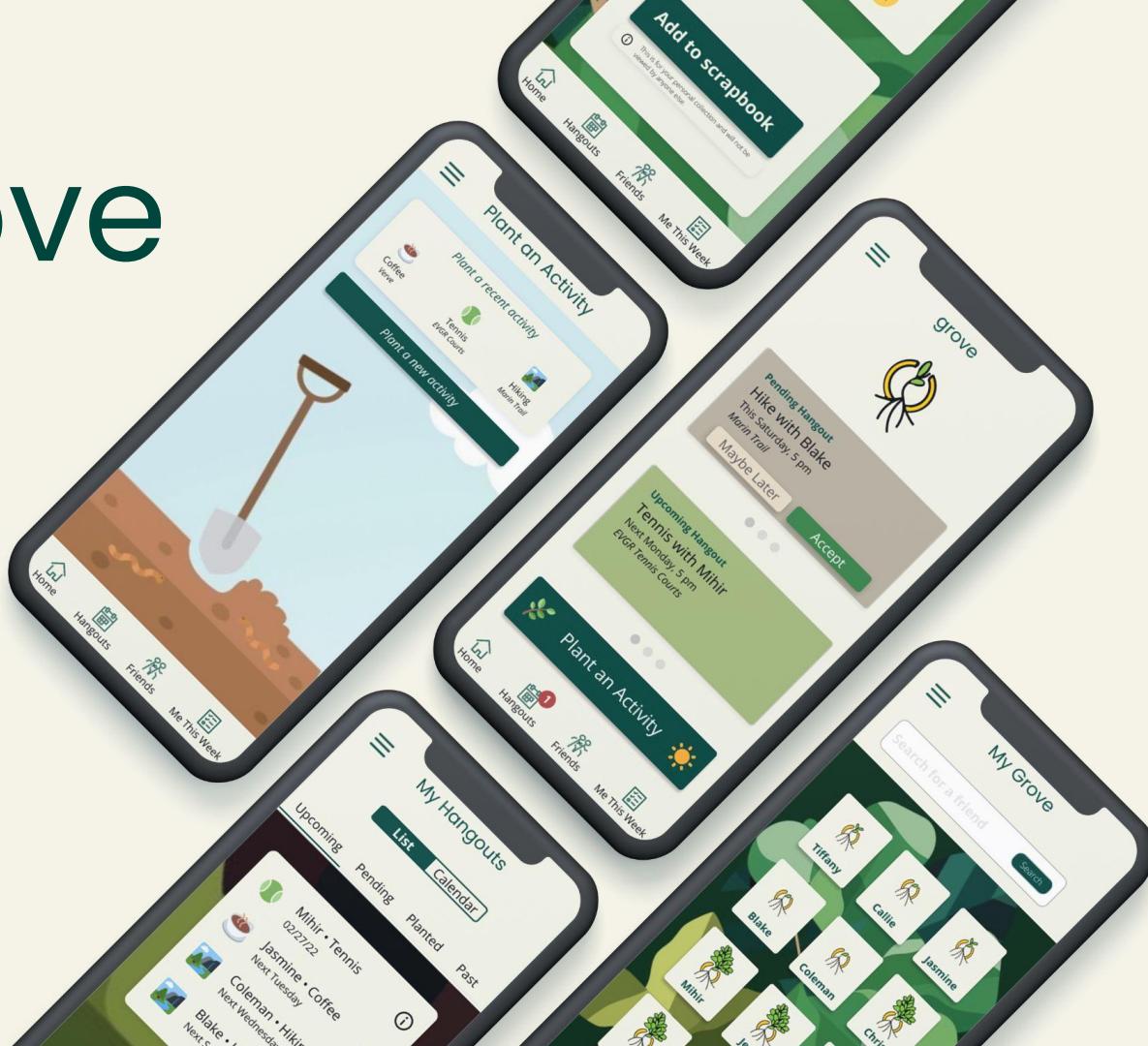


# grove

## Midway Milestone Presentation



# team



Amelia W.

Senior  
Math & CS



Chris M.

Junior  
SymSys



Jasmine R.

Senior  
MS&E & CS



Tiff L.

Senior  
SymSys & English

# value proposition

Cultivate your post-grad community.

# problem/solution overview

Post-grads are faced with the often-overwhelming challenge of building and retaining friendships amidst a sea of new connections. Grove allows post-grads to focus on the enjoyable and exciting aspects of building community by simplifying the stressful aspects of inviting, planning, and following up with new friends. Grove helps ensure that new friendships deepen into lasting friendships without the anxiety that currently accompanies post-grad community building.

heuristic evaluation results  
+ revised design

# heuristic evaluation overview



Total violations



Severity 3 & 4 Violations

*All addressed*

Severity 1 & 2 Violations<sup>1</sup>

*33/36 addressed*

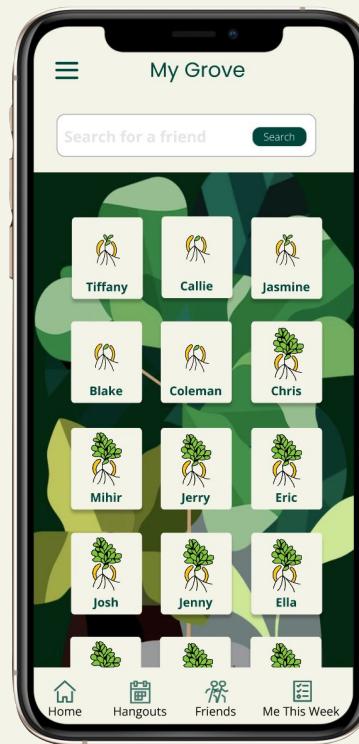
<sup>1</sup>. See appendix for design changes to address severity 1 & 2 violations and rationale for unaddressed violations

# my grove design changes: severity 3 & 4



## violation

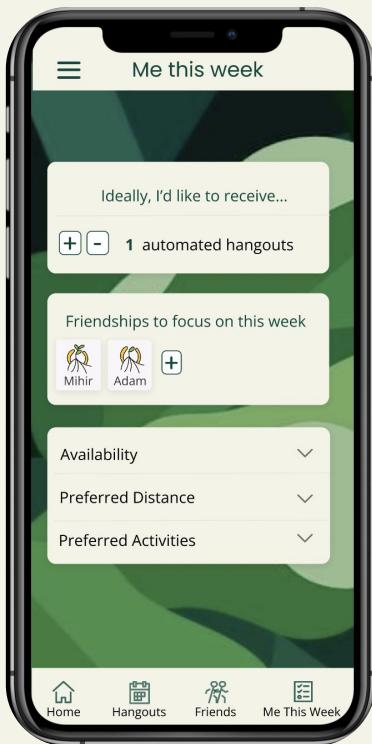
Scattered layout  
is confusing,  
doesn't add to  
design



## fix

Simplified to grid  
layout with  
vertical scroll to  
ease confusion

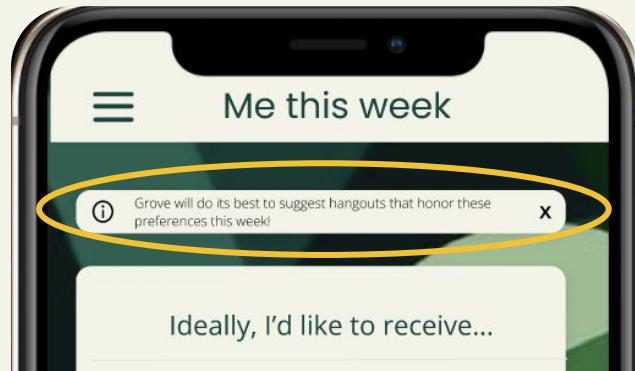
# me this week design changes: severity 3 & 4



violation

Language

"Ideally" makes it unclear if app always honors these preferences



fix

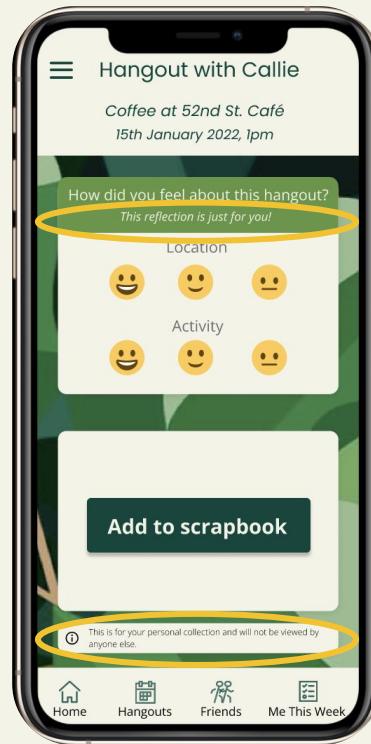
Added note that preferences are attempted to be met to imply that they are not guaranteed to be met

# single friend design changes: severity 3 & 4



## violation

Unclear what is being shared with friend and what is just for you, conflicts with privacy value



## fix<sup>1</sup>

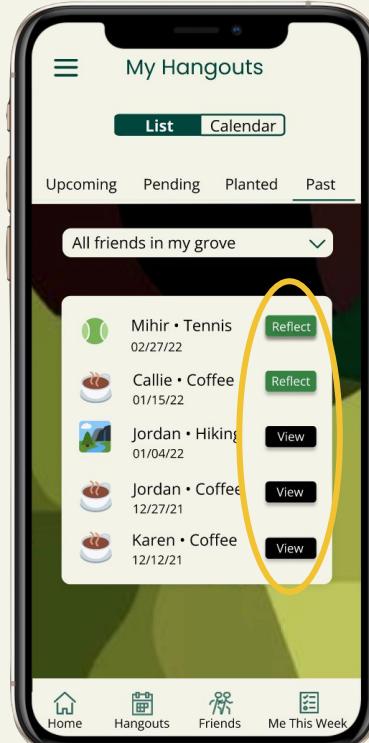
Add text clarifications on reflection page to specify what is shared vs. what is just for user

# my hangouts design changes: severity 3 & 4



violation

Text/color combination on Reflect and View buttons are hard to read, fail color different/color contrast tests



fix

Modified color combinations to ensure greater contrast between background and text

Reflect

View

# plant an activity design changes: severity 3 & 4



## violations<sup>1</sup>

1. No options for field inputs so user is unaware how specific they should be
2. Input fields are not in the same place, inconsistent as users go through process
3. Users cannot edit an activity they've planted

## fixes<sup>1</sup>

1. Provide options for activity, location, time/duration fields
2. Put all input fields in the same general area
3. Implement edit functionality on planted hangouts screen

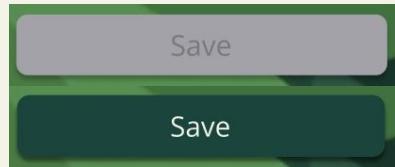
1. Additional changes in revised design are minor changes detailed in appendix

# progress towards usability goals

robust

Key metric: Able to complete tasks with minimal error rate.

Added confirmation dialog boxes and more real-time feedback to the user (e.g. dynamic 'Save' button).



efficient

Key metric: Able to complete tasks under specified time range.

Defined suggested options for activities, locations, and times that users can immediately select.

Added functionality to import previous user choices.



learnable

Key metric: faster task completion over time.

Added various info dialog boxes that provide further explanation / context about tasks.

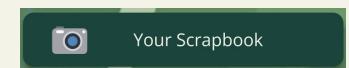


pleasing

Key metric: displaying positive signs of excitement during use.

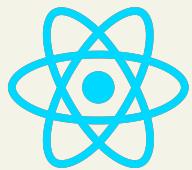
Made subtasks more interactive/visual (e.g. selecting schedule on a grid instead of typing).

Implemented a user "scrapbook" of memories instead of just uploading photos/videos.



# prototype implementation status

# framework/tools



React Native



Redux



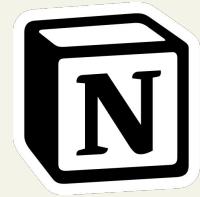
Expo Go



Github



Figma



Notion

for cross  
platform  
implementation  
of a native app

for state  
management

for speedy  
development

for collaboration  
and version  
control

for visualizing  
design changes

for task tracking

# implemented features: screen progress

Implemented — Not implemented —

The image displays five mobile phone screens arranged horizontally, each representing a different feature of the app. Above the first two screens is the word "Implemented" in green, and above the last three screens is the phrase "Not implemented" in orange.

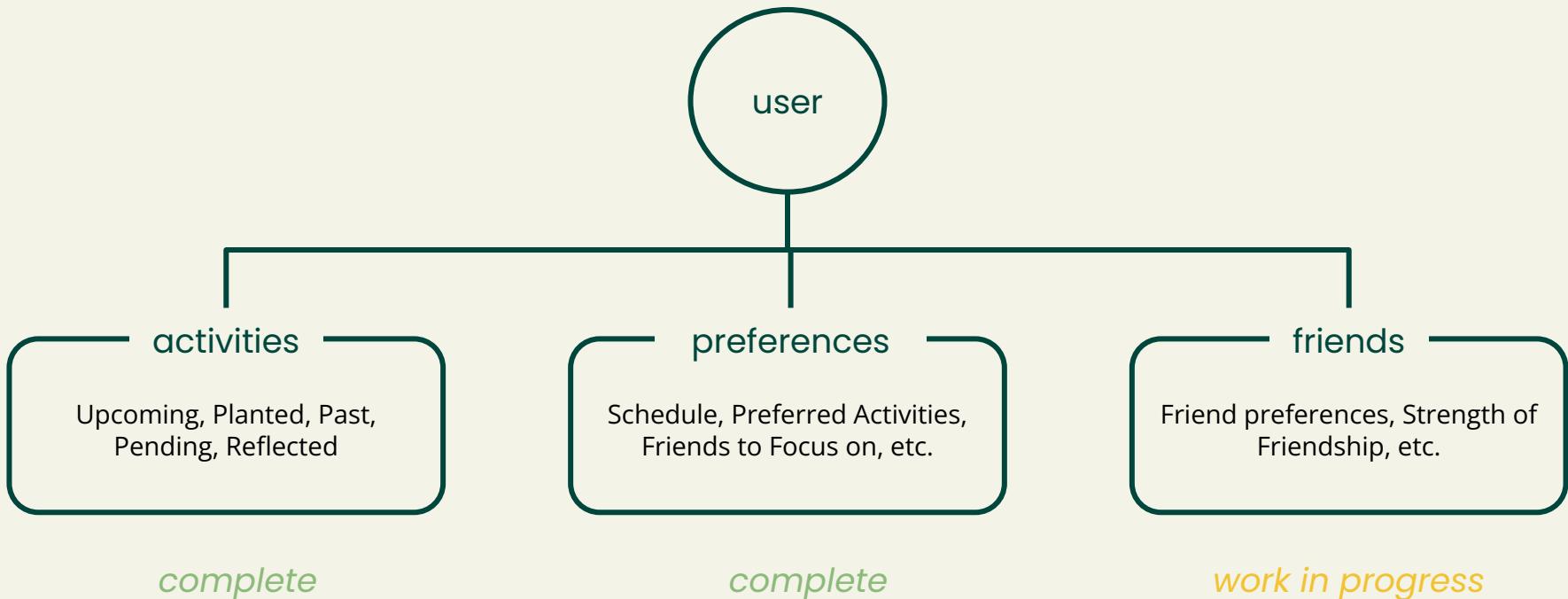
- homescreen:** Shows a large stylized plant icon at the top. Below it is a button labeled "Plant an Activity ☀️". At the bottom are four navigation icons: Home, Hangouts, Friends, and Me This Week. The "Friends" icon is highlighted with a blue border.
- my hangouts:** Shows a list of upcoming hangouts. One entry is "Mihir - Tennis" on "Tue Mar 08 2022". Below the list are four navigation icons: Home, Hangouts, Friends, and Me This Week. The "Home" icon is highlighted with a blue border.
- my grove:** Shows a grid of user profiles. Some profiles have small arrows pointing to others, indicating connections. Below the grid are four navigation icons: Home, Hangouts, Friends, and Me This Week. The "Friends" icon is highlighted with a blue border.
- me this week:** Shows a summary of the user's week. It includes sections for "Automated hangouts" (1), "Friendships to focus on", "Activities I'd particular enjoy" (Hiking, Tennis), and travel openness ("I'm open to travel up to 6 miles from home"). Below the summary are four navigation icons: Home, Hangouts, Friends, and Me This Week. The "Me This Week" icon is highlighted with a blue border.
- reflection:** Shows a reflection for a hangout at "Coffee at 52nd St. Cafe" on "15th January 2022, 1pm". It asks "How did you feel about this hangout? This reflection is just for you!" with options for Location (smiley faces) and Activity (smiley faces). A button "Add to Scrapbook" is at the bottom. Below the reflection are four navigation icons: Home, Hangouts, Friends, and Me This Week. The "Friends" icon is highlighted with a blue border.

single friend's profile

flow for uploading a photo in reflection

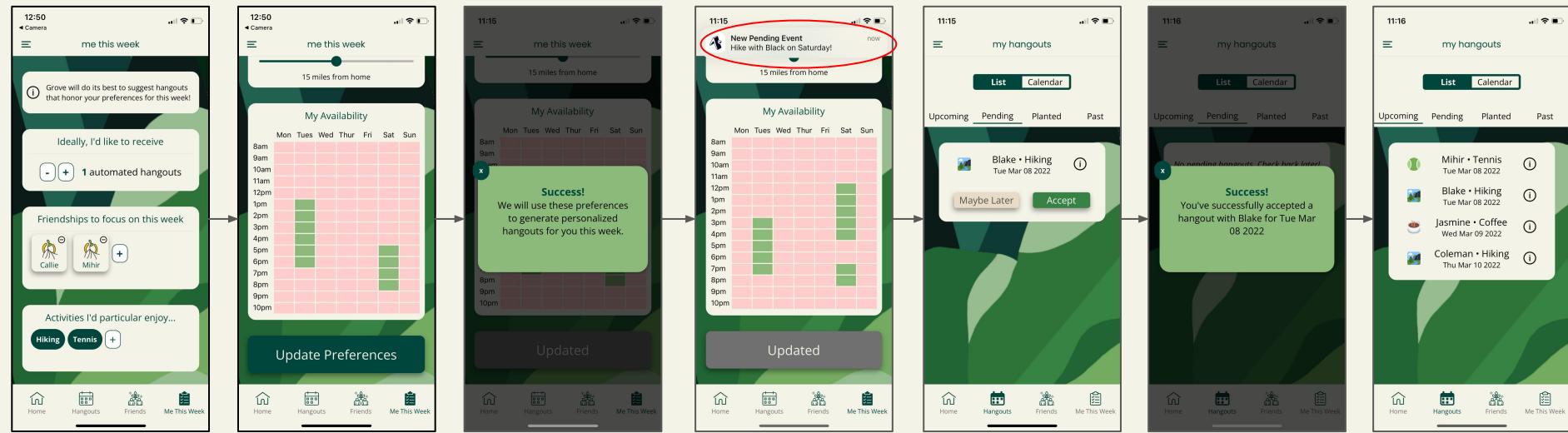
flow for planting an activity

# implemented features: data architecture



# implemented features: task 1 flow

Set your activity and time preferences, and then accept a hangout that aligns with those preferences



# plan for non-implemented features: gantt

Category	Task	Assignee	Weekend	Sun 3/6	Mon 3/7	Tues 3/8	Wed 3/9	Thu 3/10	Key	Due date	Not blocked	Blocked <sup>1</sup>
Screen	Single Friend	Amelia										
Screen	Plant an Activity	Chris										
Screen	Upload a Memory	Amelia										
Task 3	Plant an Activity	Chris										
Task 2	Update Friend	Chris										
Task 4	Reflect	Amelia										
Misc.	Profile											
Misc.	Login											

1. Cannot start until some other task is completed

# plan for non-implemented features: Notion



CS147-Grove To-Do ENGINEERING

Quick Find All Updates Settings & Members

Dev Best Practices Gui... General Notes To-Do DESIGN To-Do ENGINEERING Engineering Wiki

PRIVATE Getting Started Templates Import Trash

Try Notion for Mac Stay focused in our minimalist desktop app. It's faster, too. Download app

+ New page

## To-Do ENGINEERING

Use this template to keep track of everyday, granular to-do items. Looking for a way to track larger projects? Check out the [Roadmap](#) template.

↓ Click [By Status](#) to organize tasks by assignee, priority, or due date.

Properties Group Sub-group Filter Sort Search ... New

By Status

No Status	Next Up	In Progress	PR Created	Completed
SCREEN: Upload Memory Amelia Woodward Medium March 8, 2022	SCREEN: Single Friends Screen Amelia Woodward Medium March 6, 2022	TASK 1: Finalize all State Management Chris High 🔥 March 3, 2022	Nav Bar Icons + Styling (Bold when on that screen) Amelia Woodward High 🔥	Update fonts, styles, and plant images Amelia Woodward High 🔥
STATE: Build Data Architecture for Friends Chris Medium March 7, 2022	SCREEN + TASK 3: Plant an Activity Chris Medium March 6, 2022	Activities screen: (Accept an activity that is pending) Amelia Woodward High 🔥	STRUCTURE: Set up redux (focus on Get an autogenerated activity task flow) Chris High 🔥 March 2, 2022	SCREEN: Hangouts Chris High 🔥 February 19, 2022
TASK 2: Finalize Update Friend Task Chris Low March 9, 2022	TASK 4: Finalize Reflect Task Amelia Woodward Low March 9, 2022	Activities screen: Modal for Info on an activity Amelia Woodward High 🔥	SCREEN: Headers Chris High 🔥 February 19, 2022	SCREEN: homepage Amelia Woodward February 19, 2022
Profile Screen Low March 10, 2022	+ New	+ New	STYLE: common styles object; constants list Amelia Woodward February 19, 2022	+ ?

# wizard of oz

## user creation; friend addition

Friends and previous activities already on platform as if the user has had the app for a while

## automatic hangout generation

Addition of activity is simply hard coded on frontend that aligns with preferred activities, illusion that it is generated automatically

# hard coded data

## limited activity types

Activities limited to Tennis, Hiking, Coffee, and Bar-Hopping

## friends

Currently have hard coded friend list rather than implement "Add Friend" feature

## activity addition

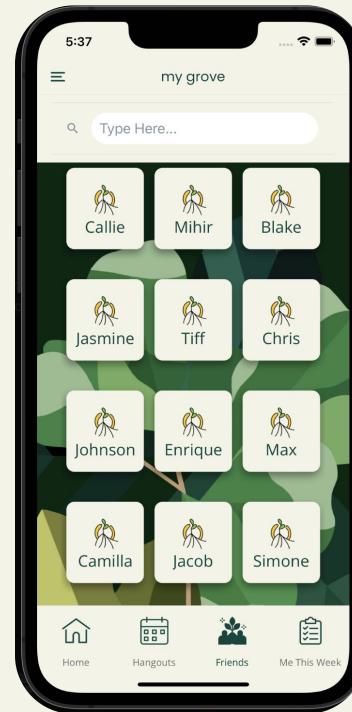
Currently the new activity is generated by us rather than automatically

# issues/questions - aesthetic query (1/2)



Smaller or larger  
friend cards?

... or are there other  
suggestions?



# issues/questions - aesthetic query (1/2)

Color scheme for popups: which is your favorite?

... or are there other suggestions?



1



2



3



4



5

prototype demo

# summary

- 7+ significant changes based on HE, several minor changes
- Major progress made on task implementation
  - 1/4 completed
  - 2/4 close to completion
- To implement:
  - Plant an Activity
  - Remainder of reflection flow
- Solid plan in place to finish everything by the required deadlines

# appendix

# design changes – severity 1 & 2

## overall

1. Replace profile picture with back button on sub-screens that are not accessible from the home bar to differentiate sub-screens from main screens
2. Standardize drop shadows and color (dark green, white text) on all clickable buttons
3. Standardize capitalization across app-titles are all lowercase
4. Fill in icon on bottom bar when you are on that page to make it easier to users to know where they are in the app
5. Increase text size on bottom bar
6. Move all Accept buttons to the right of Maybe Later (decline) buttons to make industry convention

## homescreen

1. Add another card on home screen for upcoming activities so that logo takes up less space when there are no pending activities

## my grove

1. Add another card on home screen for upcoming activities so that logo takes up less space when there are no pending activities

# design changes – severity 1 & 2

## plant an activity

1. Add 3 most recently done activities to first screen, so users have option to re-plant a recent activity vs. always creating a new one from scratch
2. Add area at the top of the screen to see progress of planted activity (what fields you've put in, what is left to put in)
3. Grey out "next" button on each screen until user makes a valid selection to provide feedback on when user has successfully done required action
4. Ensure inputted information persists when navigating back to screens user has already gone through

## my hangouts

1. Make background a brighter green to be consistent with the colors of the other screens' backgrounds
2. Implement ability for user to edit an activity

## friend screen

1. Make text around frequency toggle larger
2. Move "Memories with friend" button up to beige portion of the screen as current button color does not stand out on green background

# design changes – severity 1 & 2

## reflection

1. Change "Reflect" to "How did you feel about this hangout?" to make it clear that user is reflecting on their emotions, makes smiley rating scale make more sense
2. Add visual tracker to photos so user knows how many they have left to write captions for (if they'd like to)–users able to scroll between photos and write captions before saving items to scrapbook
3. Make language on reflection task sound more reflective vs. like social media ("Notes" vs. "Caption")
4. Add option to delete photos you've added
5. Add save button so user knows when they're photos, notes, and ratings have been acknowledged/saved by Grove

## me this week

1. Move "+" to right-hand side everywhere to match industry convention (if "-" exists, that should be on the left)
2. Add "-" to top of each friend user's added to priority list for option of removing such friends
3. All fields are now separate cards instead of nested drop downs so user can more easily see selections they've already made
4. Match language around priority friendships between me this week and friend page
5. Make availability tab look like When2Meet for more recognizable convention
6. Add "Save" button to the bottom of the screen. Greyed out until user makes a change, green when it needs to be clicked to save changes. If user tries to exit before saving, pop-up appears asking user if they want to save before moving on

# not addressed: severity 1 & 2

## violation

Background images are distracting. Suggested to remove them as background images and have them only in headers.

## rationale

Background images are imperative to carrying out plant metaphor. To work to ensure backgrounds are not distracting (since we're keeping them), we've worked to standardized location/styles of input fields/buttons, and ensure high contrast of these items so they don't blend into background.

# not addressed: severity 1 & 2

## violation

Lack of feedback on how many hangouts the user has done out of the number user indicated wanting to do that week in “Me this week” makes the goal seem floating / unable to accomplish. Number of hangouts are indicated at the beginning of the week to inform grove of how many hangouts to suggest to the user, it is not a goal that the user is setting for themselves.

## rationale

This fact is made more clear by adding info at the top of the screen that grove will do its best to honor those preferences, so user knows this information is more for the app than themselves. Tracker would be a nice-to-have feature, but is not core to our tasks.

# not addressed: severity 1 & 2

## violation

Hangouts tabs “Upcoming”, “Pending”, “Planted” and “Past” are competing dialogues. Suggested to put “Confirmed”, “Pending” and “Planted” activities all under “Upcoming” and just have “Upcoming” and “Past” top level categories.

## rationale

“Upcoming”, “Pending”, “Planted” and “Past” are all distinct categories. “Upcoming” denotes hangouts that are confirmed but haven’t been completed, “Pending” are hangouts generated for the user or sent to the user by a friend in their grove that they have yet to accept or reject. “Planted” are hangouts that the user planted but haven’t been confirmed yet (so therefore this is separate from “Upcoming”), and “Past” are hangouts that have been completed. Additionally, all categories refer to separate tasks.