

Paper Prototype Report

1. Introduction

This report explains the paper prototypes of the application under development and the design decisions underlying these prototypes. The goal is to create a scalable application that offers a consistent and user-friendly experience across both mobile and desktop platforms.

2. Design Approach and Rationale

- **Scalability and Consistency:**

- The application is designed with a general and scalable structure to work seamlessly on various devices such as tablets, phones, and PCs.
- A similar look and feel is preferred across all platforms (mobile and PC). This approach ensures functional consistency, allowing users to have the same experience on different devices.

- **Cross-Platform Design Differences and Challenges:**

- While the core system remains the same, the size and positioning of elements vary according to the device screen.
- Mobile design faced space constraints compared to the web (PC) design. This required more careful sizing and a simpler approach for the mobile interface.

- **Navigation Elements (Menu Bar and Back Button):**

- The positional use of the menu bar and the back button caused some confusion in certain cases.
- During the design process, different approaches were tested: using only the menu bar on some screens, only the back button on others.
- The decision was made to keep the menu bar on main screens and replace it with a back button upon entering sub-screens. However, the final decision on this will be confirmed through user testing.
- Due to a website-oriented approach, additional buttons at the bottom of the screen were avoided, especially for mobile use. The reasoning is that the constantly changing nature of the site would be incompatible with such fixed elements.

- **User Experience and Interface Elements:**

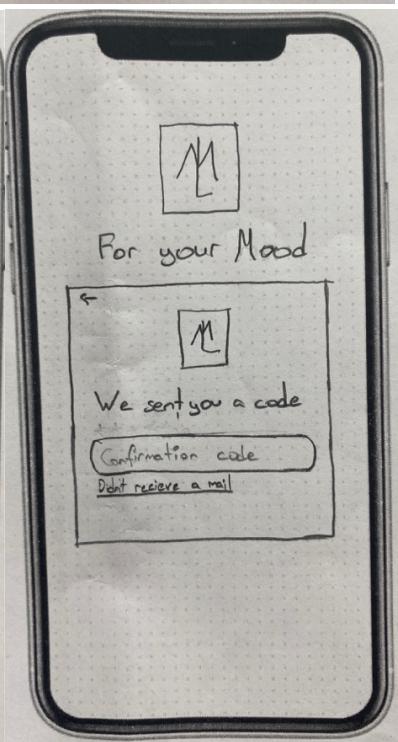
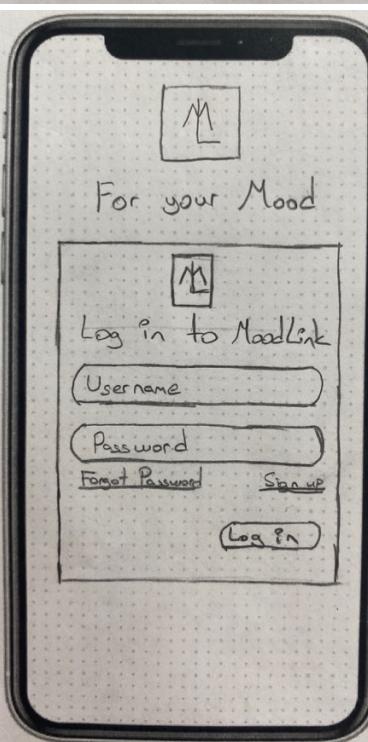
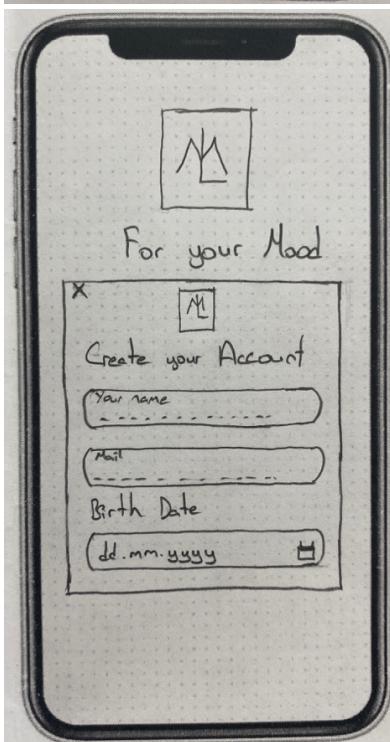
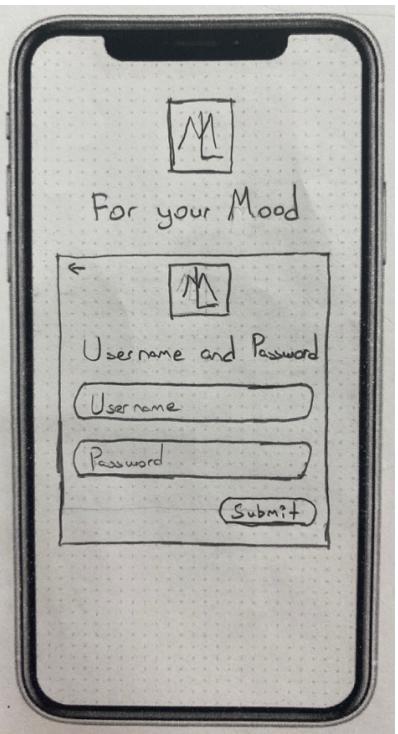
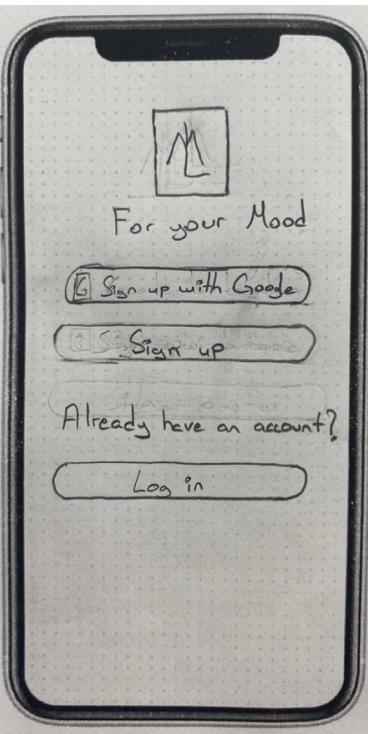
- Overall, the aim was to achieve the simplest possible user experience.

- The use of pop-ups was preferred for displaying information or action notifications within the system. This allows presenting additional information or options without cluttering the main interface.

Prototype Descriptions

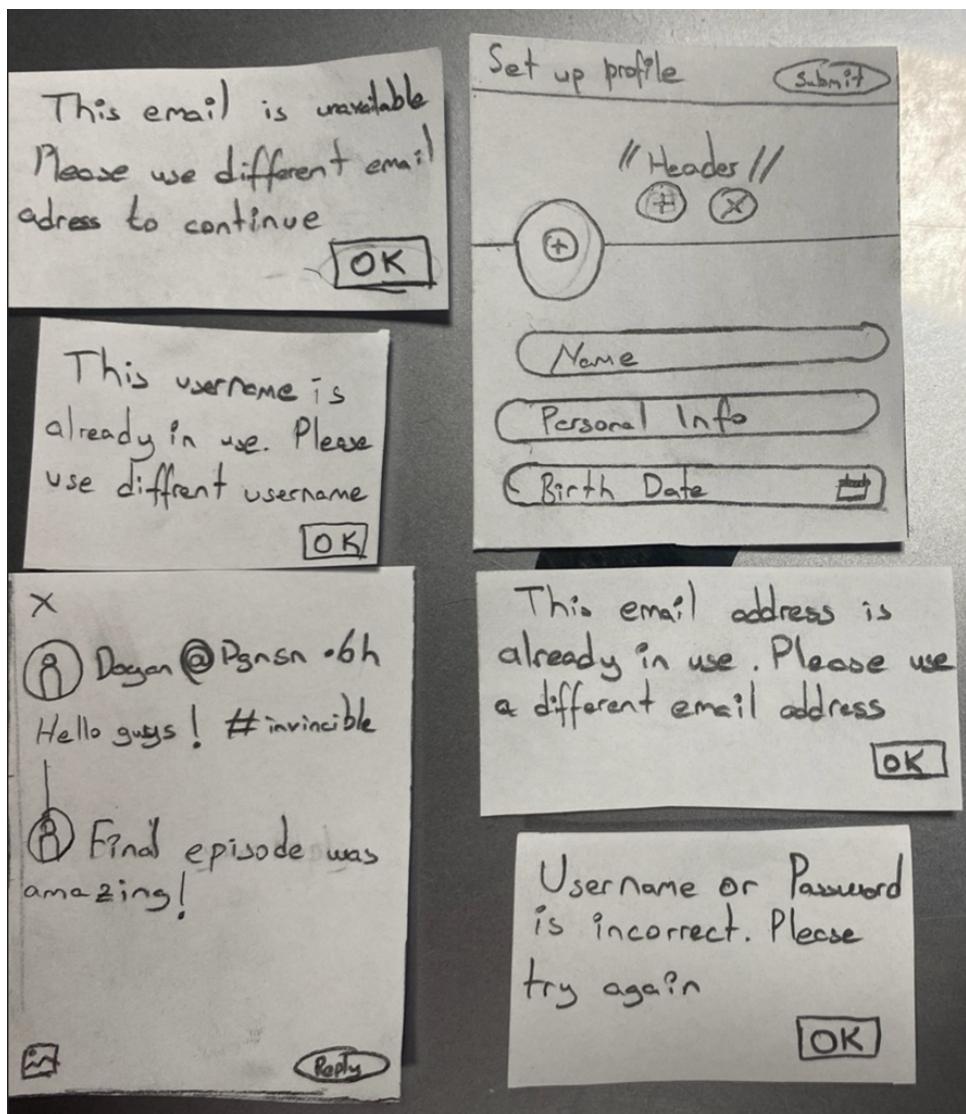
- **1-a) Login and Sign-up Screens:**

- A simple design approach was followed for these screens, ensuring users can easily understand how to log in or sign up.
- **Loading Screen:** A basic loading screen featuring the application logo in the center.
- **Login/Sign-up Screen:** Offers users options to sign up with Google, create a new account ("Sign up"), or log in with an existing account ("Log in"). The brand slogan ("For your Mood") and logo are prominent.
- **Sign-up Screen:** Contains a form for new users to enter their Name, Email, and Date of Birth. Clear field labels and input instructions (dd.mm.yyyy) are provided.
- **Login Screen:** A form for registered users to log in with their Username and Password. Links to "Forgot Password" and "Sign up" options are also included.
- **Alternative Login Screen:** Includes username and password fields with a "Submit" button. A back button is present.
- **Verification Code Screen:** The screen for entering the verification code sent after actions like registration or password reset. An option is provided for those who did not receive the code.

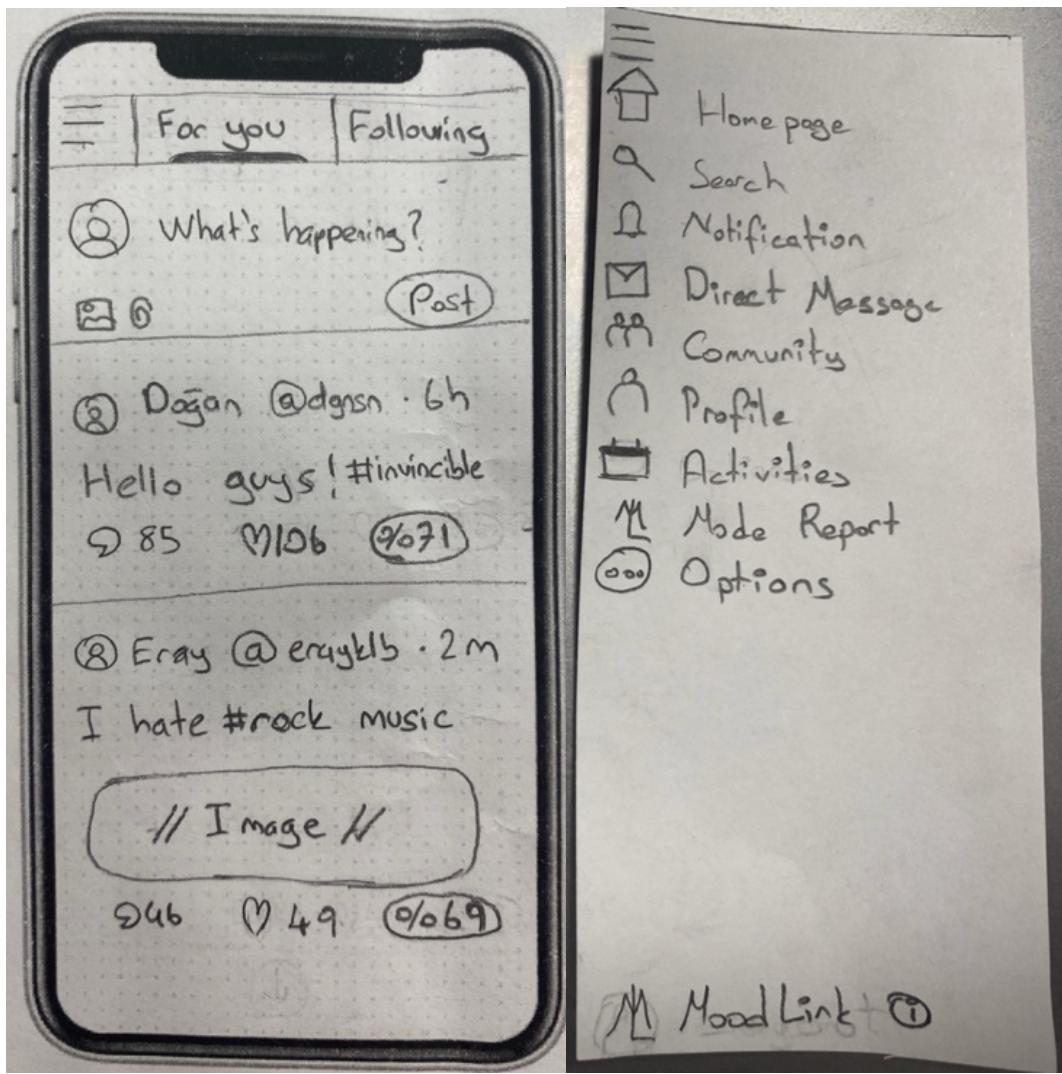


- **1-b) Pop-up Warning Screens for Login/Sign-up & Profile Creation:**

- These pop-ups will appear in error situations. For example:
 - If the user tries to sign up with an invalid email address.
 - If the chosen username is already in use during sign-up.
 - If the chosen email address is already in use during sign-up.
 - If the user enters an incorrect username or password during login.
 - The relevant pop-up from the examples above will be displayed on the screen.

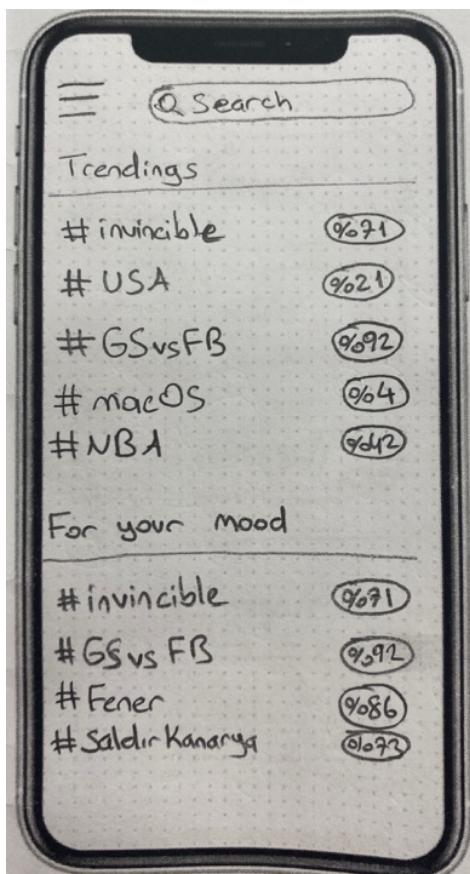


- 2) **Home Page and Sidebar Structure:**
 - The Home Page, which greets the user upon login, houses the main content feed and primary navigation elements.
 - **Sidebar Access:** A sidebar opens via the menu icon in the top-left corner, accessible from all main application screens. This sidebar acts as a central navigation hub, enabling easy and quick transitions between different sections of the application (e.g., Search, Notifications, Messages, Profile, Settings, etc. - *details can be elaborated based on the prototype visual*). Users can easily access desired features through this menu.
 - **Home Page Layout:** The home page primarily consists of two main sections and the content feed:
 - **Post Creation Area:** An area at the top of the screen ("What's happening?") allows users to easily access and share new posts.
 - **Content Feeds:** The main feed area where posts are displayed is located below. This area is divided into two different tabs:
 - **"For You" Feed:** A timeline featuring personalized content based on the user's interests and interactions, generated by an algorithm.
 - **"Following" Feed:** A chronological timeline displaying posts from people, pages, or tags the user follows.
 - **Switching Between Feeds:** Users can switch between these two feeds by tapping the respective tab or swiping the screen horizontally (left/right).
 - **"Mood Compatibility Rate":** A noticeable "% Mood Compatibility Rate" is displayed in the bottom-right corner of posts. This percentage is a unique metric indicating how relevant the post is to the user's current state or general preferences.
 - **Content Discovery:** Users can scroll vertically upwards to view older posts.



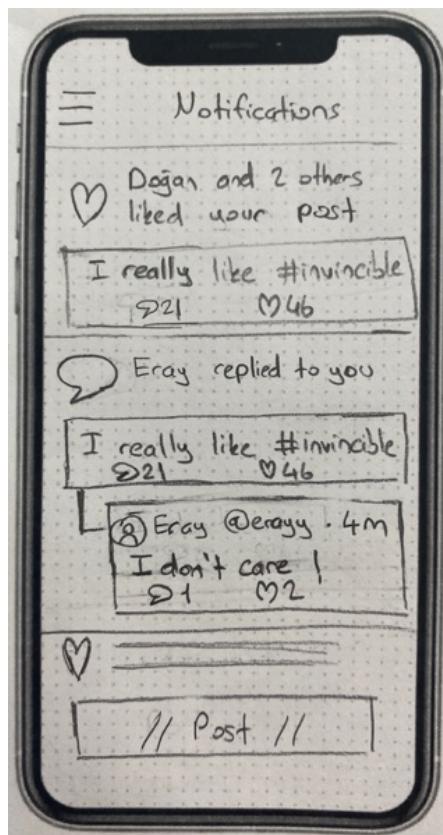
- **3) Search Screen:**

- Like other main screens, the Search screen is accessible via the Sidebar. This screen allows users to discover content and perform specific searches within the application.
- **Search Bar:** Located at the top of the screen, a search bar allows users to find specific users, posts, pages, or tags by entering keywords.
- **Content Discovery Sections:** Below the search bar are two main sections for tag-based content discovery:
 - **Trendings:** This section lists currently popular tags (hashtags) across the application. Associated general "mood" or interaction percentages might also be displayed next to these tags.
 - **For your mood:** This area presents personalized tag suggestions curated by the application's algorithm based on the user's current or general mood state. This helps users discover content more aligned with their mood. The ranking and selection of these tags are entirely determined by the application's relevant algorithm.



- **4) Notifications Screen:**

- Accessible via the Sidebar, the Notifications screen is a central hub consolidating all in-app alerts and information directed to the user. Various notifications related to user interactions and application activity are listed chronologically on this screen. Types of displayed notifications include:
 - Likes received.
 - Comments made on posts.
 - Other important announcements or alerts sent by the application.



- **5) Direct Messages Screen:**

- As a core feature, the Messages section allows users to chat one-on-one or in groups they create. This section is accessed via the "Direct Messages" link within the Sidebar, similar to other main screens.
- **Chat List View:** Selecting "Direct Messages" first presents the user with a list of their current chats (leftmost screen in the prototype). This list contains chronologically ordered chats from newest to oldest and updates as new messages arrive. Users can scroll vertically to browse all their chats.
- **Chat Detail View:** Tapping on any chat in the list opens the chat screen containing the details of that conversation. This screen offers a classic messaging interface with sent and received message bubbles, a message input field, and a send button.
- **Navigation:** While in the chat detail screen, the standard menu icon in the top-left corner is replaced by a "Back" button, allowing the user to return to the chat list.
- Overall, the Messages section is designed to offer a standard, familiar messaging experience.



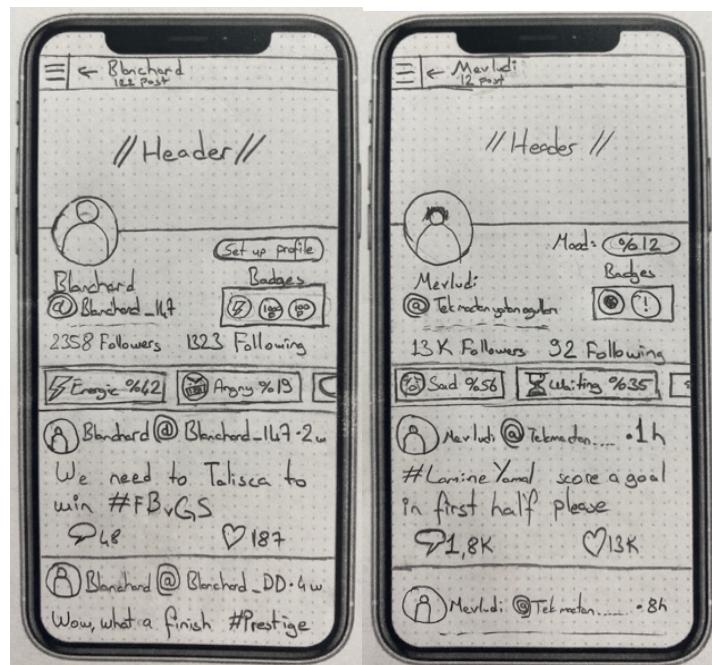
- **6) Community Screen:**

- Accessed via the Sidebar, the Communities screen allows users to manage groups they have joined or created based on their interests.
- **Community List View:** On this main screen, communities the user is a member of or has created are listed in a card format, each with its own image and name. Users can use the '+' (Add) button in the bottom-right corner to create a new community.
- **Create Community Screen:** Tapping the '+' button opens the "Create Community" screen, designed for creating a new community (right visual in the prototype).
 - **Navigation:** As this is a sub-screen, a "Back" button is present in the top-left corner instead of the standard menu icon, allowing return to the previous screen (Community List).
 - **Creation Steps:** Users are provided options to enter basic information for their community, such as adding a photo and giving it a name.
 - **Adding Members:** In the "Add people" section, users can search their existing friends list and select individuals to send invitations to join the newly created community.



- **7) Profile Screen:**

- The Profile screen, accessible via the Sidebar, is where users' identity, activities, and personal achievements within the application are displayed. This screen includes the following information and functions:
 - **User Information:** Basic identity details like profile picture, name, username (@username), follower, and following counts.
 - **Mood Indicators:** Percentage indicators reflecting the user's general or specific mood states (e.g., "Energetic %62", "Sad %56") or an overall "Mood" percentage. (Based on the prototypes, direct mood percentages are used instead of the original text's phrase "how well tags match their mood").
 - **Badges:** A section displaying badges earned for achievements or statuses within the application.
 - **User Posts:** A personal feed listing the posts shared by the user. Users can access all their posts by scrolling vertically (scroll view).
 - **Profile Editing:** An editing option (like "Set up profile") may also be available for users to update their profile information.



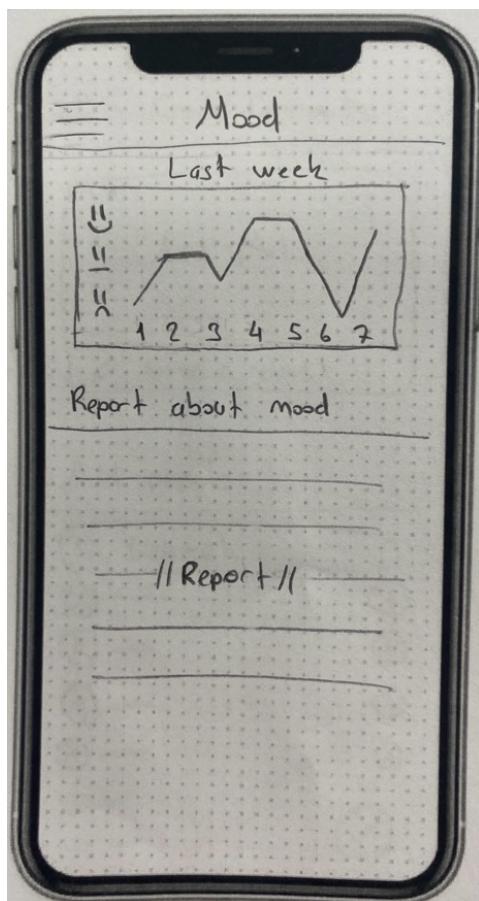
- **8) Activities Screen:**

- Accessed using the Sidebar, the Activities screen is one of the main sections of the application. This screen is designed to list planned or existing activities that the user has created or is participating in.
- Users can initiate the process of creating a new activity by tapping the functional '+' (Add) button located in the bottom-right corner of the screen.

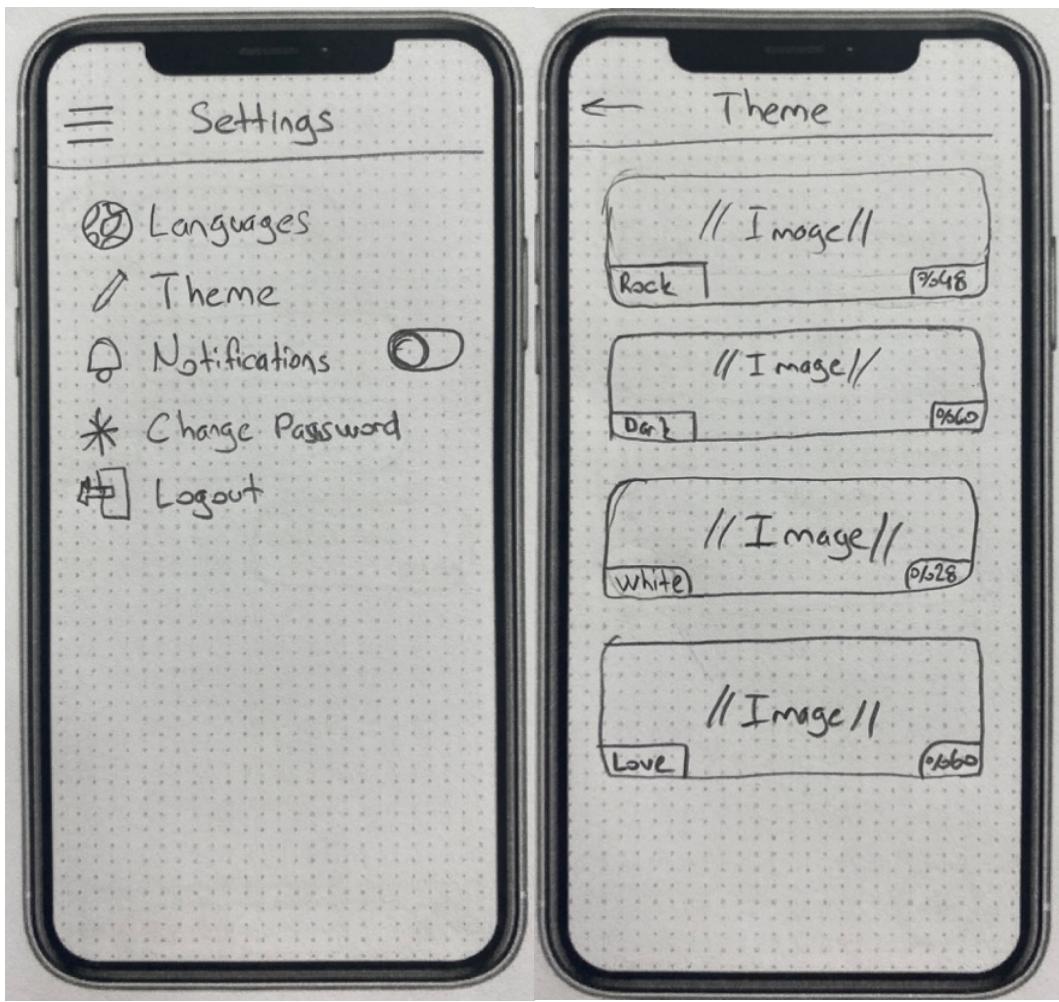


- **9) Mood Report Screen:**

- Accessible via the Sidebar, this main screen presents an analysis of the user's recorded or perceived mood states. Its purpose is to provide the user with visual and detailed information about their mood trends.
- **Visual Analysis:** The top part of the screen typically features a graph showing the user's mood fluctuations over a specific time period (e.g., "Last Week" as in the prototype). This graphical interface helps the user easily track their ups and downs.
- **Detailed Reports:** Below the graph, there is a section presenting more detailed analyses, comments, or reports based on this mood data ("Report about mood" / "Report").
- **User Insight:** This screen allows the user to observe their mood in detail and gain valuable insight to explore factors or content that might be related to these trends.



- **10) Options (Settings) Screen:**
 - Accessed via the Sidebar, the Settings screen is a main section allowing users to personalize their application experience and manage their account. Various in-app configuration options and account actions are presented here.
 - **Main Setting Options:** As seen in the prototype (Screenshot 2025-05-04 01.21.31.jpg, left screen), the Settings screen typically includes the following options:
 - Languages
 - Theme
 - Notifications - *Usually with an on/off toggle switch*
 - Change Password
 - Logout
 - **Theme Change:**
 - By tapping the "Theme" option, the user is directed to a sub-screen where they can change the appearance of the application interface (right screen in the prototype).
 - **Navigation:** When the theme selection sub-screen opens, a "Back" button appears in the top-left corner instead of the menu icon, allowing return to the previous Settings screen.
 - **Theme Selection:** On this screen, different theme options available to the user are listed (e.g., with names like "Rock", "Red", "White", "Love", or visuals). The user can personalize the application interface by selecting their preferred theme from this list.



Conclusion

The paper prototypes presented in this report outline the initial design direction for the "[Application Name - Consider adding the app's name if it has one]" application, focusing on creating a scalable, consistent, and engaging user experience across multiple platforms. The core design emphasizes simplicity and intuitive navigation, primarily facilitated through a standard sidebar structure, while addressing the specific challenges of adapting the interface for both mobile and desktop environments.

A key distinguishing feature woven throughout the design is the integration of "mood" elements – from the "Mood Compatibility Rate" on posts to personalized tag suggestions and dedicated mood analysis features. This aims to provide a unique value proposition and a more personalized user journey compared to conventional social or content platforms. Standard interaction patterns are employed for familiar features like messaging, communities, and settings to ensure ease of use.

While these prototypes establish a solid foundation, the next crucial step involves user testing. Feedback gathered from potential users will be invaluable for validating the

current design decisions, particularly regarding navigation flows (like the menu vs. back button behavior) and the overall usability of the mood-centric features. Iterating on the design based on this feedback will be essential before proceeding to high-fidelity prototyping and development.

In summary, these paper prototypes represent a thoughtful approach to blending familiar usability patterns with innovative mood-based features, aiming to deliver a unique and user-friendly application. Further refinement based on user testing is expected to solidify the design and ensure it effectively meets the project's objectives.

All Of The Paper Prototypes

