

Digital Prototype progress

There are few feedbacks given for the improvement of the digital prototype in week 10 stand up. One of the issues was having the user to move to Facebook messenger to debate or discuss with the opponent. This could cause the user to misinterpret that the app requires Facebook messenger and therefore, the integration of the marvel prototype and chat system was required.

Oct 7th

The digital prototype is now integrated using the external link from the marvel to the chatting page. The chatting page was implemented using HTML, CSS, JavaScript, SQL and PHP. Chatting page uses PHP for various different reasons. One of the most fundamental reasons is to keep the message history in the database. This is done by using phpMyAdmin. Saving the message also allowed the page to retrieve the data from the database and therefore, the message gets updated on any devices who are on the page. Since the site is still not perfectly implemented and thus, there are few assumptions to the page:

- The chat must be used only between two people at most: user and one of the team members.
- The chat history on the database must be deleted every time the new user tries the page.
- Each person can only send the message once.
- The team member must start the conversation first and the user goes second.

Oct 9th

The chat can now detect which message is coming from which user.

Oct 10th

Week 11 workshop was used mainly for connecting to UQ zone. I received some help from the tutor to get URL etc., and now the page can be loaded through the phone too. The link was tested using Marvel app and it seems to be working fine.

Oct 14th

The timing system is added to the page, and the topic page got added. The topic page displays the topic of the debate or discussion and shows for or against, name of the opponent etc. 2 minutes reading time for the topic page is given and when the time reaches 0, it sends the user to the chatting page.

I received more feedback from the tutor during the prac and one of the timing system problems got solved.

Few user tests were done for the prototype and it was observed that use of the modal page made the app clearer and navigated the user well. One of the confusions that the users had was that they did not know how long the debate was going for and when it is going to end. Another problem was that the user used a lot of time trying to figure out what they were meant to be doing or how to type in the text field since there were no information that showed the user that they were not meant to be typing any messages.

Oct 15th

Based on the feedbacks from the user test, the number of rounds is now displayed on the top left corner of the page and text field now says "read only" to make it clearer. Another issue was some functional failures. The user was not able to start reading when the text message from the opponent got sent earlier than the time given.

Option of asking if they like another round or like to end the debate was clear.

To fix the boredom issue, as Lorna suggested, I tried my best to work out how to display the message while being typed on the page and allow the other user to simultaneously view that message. I succeeded in displaying the message on the page however, for the other user to be able to view the message, the message must be constantly updated and saved in the database, and the page for the other user also needs to be updated frequently. This issue must be discussed in the next workshop or prac.

After completing the debate, the user needed to go back to the marvel app. To clearly show that the user was done, I created a rating system page where it simply shows an image of the rating system page created on the marvel app. I then manually sent the users back to the marvel app rating system page, which could be another minor problem to be fixed for the future process.