

DECO3500 Social and Mobile Computing

Design Prototype Document

Adventure Time

Joel Achilles

42925550

Matthew Chin

4355 7293

Jairaldine Cruz

4393 5118

Jaieden Girdler

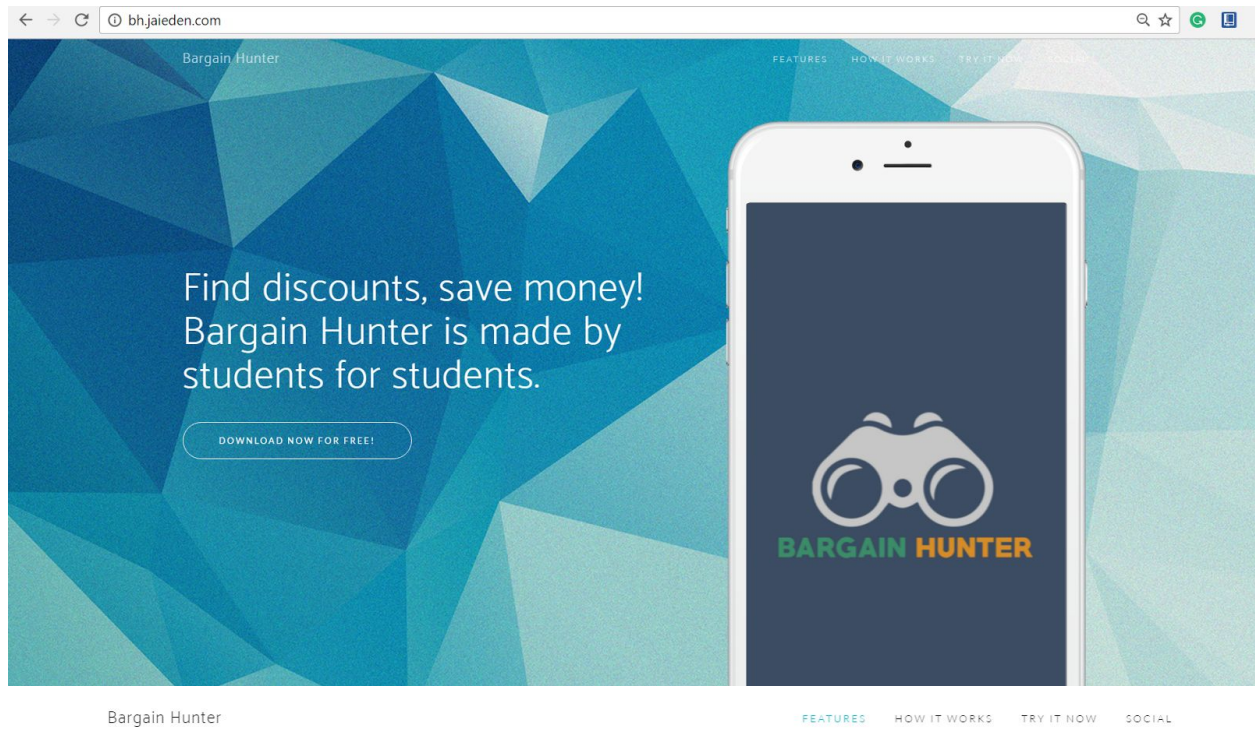
4293 1953

W02

Friday, 10:00 am to 12:00 pm

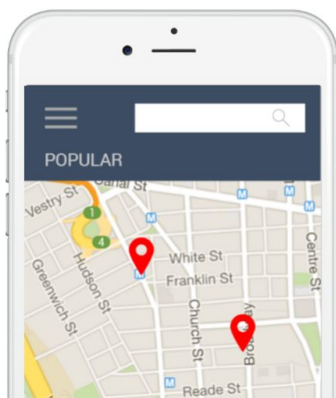
Promotional Materials

To view the Bargain Hunter promotional website, visit <http://bh.jaieden.com>.



Unlimited Discounts, Unlimited Fun

Check out what you can do with Bargain Hunter!



Find Discounts

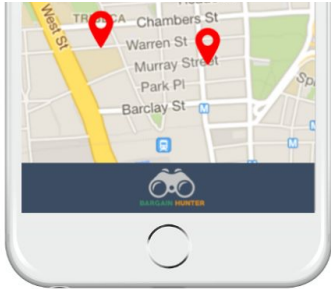
Discounts are collected through multiple sources.. social media, local businesses, user posted and more!



Post Discounts

Submit deals you find in your area. Add photos, videos and descriptions. High quality posts earn you points!





Filter by Category and Location

Choose which deals you wish to see through category selection. The app tracks your location through GPS and can be adjusted for your desired search area

Be Part of the Bargain Hunter Community

Attract upvotes and comment on discounts to contribute and earn points!

Discover what all the buzz is about!

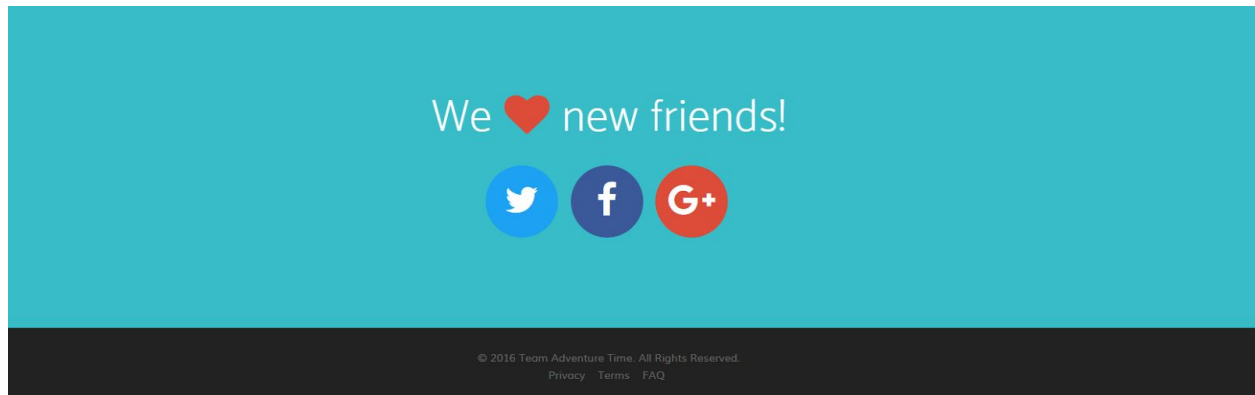
Our app is available on any mobile device! Download now to get started!



Stop waiting.
Start saving.

LET'S GET STARTED!





Prototype

To view our prototype, visit our promotional website at <http://bh.jaieden.com/prototype/index.html> and click either the google play or apple store buttons. The site displays well on any device, however we recommend visiting this site with a mobile device as it displays an app like experience.

Problem space summary

The Bargain Hunter application addresses the Social Journalism dilemma that news is distributed through multiple sources, and is therefore hard for a consumer to discover and access. In particular, the application focuses on news about bargains and discounts from businesses in a user's local area.

Our team (Adventure-Time) addressed this issue by creating an application that businesses can use to promote their business by advertising deals. Users can also access the application to use and post deals they find in their area.

The purpose of the concept was to create a single source which users can turn to in order to find this information, rather than scanning several sources themselves, saving time. It was also decided that the concept would be an application as opposed to a website, so users would be able to use it on the go, allowing them to check deals in the area they're currently in with the map feature.

The concept was initially targeted at students who were trying scarce with money, but over the course of the semester the concept changed to include business owners and generally anyone who wishes to save money/find bargains.

The social aspects of the application allow users to achieve a number of things. These include creating posts about a deal they find, commenting on other users/business posts and sharing deals/bargains which they find useful or interesting to social media.

Problem space process

Research

The design process began by each team member undertaking in research into applications/websites similar to the Bargain Hunter application. Research documents were created in order to gain ideas for our own design.

The results can be found here:

<https://docs.google.com/presentation/d/1PLDStWkqre39uGtT2QSJMM55iDyd9fnYjco3d0Dwy3I/edit?usp=sharing>

Low-Fidelity Paper Prototyping and User Testing

The team then moved onto the low-fidelity stage, each member created their own paper prototype, combining the ideas found from the preliminary research. Each member then went onto testing the product on a user, allowing for each different idea to be critiqued. Good and bad elements of each application were recorded.

Matthew's Paper Prototype -

<https://popapp.in/w/projects/5812a64fd93623d64bb86890/preview/5812a66b28d91dec4bd35fda>

Joel's Paper Prototype -

<https://popapp.in/w/projects/57e47c08d5c4b1274de12a5a/preview/57e47ca5d5c4b1274de12a69>

Jaiden's Prototype -

<https://popapp.in/w/projects/57db47965120b47940a16d47/preview/57de0c0a58fa3f656794f81a>

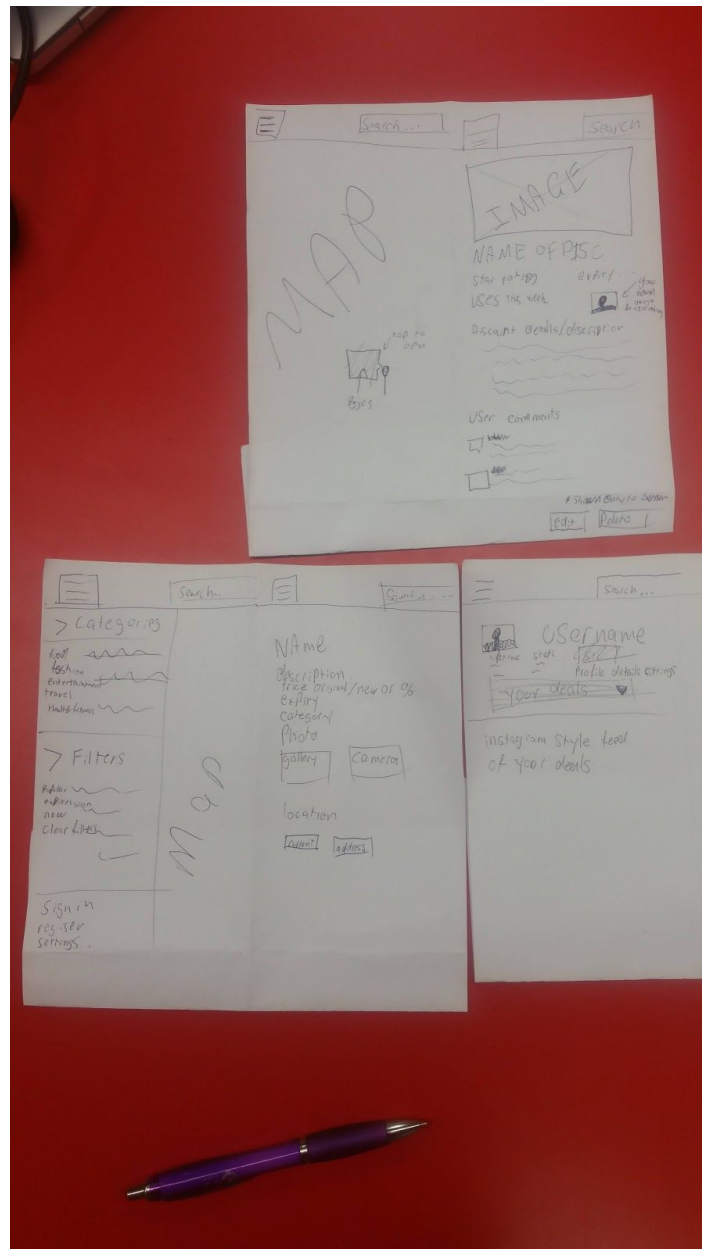
Jairaldine's Prototype -

<https://youtu.be/nnnljTU0HRQ>

User Testing - <https://www.youtube.com/watch?v=Nclzobjqd5pM>

Final Product Design

From here, the team members collaborated using information learned from the individual paper prototypes, and the prototypes were combined to form another paper prototype.



High Fidelity Prototype

The next step in the process was to create a high-fidelity prototype, based on the previous models. It was decided that the prototype would be created using Justinmind. A high fidelity model was created using this software, and each member was responsible for creating a set of screens. This model was created with the idea of being as close as possible to a real, functioning application.

Download our first prototype here:

<https://github.com/deco3500/adventure-time/blob/master/Prototype1.vp>

Or watch it here:

<https://youtu.be/AYmYVk-qWpM>

High Fidelity Prototype User Testing

This prototype was then tested on the same user as the low-fidelity. The testing session allowed the team to identify flaws in the design, and to gain ideas for the next stage.

- User Testing <https://www.youtube.com/watch?v=mUW3k6fvj6U>

Feedback and Changes from User Testing

The prototype was then developed to address these flaws, and implement new ideas. Each member contributed towards this design, and a final high-fidelity prototype was created.

The prototype was limited by the platform on which it was created, justinmind. Justinmind is a prototyping tool for web and mobile applications and high-fidelity wireframes. It allows users to drop and drag objects to create an application. This software was great for creating our prototype, however it only allows for fixed screens to be presented and linked together. This created limitations to the prototype as no programming could actually be implemented.

The limitations applied mainly to the social aspect of the application, as users cannot actually post comments or access other social features. This also limited the use of the search feature on the application, and did not allow the implementation of the ratings system.

Our final prototype is linked below:

<http://bh.jaieden.com/prototype/index.html>

Team responsibilities

Group Members	Contributions
Jairaldine Cruz (43935118)	<ul style="list-style-type: none">- Research into similar applications- Create research documents- Creation of low-fidelity prototype- User testing- Research into discounts- Creating designs for promotional website- Creating and styling promotional website
Joel Achilles (42925550)	<ul style="list-style-type: none">- Research into similar applications- Create research documents- Creation of low-fidelity prototype- User testing- Templates for high-fidelity prototype- Adding content to high-fidelity prototype
Jaieden Girdler (42931953)	<ul style="list-style-type: none">- Research into similar applications- Create research documents- Creation of low-fidelity prototype- User testing- Adding content to high-fidelity prototype- Adding content to website- Adding prototype to website
Matthew Chin (43557293)	<ul style="list-style-type: none">- Research into similar applications- Create research documents- Creation of low-fidelity prototype- User testing- Linking high-fidelity prototype, making sure it flowed smoothly and properly- Adding content to high-fidelity prototype