

Project Prototype Guide

Overview:

For this project, you will be creating an interactive prototype of an application that can help your chosen users. You should be able to state the characteristics of your user and identify their need for the app. Be creative and use different and new approaches to the problem of your new user.

You will submit:

- Answered Project Prototype Guide
- Wireframe/Draft of the prototype/Plan of your prototype
- Interactive Prototype

Program, Year & Section	Group Number	Date Submitted
BSCS 3-3	6	December 18, 2023
Name of the Member		Role of the Member
Bacani, Ashanti Vionelle		Project Designer, Prototype Layout and Design
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Macaraig, Kate C.		Interviewer
Malabanan, John Russelle B.		Project Designer, Prototype Layout and Design
Santos, Patriche Gerard		Interviewer
Vedasto, Micole Aaron S.		Interviewer

Define:

You should know who your users are to be able to identify what are the things that they need that your application can help them with. Make sure that you talked to or interviewed at least one or two of your users.

Q: What problem or pain does the user is encountering? *This shows the challenges and struggles that the user is facing.*

A: The user may be having difficulty making meaningful relationships or connections (romantic, friendship, acquaintances) within the university community, which may result in feelings of loneliness and lack of support in academic and social areas.

Q: What are possible solutions to the problem of the user? *This shows something that the user hopes to achieve.*

A: First, creating a platform that allows both romantic and platonic relationships might assist students in finding study partners, friends, or companions for various activities/events. Second, the development of interest-based matching and study group features addresses the demand for relationships with like-minded individuals.

Q: What type of application does the user need to address the problem? *This shows the type of application that you think will help the user achieve his hopes/goals.*

A: The user needs a versatile and inclusive application that goes beyond the standard/traditional dating apps. It should have the features and capabilities for finding buddies, study partners, and companions for different events at the university. The application should foster a sense of belonging in the community within the university.

Ideate:

As a group, taking into consideration the needs and struggles of the user, what features do you think your application will need to meet your user's needs? *List down all possible features that you can think of.*

- Application name: PUPpy Love
- Target user: PUPians (students)
- A dating app that is exclusively for the students of PUP Sta. Mesa

Dating App Features

- login/registration button
- Swipe left, swipe right feature
- Feature inclusivity (include options on who you want to make a connection with)
 - Women
 - Men
 - Nonbinary
 - Open to all
- Course/Department Selection (for more specific areas to look for connection)
- Different types of connection
 - Romantic/PUPpy Love (if you want to look for someone to date)
 - Platonic/Bestie (if you want to find new friends to have fun with or if you want to share your lunch with someone at the Lagoon)
 - Study Buddy (if you want to study for an upcoming exam but don't want to be alone)
- Dark mode feature
- Interest-based matching (establish a connection based on your shared interest)

- Group study sessions
- Event Calendar (shows the university-related events or activities to keep you updated)
- Chatting feature
- Anonymous compliments

Draft/Wireframe:

Make a draft of your interactive prototype. You may use any means of drafting as long as it will help you in creating your interactive prototype.

**If your draft is on an outside platform, you may put the link here instead.*

The wireframes illustrate the user onboarding and profile setup process for the 'PUPpy Love' app. The screens are as follows:

- Startup Page:** Features the 'PUPpy Love' logo and a 'Get Started' button.
- Log in:** Includes fields for email or username and password, with 'Login', 'Forgot Password', and 'Are you new here? Create an account' options.
- Sign up 1:** Collects personal information: First Name, Last Name, PUP Webmail, Phone Number, and Birthday (MM/DD/YY). A 'Continue' button is at the bottom.
- Sign up 2:** Collects account credentials: username, password, and confirm password. It includes password requirements (8-64 characters, uppercase, lowercase, number, special character) and a checkbox for Terms and Conditions. A 'Create account' button is at the bottom.
- Verification:** Prompts the user to enter a verification code sent via WebMail. A 'Verify' button is at the bottom.
- Confirmation:** Displays 'You're Done!' and 'Set up your profile and you're good to go!' with a 'Let's Go' button.
- Set up profile (choosing pictures):** Allows users to choose up to six photos. It includes a 'Highlights' section and a 'Continue' button.
- Set up profile (general info):** Asks for a bio, a tagline ('Taga saan ka? *Insert budots*'), department (dropdown), course/program (dropdown), and current year (dropdown). A 'Continue' button is at the bottom.
- Set up profile (choosing gender):** Asks 'What is your Gender?' with radio buttons for Male, Female, and Nonbinary. It also asks 'Who do you want to make connection with?' with similar options. A 'Continue' button is at the bottom.
- Set up profile (hobbies and interests):** Asks 'Show them what your hobbies and interests are' (up to 5). It includes sections for Self, Academic, Creativity, Music, Reading, and Movies, each with a 'Continue' button.

Set up profile (more info)

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More deets so we can know you better

Height

Zodiac sign

Personality Type

Pets

Drinking

Smoking

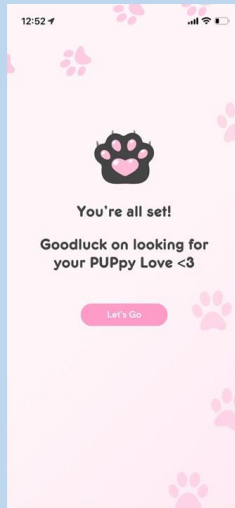
Workout

Looking for

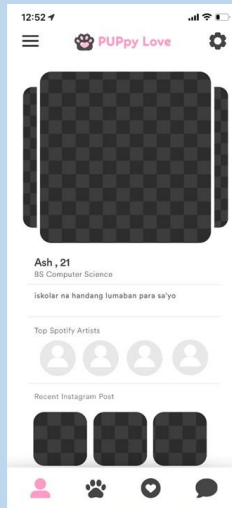
Religion

Continue

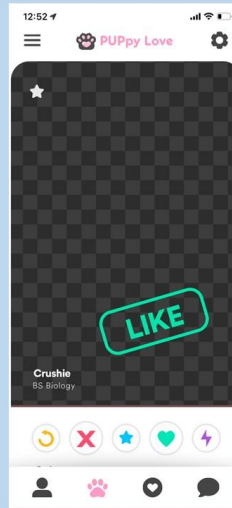
Confirmation



Profile



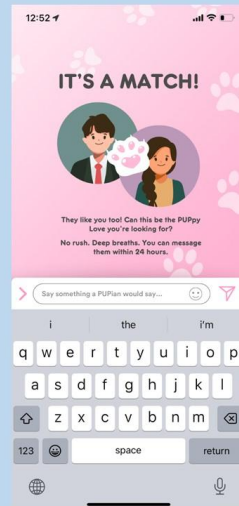
Swiping



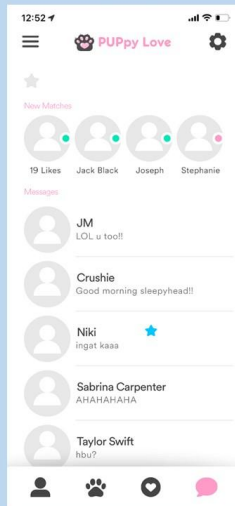
Who likes you



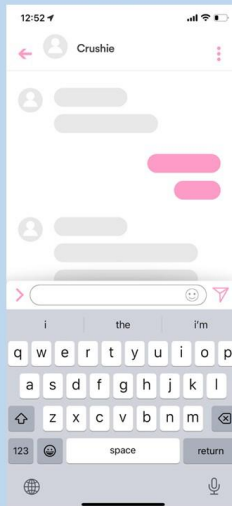
It's a Match!



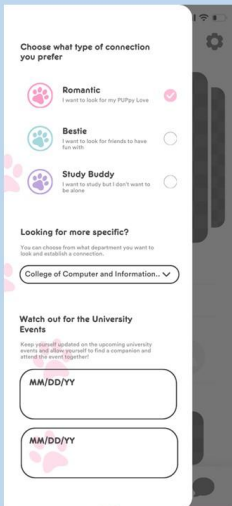
Messages



Chatting



Options



Settings



Feedback:

Submit your draft to me before starting with your prototype for feedback. You may also ask your user for feedback. *List all the feedback below.*

Feedback	Solution