

OkBoomer

OkBoomer Project Step 4

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1 Major Tasks

Changes from Paper Prototype

The main changes from the final paper prototype was ensuring a coherent and consistent colour scheme.

[Task 1]: Create Account/Login

Create Account and Login are the initial screens we see upon opening the app.

Login Screen: We changed the icon from the upper left hand corner to transparent and in the background to remain more consistent with the initial screen. We removed the lost-email function as the app currently uses email as identification. Instead of a pop-up for 'forgot password', we included a button to confirm password reset. If there is no account for the email, a dialog prompts the user to try again or create an account.

Create Account: The create account sequence differs in that when uploaded pictures, users see the amount of photos they can upload and are told how many they should. In the setting page, checkboxes and sliders are used instead of buttons or edittexts. We also link to a map to display the radius on google maps.

[Task 2]: Swiping/Going through Profiles

The main differences from the paper prototype is the navigation bar on the top. Instead of the logo being on the left, it is in the middle, separating the chat icon and profile icon. Additionally, instead of writing "no" and "yes", we are using images of an "x" and a heart to represent disliking and liking.

[Task 3]: Process of Selfie Exchange (Protection against catfishing)

Each user must send a current selfie to their potential match and receive one in return. Only when both users have approved of the current selfie does the match go through, if either user disapproves or does not send a selfie they are unmatched.

The main difference in design from the paper prototype is the colour scheme and display of the taken selfie.

[Task 4]: Messaging

Messaging is one of the main functions of the app for matches. The main difference in messages is the lack of an unmatched button. To unmatched, a user must navigate to their match's profile and unmatched there. Visually, the icon of the messenger and match's name were moved to the center and shrunk.

[Task 5]: List of Messages/Message History and Matches

This page allows the user to navigate their matches and chats. The horizontal scroll is a list of all the users' matches. When the user clicks on a match, it goes to the match profile, where they can choose to unmatched or message their match.

There is also a vertical scroll of chats with matches. When a user clicks on the chat, it opens their chat with that match and they can send messages from there.

There are the aforementioned changes to the navigation and the addition of a heading for Chats.

[Task 6]: Edit user settings/profile

Throughout these pages, the main change was the navigation bar.

Profile: There were no changes from the paper prototype other than the above..

Edit Profile: The difference on this page is the addition of save and cancel buttons.

Settings: See create account settings for changes to settings.

Help: If the user clicks on the question, it goes to a page that details the answer to that question. If there is a question regarding the answer or a more specific question, click the button to contact us.

[Task 7]: Contact Us

This page was not originally in the prototype. It is essentially a form that users can fill out with their questions or concerns about the app.



2 Design Principles

2.1 Visibility

Two core features of the application allow a user to modify their profile and to chat with other users that they have matched with. Both features are made apparent on the top navigation bar of the application, illustrated by two icons. The user can click on either of these icons to be taken to their respective pages, which highlight when active (Figure 1.1).

The profile page allows users to modify their profile, logout, view settings, see help, or go back to browsing potential matches. These functions are all represented visually through labeled buttons. The



Figure 1.2 - OkBoomer main screen

chat page allows users to communicate with their matches through a chat

messaging system. A user may view all of their matches by scrolling through the list at the top of the screen, which is made apparent by a horizontal scroll bar. A user can also scroll through their already started chat messages, as indicated by a vertical scroll bar.

The matching process of the application takes place on the main screen that is separate from the Profile and Chat pages. Users are prompted to match or not a potential match via two buttons on the lowermost section of the screen. A user can find more information about a potential match by scrolling through their profile through the main screen, as prompted by a vertical scroll bar (Figure 1.2).

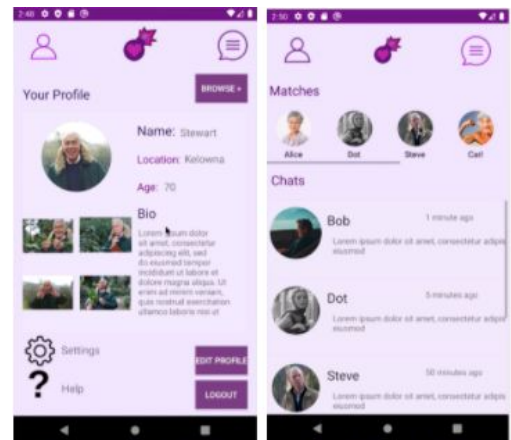


Figure 1.1 - OkBoomer Profile and Chat

2.2 Feedback

A user can remove one of their pictures from their profile by clicking the Edit Profile button from the Profile page, and clicking the minus button on the photos they wish to remove (Figure 2.1). When an image is removed, the image is replaced by a placeholder image indicating the status of that picture (i.e. that it has been removed). Similarly, when a user adds a photo, the photo is displayed, indicating that it has been added to the users profile.

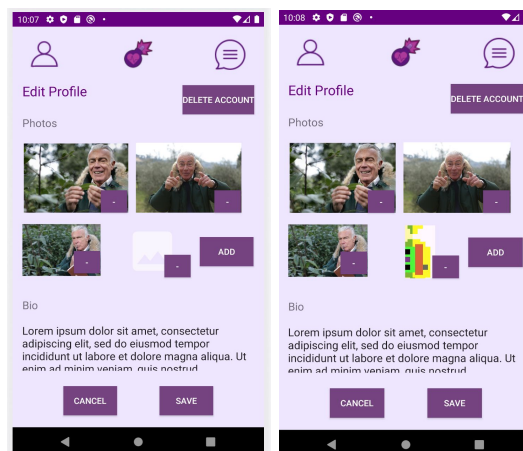


Figure 2.1 - OkBoomer Edit Profile

When a user matches with another user, this is made apparent by a separate screen that displays the message “It’s a match” and an image of the match. From the match screen the user is prompted to take a selfie to verify their identity. Upon taking a photo, the photo taken will replace the placeholder image (Figure 2.2).



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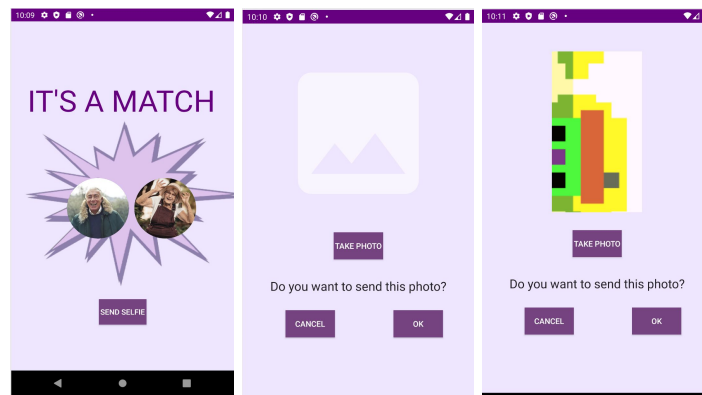


Figure 2.2 - OkBoomer match process

2.3 Constraints

A user's experience with the application is constrained to a mostly linear path, especially when a user is first introduced to the application. If the user is not registered, they must create an account, after which they can begin matching (Figure 3.1).

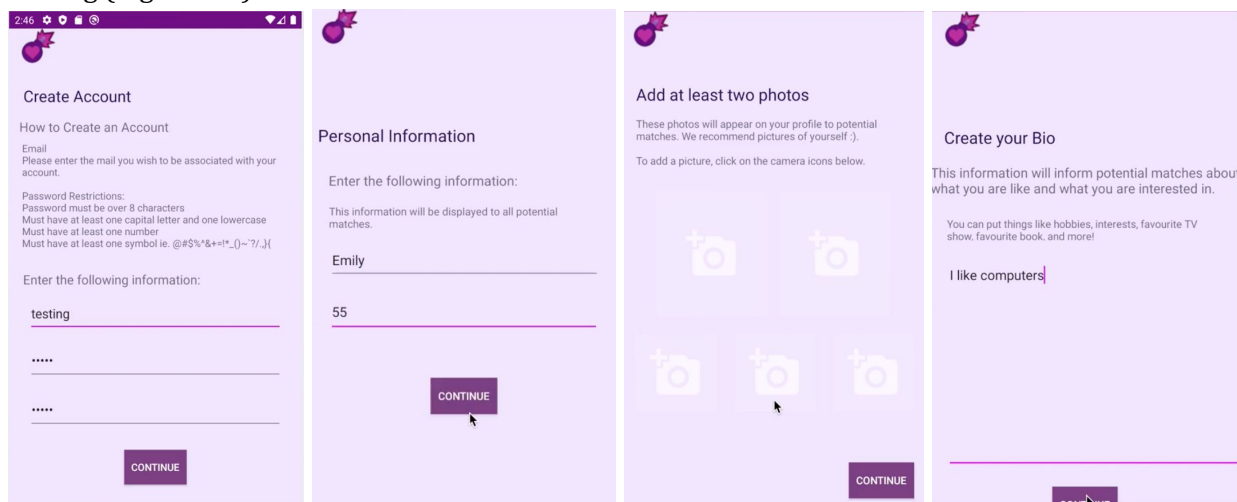


Figure 3.1 - OkBoomer account and profile creation

After registration, the user has more control and freedom in the application. However, in order for a user to match and chat with another user, the user must follow guided constraints concluding with a required selfie to verify identification before the match is confirmed (see Figure 2.2).

For functions that are not yet implemented a user will receive a toast message reading “Feature not yet implemented” above the button clicked. As well, when a user changes their personal settings, they receive a message confirming these changes (Figure 3.2).

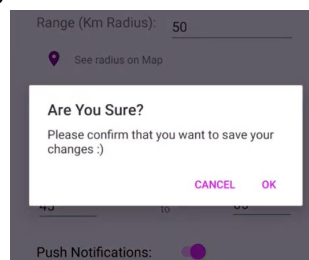


Figure 3.2 - OkBoomer Setting confirmation



2.4 Consistency

2.4.1 Aesthetic Consistency

The coloring of buttons, navigation bar, and active screens are maintained across the application. The highlight of active screens is the same for the Profile and Chat screen, to indicate when a user is actively on either screen. Screens are not given a visual significance that is incompatible with the styling of other screens.

2.4.2 Functional Consistency

The same language is used across the application to maintain functional consistency. Each user has their own profile, which contains images and a bio. When a user visits another user's profile, this same language is used for their profile representation.

A user can also move through the application using the consistent buttons. A user will primarily travel between the Profile page and Chat page from the main matching screen (Figure 4.2). This navigation bar is present in all screens, allowing users to move through the application via these main three sections in all screens of the app. If a screen is a subscreen of Profile or Chat, the user is prompted by a button linking them back to the main page.

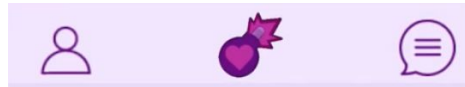


Figure 4.2 - OkBoomer top navigation

2.5 Affordance

Across the application, all buttons are labeled to indicate their functionality. Some buttons use symbols instead of text to describe the action, for example, when a user is prompted to access the Profile screen, the prompt is in the form of a person. Similarly, a user is prompted to access the Chat screen by an icon with a speech bubble. Both icons visually represent the screen they lead to (see Figure 1.1).

Other buttons use visuals, including the match buttons represented by a heart and an x to match or not with another user (see Figure 5.2). A user may also remove an image through the Edit Profile page by choosing the minus button, indicating that the image will be removed from their profile (see Figure 2.1).

2.6 Simplicity

To match with another user, the user is prompted by two buttons that visually represent either yes or no to the particular user (see Figure 5.2). A user can only view one user at a time. The user is able to scroll through a potential matches profile. The information provided is designed to allow the user to make a decision on matching without overwhelming with too much content (see Figure 1.4).

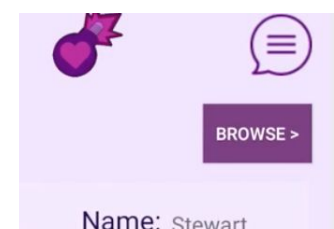
There are three primary screens: Profile page, Match page, and Chat page. These pages are separated by simple icons and buttons within the screen to lead to other functions so users are not overwhelmed by too much information on any given screen (see Figure 4.2). The required functionality is then broken down as sub-screens within these main pages.

2.7 Matching

The application uses buttons to allow a user to traverse screens. The different buttons use descriptive language and icons that are familiar to a user to ensure user understanding. For instance, on the Profile page a user can go back to viewing potential matches via the "Browse >" button. The name and icon are descriptive in the button's functionality (Figure 5.1).

Figure 5.1 - OkBoomer Profile

Buttons visually convey their functionality. For example, the minus button in the lower corner of a user's profile images prompts the user to delete an image. On the main match screen, the buttons for a user to match are displayed at the bottom of





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the screen (Figure 5.2). These buttons use conventions so a user does not have to interpret the meaning of the buttons (i.e. a heart indicating a match and an x indicating not to match, like vs. dislike).



Figure 5.2 - OkBoomer main screen match buttons with left x button not to match, right heart button to match

2.8 Help

On registration, the user is provided with instructions on profile and password requirements (see Figure 3.1). A user can access additional help and FAQs via the Help menu under the Profile page. If the user has a specific question, the user also has the option to submit a form through the “Contact Us” button for additional questions (Figure 6.1).

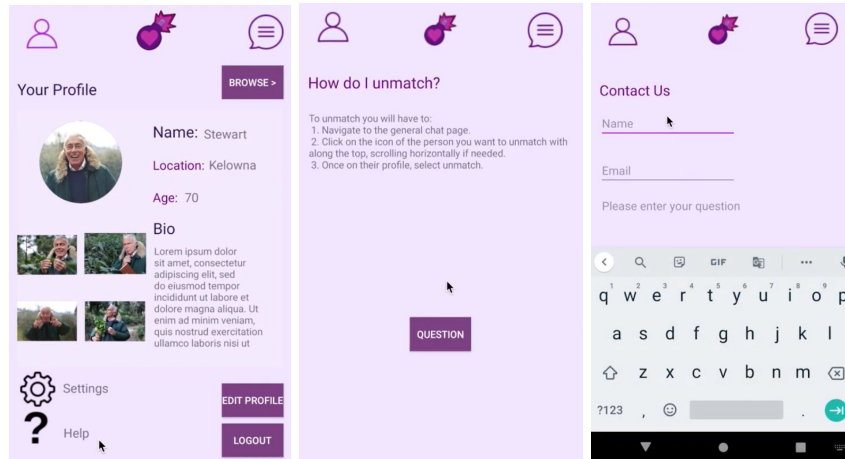


Figure 6.1 - OkBoomer Help

3 User Feedback

3.1 Heuristic Evaluation

Feature	Explanation	Severity	Heuristic	Detail	Solution	Satisfaction
Create Account	Password requirements not made clear.	1	Consistency and Standards	When I go to create my password, I'm not told what the complexity requirements are upfront, instead I need to look at the toast message, which goes away too fast.	“Add some text above the signup forms, which outlines the requirements”	4
Create Account	No graceful way to exit adding picture. None on my device. Forced to take picture to continue. No instructions as to what type of picture. Landscape. No feedback once I added.	3	Visibility of System Status	“This usability form does not allow me to capture multiple issues. I was not going to comment on matches. Selected female, but presented with old man named Chester.”	“Show sex preferences according to question asked on setup.”	2
Messaging	“The button to go to my profile does not work when I am messaging”	3	User Control and Freedom	“I would like to go see my profile after I am done chatting with Sophie, but when I clicked on the icon it didn't work, so I had to go to the chats and then there.”	“Make it work :)”	3



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Messaging	"Messages are too small for me to see easily"	4	Flexibility and Efficiency of Use	"my messages and the messages to me are too small for me to see easily."	"Make the messages bigger"	4
Logout	"I want to be able to log out"	2	User Control and Freedom	"I would like to be able to log out (I may have more than one profile etc)"	"Make it able to logout"	4

4 App Modifications

Additions

1. Display password rules in registration section
2. Now accepts the characters @#\$%^&+=!*~`?/.,}{
3. Changed dialog message for non-functional element to change password
4. Increased message size to make it easier to read
5. Made the scroll bar permanently visible
6. Logout functionality
7. Toast messages that display a message when a user clicks on a non-functional element

Removals

1. EKG in icon

Based on the heuristic evaluations the current application now includes more descriptions and toast messages where applicable. When a user signs up to register for an account, they will be guided by instructions and rules while creating their account. This includes what to include in their bio and rules for valid password creation. In addition to listing password creation rules, the characters @#\$%^&+=!*~`?/.,}{ are now accepted. If a user clicks on a button that leads to a non-functional element, they will now receive a toast message informing them that the element is not yet functional.

If a user goes to the Profile screen now, they will be able to logout via the Logout button on the lower right portion of the screen. Once a user logs out they will be brought to the screen that allows a user to log in or create an account.

Other modifications include a permanently visible scroll bar on the main screen on a potential match and increased font size of text messages for better legibility. We hope that these modifications simplify the usability of the application based on the feedback provided by the heuristic evaluation.

5 Current Walkthrough

- ❖ [YouTube ~6 minute walkthrough](#)
- ❖ [YouTube ~9 minute walkthrough](#)

6 Future Iterations

We were not able to make all modifications to our application based on the heuristic evaluation, however, made as many changes as possible prioritized by severity and frequency of recommendation.

If we were to add additional features to this product we would likely:

- Ensure that the gender would match up with the created user (this is due to the fact that there is a limited number of "stock" accounts that we created).
- Add an API for storing user information so that the application would be functional.
- Add the functionality to reset the password using email/phone verification.