

Feedback Prototype C – Chore Manager

Group 31:

Login Screen

- User likes the onboarding but would want to see who else is also in the flat. Whishes like an overall overview screen that shows the flat group with members.

Task/Chore Manager

- User likes that there are notes for each task.
- User likes that its clearly visible who is assigned to which task.
- User likes that the color is red when its overdue.
- 3 Column/Filter Buttons on top are not recognized and rather ignored by the user in the beginning. He thinks the layout structuring in the 3 columns is not enough. Since they each act as a filter/sorter he would like to combine them. E.g., would want a view where he only sees his task that are due by today.
- Thinks it's a bit unnecessary to see all the chores of the other people on
- Again, the user doesn't recognize the button design to mark things as done or notify someone else. But really likes the feature that the app enables to notify someone to do their chore.
- User likes the feature that the rooms are collapsible, but he wouldn't have noticed the feature if we didn't tell him. -> Add like a little triangle that on next to the rooms, that indicates there is something to unroll/uproll here. If a room is collapsed user suggested there should be like a little bubble on the room if there is some chore to do for him in this room. This would result in a cleaner overview where he can collapse all rooms that, where there is nothing to do for him.

Group 32:

Login Screen

- Not much to say - seems to be well thought of.

Task/Chore Manager

- "Bell" Icon -> is not directly clear that clicking this causes to send notification to assignee.
- collapse feature is not obvious from the start.

Other features

- Don't build a communication feature, everybody uses Whatsapp anyways.

Feedback TA:

Task/Chore Manager

- regular chores: Make it possible to change assigning policy (change from round-robin to setting to a fixed person)
- collapsing feature was not obvious from the design
- NEW IDEA: in a normal household, chores are usually pretty similar and do not change as much. Add some default recommendations for when setting up the flat. Those should be modifiable, but save a lot of time in the signup process and help the user understand how to use the app when first using it.

Other Things talked about

- This course values the process very much. How we brainstorm, prototype, and so and how we iterate is very important. There should be a recurring pattern and it should be clear to see how the idea evolved.

Group 26:

Login Screen

- Invite code and join flat is clearly visible. But the button to create a new flat was not clearly visible and rather hidden. Should be displayed more central.
- After onboarding user is a bit confused, he now is on a shopping list, there should be a clear onboarding onto the app which tells about the features such as the shopping and chore list.

Task/Chore Manager

- User thinks the overall design is clear and likes the 3 columns where you can filter for the different chores/rooms/assignee/due date.
- User is confused at first what the bell icon could mean. Again, the button design to mark the chores as done, is not clear -> change button design.
- Overall, the fields and especially the description are good.
- User is confused about the meaning of "regular chore" -> should be changed to make a "repeating" chore.

