NPS2001C: Matrix Unplugged:Using Computer for Real-World Problems [2320]

GROUP PROJECT MILESTONE 3

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FlushFinder: UI/UX Report

This report details the specific design choices used in creating the FlushFinder app mockup. It will also include feedback received from our testers and the ensuing amendments. The link to our Figma prototype can be found here.

Simplicity

FlushFinder navigation is streamlined and simple, allowing for users to quickly find nearby desired toilets. Interfaces in the app are reminiscent of popular existing apps such as Instagram's login page and Google Maps' wayfinding visuals. The main interfaces involved in the app can be broken up into three systematic components: Create Account, Toilet Search, Edit Preferences.

Create Account	Edit Preferences	Toilet Search
This is the first interface, consisting of a login page where users register or sign in, providing access to the rest of the app's features.	Next, as part of the search interface, this allows users to view and select specific features and/or ratings to specify in the range of the search.	Finally, this interface includes the list of suggested toilets as well as pathfinding to the toilet of their choice.

Consistency

Navigation:
The app utilises consistent navigation across the different interfaces. Users are able to return to previous functions or log out directly from any page, hence providing reversibility as well.

Visuals:
The app also utilises the same font, colour theme, and large text across the entire user experience, minimising confusion and ensuring legibility.

Control

Feedback:
User feedback is conveyed through the app's progression between interfaces, reflecting user's decisions and choices through a visual format. For example, upon selecting preferences users are able to interact with a 'Search For Toilets' button. Upon interaction, users are shown a 'Searching For Toilets' text bar, conveying to users that their preferences have been taken into account and that the results are being processed. This form of visual-tactile feedback is prominent throughout the application.

Reversibility:
The app possesses backwards facing arrows placed in intuitive parts of the toilet searching process, providing obvious backwards navigation for users no matter where they are in their toilet-finding journey.

Visual Hierarchy

'Edit Preferences':
In the preferences selection screen, the information is conveyed clearly with the use of colour and size to denote headings and to list content. For example, the options are in black and grouped together, with obvious boxes on the side – indicating choice. A big, blue 'Next' button is situated below these words, nestling them in the middle of the page and providing a visual end to the information.

'Toilet Search':
With regards to the toilet navigation interface, the information is separated into two main sections: the map and the toilet list. The latter only appears from the bottom of the screen when the user is selecting a specific toilet. After selection, it is changed out for a details page, providing immediate directions for the user. Through all this, the map remains the visual focus of the screen, taking up more than half of it. This hierarchy guides users to focus on the navigation function of the app, which is our main focus.

User Feedback

Feedback	Amendment	Use Case
There was no backward navigation available for the user.	Clear buttons in the shape of an arrow pointing to the left are placed clearly in the interface.	Users can now locate the back button with ease when they want to undo something or exit navigation.
User cannot navigate the toilet results visually to the map as the results cover the entire screen.	Half-and-half: The top half of the screen shows the map and the corresponding toilet locations. The bottom half shows more detailed information of the toilets listed on the map.	Users can now view both the location of the toilets recommended by the app on the map and the toilet information (ratings and amenities) at the same time.
Users reported confusion while editing their toilet search preferences because they only encountered an "X" button, leading them to believe that their changes might not be saved.	The "X" button was replaced with a saved button to clearly indicate that their changes would have been saved.	This simple change reassures the user that their adjustments have been successfully saved, ensuring a smoother, more intuitive experience when customising search settings.