# **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
De Villa, Edrick		Project Manager, Project Designer, Documentation, Prototype Layout and Design
Galaites, Gea J		Prototype Design
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**

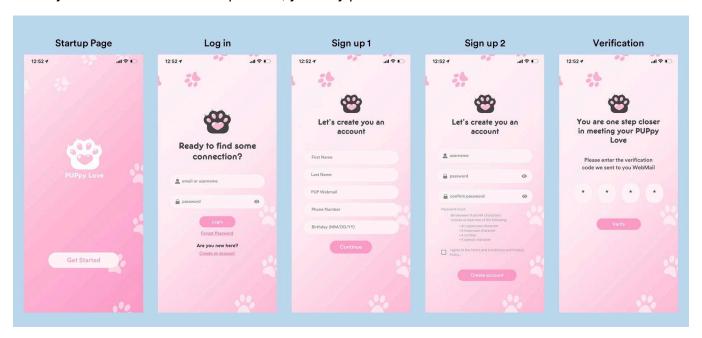
- login/registration button
- Swipe left, swipe right feature
- Feature inclusivity (include options on who you want to make a connection with)
  - Women
  - Men
  - Nonbinary
  - Open to all
- Course/Department Selection (for more specific areas to look for connection)
- Different types of connection
  - 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)

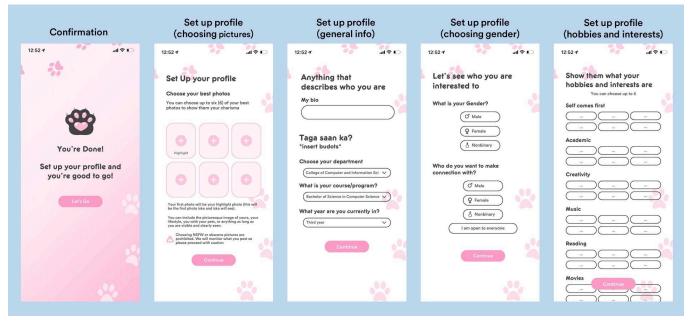
- Group study sessions
- Event Calendar (shows the university-related events or activities to keep you updated)
- Chatting feature
- Anonymous compliments

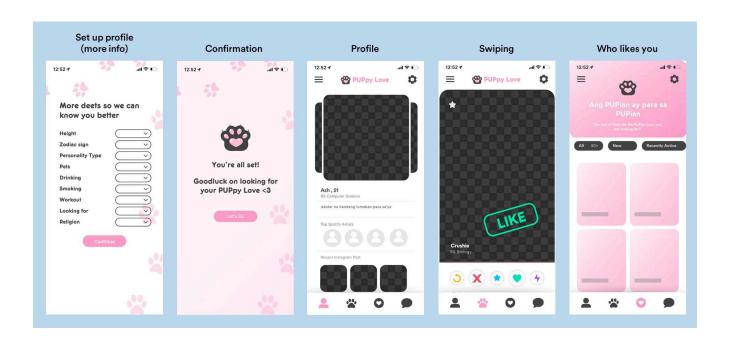
## **Draft/Wireframe:**

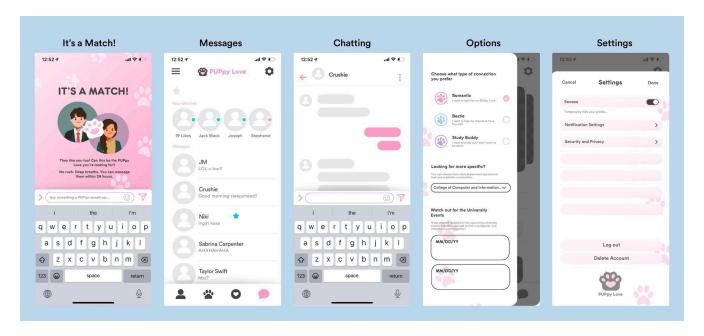
Make a draft of your interactive prototype. You may use any means of drafting as long as it will help you in creating your interactive prototype.

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









## 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
<ul> <li>The button on "Hobbies and Interest" overlaps with the other contents.</li> <li>The color is pleasing to the eyes. it</li> </ul>	We have separated the "Continue" button to promote readability.
<ul> <li>The concept is unique and relatable, especially to students and teenagers. It looked like it was well thought-of. Moreover, the user interface is friendly.</li> </ul>	

## **Prototype:**

Create an interactive prototype using any means of application, as long as the user can interact with it. You will not create any application yet nor do any hard coding. You may use some applications suggested below in creating your prototype or use your preferred prototype maker. Make sure that you choose something that you will be able to finish given the time period.

- Powerpoint Presentation (Linking feature)
- Keynote Presentation (Linking feature)
- Figma
- FluidUI
- Adobe XD

### PUPpy Love Prototype link:

https://www.figma.com/file/eyNQI4OgwuJhuMCkP3p8lm/PUPpy-Love?type=design&node-id=0-1&mode=design&t=dkpnFZGmNtfidsjB-0

#### **Presentation:**

You will be presenting a summary of your project at the end of the course.

#### Promotional Video Link:

https://drive.google.com/file/d/1UgLkg96Iv5hkSVztVQij142KRUSYuHtd/view?fbclid=IwAR3oBw YorbySerEdB3zBbo-nPDg9REH3qMEvL3B3tU7woncIV2DUBOIJiYo

#### Presentation Link:

https://www.canva.com/design/DAF8GipCHyw/Wr8\_Nka8nbp1vIliZ8NVzw/edit?utm\_content=D AF8GipCHyw&utm\_campaign=designshare&utm\_medium=link2&utm\_source=sharebutton