Team Nature Progress Report

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A quick recap of our project: an innovative application designed to enhance the exploration experience for travelers in nature. Our interface makes planning seamless within the surrounding landscape. Enabling users to dive deeper into their surroundings revealing hidden gems. Based on our timeline, we have followed through well and have been up to date. In the time since pitch presentations, we have conducted contextual inquiries, gathered notes, built an affinity diagram, created task definitions, and started working on the low fidelity prototype.

The need finding activities helped encapsulate the mental model held by our interviewees. Initially, the interface only included features and systems contributed by the group members. This limited the interface’s capacity since it only held a narrow perspective from each member’s point of view. By incorporating ideas and insights from our contextual interviews, we were able to include more features not initially envisioned from the project pitch.

Speaking of project pitch, we also incorporated feedback from that as well. One concern from the feedback was scale. If the scale of the project rose to a grandiose proportion, then it would negatively impact the interface with clutter. In the end, we scaled down and removed unnecessary features to fit the timeline and make the core features present. Features that were removed: personalization, color themes, badges, and medal system.

The target demographic is geared towards new and old generations that have a drive to explore and connect with nature. Being versatile with a smart phone interface is a plus, but we are also trying to mitigate fatigue by designing the interface to be friendly to all users. We are closely monitoring the learning curve so that all target audiences are being catered towards.

One of the problems encountered was collaboration and file management. Synchronizing files and communication are key aspects in group projects. This was a key problem that could hinder the project severely if not solved immediately. Our team collectively decided to use Discord as our main team messaging platform, and it has served well since we were all familiar with it. On the other hand, file management had some growing pains. The main file synchronization software used is Microsoft’s 365 Suite. However, we sought other online services that provided more features such as Lucid Chart and Figma. The drawback of using those services is the steep learning curve and initial costs to get familiarized with the environment.

The timeline and delegation of work are as follows. The affinity diagram was created and developed by the team on a software app called Lucid Chart. This was split into four sections where each member could put down their sticky notes. Jason and Derrick contributed the most to the affinity diagram with the help of Joseph and Aiman. Then, the affinity diagram was used to define and ideate the tasks requirements into a task definition map. Everything was then placed in Figma, our main application being used, to show how it has been categorized to improve our design. Utilizing these notes, we were able to create the low-fidelity prototype on the Figma application creating the home screen, search, my trips, calendar, and account with the help from Aiman, Jason, Derrick, and Joseph. From this prototype we have a basic UI and transitions to show a potential traveler how it would appear. Compiling all these together we were able to create a prototype detailing the ins and outs of our project.