

## USER GOALS

### **How will your users understand the content of the project?**

We will simplify the steps down, 1 screen at a time. The landing page will have a single button in the middle that says, "Let's Start." The next screen will bring them to a signup form and from there users can start inputting chores and adding others. The purpose of utilizing a minimal layout is to simplify the content and user experience of the app as more of a fun game and dissociating the idea of chores from negativity. We want to make this a positive experience for our users, and one way to do that is to make the interface and wording as approachable and understandable as possible.

### **How will your users understand the primary objectives?**

We will break the steps down. From new users> setting up their profiles> adding housemate> inputting chores. The primary objectives are to create an organized chore schedule for young adults (college students and yuppies) and to keep housemates accountable for their delegated tasks. The app will be designed minimally and attributed with simple instructions following a logical flow from establishing a home group to creating a customizable list of chores for the user and their housemates. To begin, the user will be asked to create a login ID. Upon creating an account, the user will then be sent to the home screen with an option to add a home to the empty plot of land. Once the user creates their home, they will be prompted to invite others to join their home by simply inputting their login ID's. Afterwards, the home group leader will organize a list of chores for the group which will then randomly assign tasks to housemates and send alerts to each member according to the urgency and time allotted for each task. Hypothetically, if a home group member fails to complete a chore or does the job poorly, there will be an additional feature to write reviews and rate the quality of performance with the option of including a comment to encourage improvement. In this way, the app encourages users to maintain high ratings so that, later on, they will have more opportunities to relocate with other people and use their records as evidence to prove household competency.

### **What content and features do your users need, and in what form do they need it?**

Users will have the main homepage that displays the upcoming chores. There will be a side navigation bar that the user can swipe from the left side to show more. This navigation will show each housemates profiles to click more. After discussing ways to better the versatility of the app, we decided to include the option to create more than one house on the homepage in the event that users have more than one home or spend enough time at a friend's dwelling to do a part of their chores. Funny enough, this happens more than one may think! In my own personal experience as a college student, I can think of two occurrences where a friend would crash a little too often at my apartment. To avoid an awkward encounter, users may simply invite them to their group and handle the situation much more seamlessly rather than communicating with anyone directly.

In addition, we included a feature to allow users to write reviews, rate the quality of performance and add comments of improvement as a way to keep housemates accountable. The app would, of course, send alerts and reminders to complete chores according to a deadline-based timesheet system, but we needed to figure out a way to reprimand users if they fail to complete their assigned tasks. Initially, we thought of the idea to allow users to create their own punishments like buying boba for the house or doubling the amount of chores for the following week, but using the example of credit as a template, we thought to do something similar by lowering ratings or "credit" of users who deviate from their duties.

### **How do your users think your interactive projects should work and what are they?**

User feedback is crucial in all web apps. Our users are young professionals who are very tech-savvy, thus not have patience for a glitchy app that loads slowly. Our users expect a fast, responsive app that organizes data in the simplest way possible. The main interactive elements on our app are the main homepage where users have the ability to create their homegroups and invite others to join and the reminder feature that alerts members of the house when the deadline of their assigned chores approaches.

**Their experience levels with the type of media you or your team is creating?**

TidyHome will be accessed through phone and tablet screens. Users are very experienced with the type of media we will be using. As young professionals and college students with a high level of interest in newer technologies and applications to improve efficiency in their lives, they will be able to easily navigate the app as if it were just another game or organizing tool on their smartphones.