

High Fidelity Prototype - First Iteration

Project Theme: Female oriented gaming community

Group Name: Lost Stars

Member Names: Xingyue Dai, Xinze Zhao, Jinyue Feng, Fukun Li, Siqi Yang

TA Name: Danielle

Rationale

To create an efficient high fidelity prototype, we decided to utilize one of our low fidelity prototypes as the base and add every other project's most advantageous portions to produce our high fidelity prototype. We voted against combining everyone's plan straight away as that might create confusing user interfaces which might dissuade users from utilizing our site.

We chose to use Jinyue Feng's low fidelity prototype as the base after much discussion. We wanted users to be able to experience our site before having to log in, which is why we didn't choose Fukun Li's low fidelity prototype. Xingyue Dai's prototype contained many useful features, but the interface could sometimes be challenging to navigate through. Xinze Zhao's prototype was a mobile app, but we decided that our users will mostly visit the gaming community on a computer. And Siqi Yang's prototype lost out to Jinyue Feng's due to lack of features.

Although our prototypes took various forms, the basic structures and main functions were highly consistent. In our low fidelity prototypes, all of us included the login/registration, forum/discussion board, chat as well as the game recommendation. In this iteration, we decided not to add some of the features like chat room because we wanted to keep our website simple and elegant. If we find those features are essential to our website, we will add more features in later iterations and adjust the interface design accordingly.

One difficult portion to combine was our methods of attracting females users to use our product. While some of us chose the straightforward approach of stating our objective, others expressed our goal subtly by adopting female-appealing aesthetics. Some of us combined both. After discussion, we decided to take the third approach. The theme colors of our website are light pink and warm yellow, both of which represent friendliness and joyfulness. The welcoming messages are genuine and cordial.

We decided against using the icons in Fukun Li's prototype because we did not have time to design icons. But as icons may help some users understand what the section is about, we may add them in later iterations. We also decided to remove some useless functions for this prototype such as settings, while implementing others such as the different sections under discussion boards.

From Siqi Yang's prototype, we chose to use the game recommendation part as one of the functions of our design. But we reshaped the design to make the interface more aesthetically appealing. In addition to browsing according to categories, we also added more options(graphics, music, etc.) to achieve more accurate results.

From Xinyue Dai's prototype, we selected the "create new topic" page as the interface to post quests. Instead of the name field, we used a radio button to allow users to hide their usernames. We also replaced the full editor with a simple form because the quest function did not require formatting.

Xinze Zhao used percentages to show a game's reputation in the game recommendation page. Such representation may better attract users to try the games than merely cover and title. We adopted the idea and changed review scores to a search match index.

Link To High Fidelity Prototype: <http://csc318-ae0d39.webflow.io/>