quick form including their name, phone number, district, description, their current location and a photo of what's going on around them to better understand the damage.

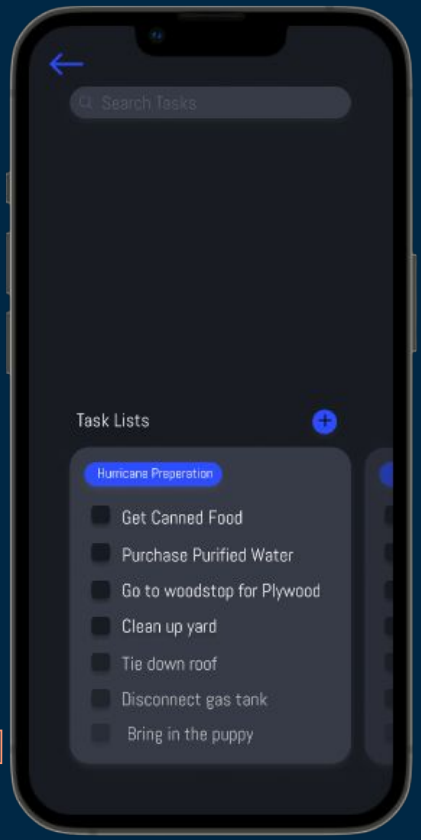
Task 2- Find Shelter

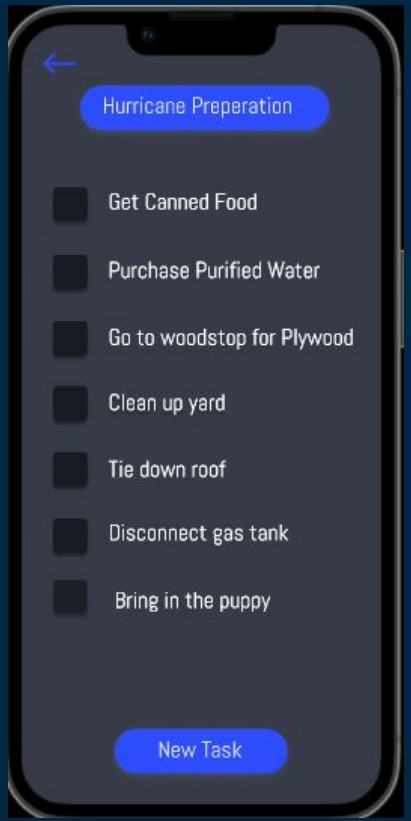
The next task some one can do is to use the find shelter feature which will point you to the nearest shelter whilst also keeping the user up to date with the latest news on what is going on in the surrounding area.



Task 3-preparation list

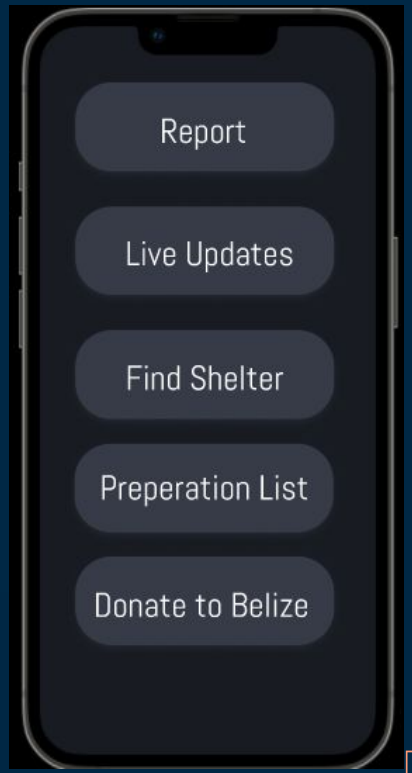


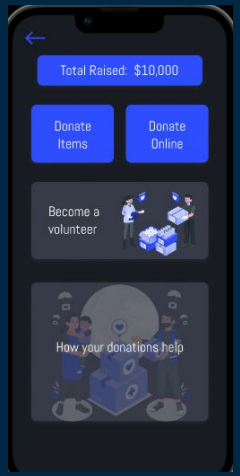


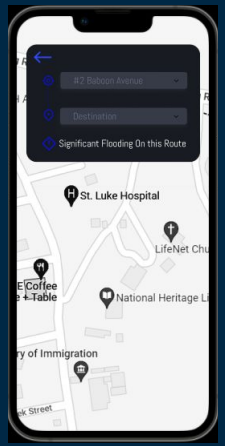


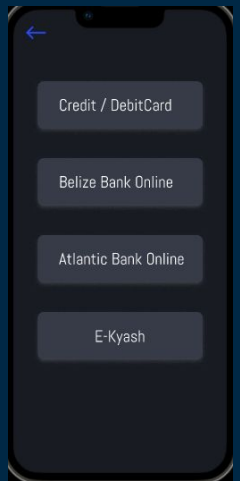
This preparation list is a list a user can create that can help them track what all they need to do before the hurricane arrives like buy food, ensuring you buy plywood for the house ect.

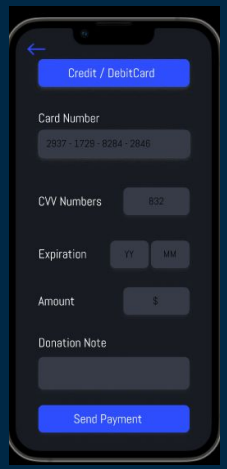
Task 4-Donate

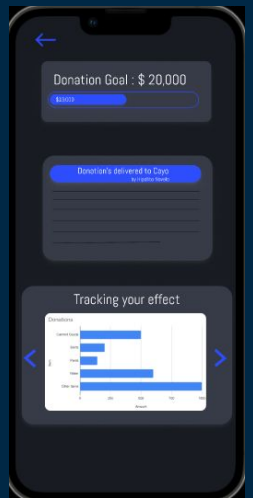












This new task that we came up with during the creation of the medium-Fi prototype donates directly to local relief efforts and comes with features so that anyone can volunteer for these efforts using the app

Prototype Overview

What We Used?

Figma

- Web based tool that allows for the creation of a design interface.
- Drag/drop capability, resizing, adding effects to objects
- Allows multiple users to collaborate simultaneously through FigJam.
- Provides users with a widget & plugin library, allows users to embed a Figma prototype into a website,
- Allows users to connect windows to simulate a mobile application

How was it helpful?

Benefits

- Allowed the group to have a better idea of functionality issues or design issues.
- Provided more viable information compared to the paper prototype
- Made it easier to explore different ways of implementation.
- Easier method to change concepts after discovering issues

How was it not helpful?

Difficulties:

- Some members of the group struggled with using the application. They had to expresses their changes via text messages.
- Allowed “too much ideas” which created conflicting designs at specific times.

Limitations/Tradeoffs

Limitations/Tradeoffs

During the designing of the prototype, we discovered there were no available widgets or add-ons that allowed for us to simulate the mapping/guidance process. In order to make up for this limitation, we placed an image of a map and placed a selecting option to imitate the process of looking for a shelter.

Hardcoded Features

Limitations/Tradeoffs

- The Hardcoded Features Consists of:
  - The Number of Lists & List Content.
  - Destination Options in Map.
  - The News Being Displayed.