



Friends living in different worlds? Just plan(et).

Planet Medium-Fidelity Prototype README

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[Link to prototype](#)

What is Planet?

Planet is a mobile application that streamlines emotion sharing and activity planning. We aim to reduce the discomfort of reaching out to people in a world where sharing emotions is sometimes stigmatized and contacting others is often withheld for fear of bothering them.

Design Tool

Our medium fidelity (med-fi) prototype utilizes Figma as a general design and wireframing tool, allowing users to interact with our application in a low-stakes, low-cost environment. For development, Figma was an option that allowed us as a moderate-sized team to collaborate and test our product more efficiently. Our main application aims to be compatible with all kinds of tablets and mobile devices, but our prototype solely focuses on the dimensions of an iPhone 13/14.

Within the Figma prototype, clicking on certain areas will allow you to progress through the application. All interactions are tap interactions. If a certain feature is unimplemented or unclickable, “hotspot” boxes that indicate valid interactions with the app will appear.

Operating Instructions

Overview

In this section, we will detail the possible interactions within our application and what you should expect when working with the prototype.

There are a few features you will see reappearing throughout the prototype. This includes:

- Planet icons with different emotions
 - A planet icon with an emotion (either happy, neutral, sad, or angry in this prototype) symbolizes a user: either you or a representation of your friend.
- A three-option navigation bar
 - This bar, hugging the bottom part of the screen, will allow you to efficiently traverse backward and forward to different parts of the application – more specifically, the key screens such as the status update page, the homepage (my orbit), and the account information page (my planet). It appears on all screens following the onboarding phase.
- Simulated keyboards and external applications
 - As our medium prototype does not have access to databases or features that would benefit from original information, all information is pre-determined and will be auto-filled when clicking through the application. You may simply click on the various positions as if you are using the features (e.g., clicking on the keys when the keyboard pops up) to mimic the action.

Our prototype consists of multiple completable objectives/tasks. These include:

- Registering for an account via an onboarding screen
- Four main task flows:
 - Simple task: Viewing the emotions and statuses of your friends
 - Simple task: Updating your own emotions, visible to friends
 - Moderate task: Scheduling a hangout with an added friend
 - Complex task: Creating groups of friends (flavored as “galaxies”) and adding friends to those groups
 - Complex task: Setting the visibility of your posts

Throughout the rest of this section, each of these will be explained in-depth in a walkthrough style manner.

Onboarding: Registering for an account

The first screen you will encounter when using our prototype is the initial onboarding screen. From here, you have two options: to “Register” or to admit that you have “made a Planet before.” Clicking the latter option will immediately skip the onboarding section (assuming that you have completed some validation process), whereas clicking the former option will guide you through account customization.

In this section, you have to click on the input fields from top-to-bottom, filling out whatever information is necessary. You may proceed to the next screen by clicking the buttons which should activate themselves after the successful completion of these mini-objectives.

When you are on the homepage (i.e., the screen where your character is visible in the middle with other planets surrounding you), you are ready to move on to the following tasks.

Simple task: Viewing the emotions and statuses of your friends



To view how your friends are feeling, you must navigate to their accounts. In this prototype, there is only one valid user account, which is Anya – a simulated friend with a planet denoted by colored cat ears.

Clicking on Anya's planet will bring you to Anya's profile, which provides an image update of where they have most recently been, along with a text update to support their image. The face on Anya's planet symbolizes how Anya is feeling – happy!

Simple task: Updating your own emotions, visible to friends

To update your own emotions, you must set a status. To do this, you have two options: (a) click on the "Set Status" button in the bottom left corner of the navigation bar, or (b) navigate to your planet by clicking on your planet on the homepage, and then pressing the "Set Status" button.

On the "Set Status" screen, you can either opt to take a photo or text status.

-  **Photo:** You can navigate through this screen by taking a picture by clicking on the circular button that appears at the bottom. The background image represents what you are supposedly seeing at the moment you are taking the photo. After taking the photo, you will have to fill out an input field and click "Send" to submit the status.
-  **Text:** You can navigate through this screen by filling out the input field and clicking "Send" to submit your status.

Completing this screen will send you back to a modified version of your profile, which will appear as if you have set your new status successfully.

Moderate task: Scheduling a hangout with an added friend

To schedule a hangout with a friend, you must first navigate to a friend's account. As previously mentioned, this is only possible with Anya, who is the planet with the orange cat ears located on the homepage.

From a friend's account, you have two options: (a) directly invite them via the "Invite" button, or (b) invite them after viewing their availabilities through the "Calendar" button.

- *Invite*: Selecting the invite button will directly bring you to a text recommendation you can send to your friend. You can copy this and press the "Open in iMessage" button to paste this auto generated message. (Note that this process is relatively streamlined because of the nature of this med-fi prototype.)
- *Calendar*: Selecting the calendar button will allow you to view Anya's calendar. This will show you all of Anya's times that she is *not* busy during (e.g., it is a flipped version of "busy times" that you may be familiar with on an app like Google Calendar). Clicking one of these available times will let you schedule a hangout with Anya during some time in the specified time block. For this prototype, you can only select the Monday time block option. The rest of this screen brings you through a similar process to the Invite screen, where the application mimics the use of the external iMessage interface to send off an invitation message.

Complex task: Creating groups of friends and adding friends to those groups

For users who feel like their homepage is getting cluttered with friends, there is also the option to create and organize friends into different groups. This can be done through the homepage by clicking on the "New Galaxy" button at the top. (A galaxy is an alias for a group of friends, much like how a galaxy is a cluster of stars and planets, among other things.)

Clicking on the "New Galaxy" button brings you down a reasonably linear process where you can name your new galaxy, choose which friends to add to this galaxy, view who has been invited to join your galaxy, as well as leave this newly-created galaxy. Ultimately, we do not have support for diverse screens across different friend groups, so you will have to leave this new galaxy to fully explore other features of the prototype.

Complex task: Setting the visibility of your posts

Setting a post's visibility begins similarly to the simple task of updating your own emotions. First, you must set a status – either photo or text. After entering your information (i.e., taking your photo and/or setting your text status) but *before* you click "Send", you must click the "Set Visibility" option which is labeled in small, underlined text by the "Send" button. This will open

a pop-up that will allow you to select between the different groups you have access to, effectively customizing who can view your status update.

Completing this screen will send you back to a modified version of your profile, which will appear as if you have set your new status successfully.

Limitations

- **Limited Interactivity with Characters**
 - Currently, we have only one interactable user, Anya, for testing purposes. While this allows us to focus on refining one-on-one interactions, it limits our ability to assess how different user profiles might respond within the app. This single-user setup restricts the diversity in user interactions and may not capture all potential user needs and behaviors.
- **Restricted Availability Schedule**
 - The availability schedule only has one interactable time block—Monday. This is meant to highlight key aspects of scheduling functionality in the prototype, but it prevents users from fully exploring the flexibility of scheduling across multiple days.
- **Not able to input your own custom data or schedule information**
 - Users can't input their own information and custom statuses. While the main functionality of changing status and account creation is available, they aren't able to fully input information that is personally relevant.
- **Prototype Constraints**
 - Since Planet is currently a Figma prototype, not all elements are clickable or fully functional. This limitation restricts users from fully engaging with the app's intended interactive features and exploring more complex workflows.

Wizard of Oz Techniques

- **Simulating iMessage**
 - In the current prototype, we mimic the functionality of generating iMessage texts.
- **Simulating Data Entry**
 - Since we don't yet have a database, all data entries—like user preferences or statuses—are manually simulated. This includes any information that users might typically save in a profile or log.
- **Simulating Contacts and Friends**

- We automatically display contacts and friend additions in the app as if the user actually synced their contacts to the prototype. While users can view and interact with pre-set profiles, add friends, and set statuses, these actions aren't persistent and will reset upon exiting the app.

Hard-Coded Items

- **Simulating Photo Backgrounds**
 - When a user takes a "photo status" in Planet, we hard code the photo background to show what a photo-based status update could look like in the app. Since Figma prototypes cannot connect to the camera, we opted for this method.
- **User profiles and contacts**
 - All user profiles and contacts in Planet are hard-coded. This includes any profile information, names, images, and statuses. Users can interact with these profiles as though they're real contacts, but since they're hard-coded, no actual data is stored or retrieved from a database.
- **Availability Schedules**
 - The availability schedule for user interactions, specifically on Monday, is also hard-coded. This limited setup shows the intended scheduling interface, but users can only interact with the static Monday time slot.
- **iMessage**
 - Apple iMessage windows popups are currently hard-coded to open a chat with the user's friends. It was hard-coded since iMessage integration is more complicated to implement.