**Conceptual prototype**

**Introduction**

A prototyping application called Marvel is what we used to create our conceptual low-fidelity prototypes. In total we created twelve different screens that will appear in our application. There is a paragraph for each screen just below that specifies what it contains and what we learnt from it.

**Help screen**

The help screen consists of questions and answers of how users can use and understand our application. what I learnt from creating this screen is how important it is because their will be a minority of users who have no experience in using an AR app, and it is important to provide guidance and support to those users so they are not left confused.

**Filtering system**

This screen consists of ways in which users can filter for a decorator to meet their specific needs. For example, they can filter for decorators that specialise in furniture’s, find a decorator that works near their location, a decorator that has a high qualification or look for a specific company that the decorator works for. A massive lesson I learnt from prototyping this screen is that I realised I couldn’t add a budget filter because the price a user wants to pay for a local decorator is not fixed. Some decorators charge hourly whereas some decorators charge based on how big or small the work is for them.

**Displaying decorators (based on filter)**

This screen essentially shows a list of decorators based on the filters the users used in the filtering system. What I learnt from creating this screen is that I realised if users wanted to alter the filter when they are in this screen, then they would have to go back to the filtering system and change it. This is something I know will annoy certain users, so I added the filtering options in this screen as well, so users will not need to go back to the previous page.

**Decorators profile**

The prototype created for this screen contains contact information of the decorator, an image of the decorator, amount of jobs the decorator has done and a star rating that users can use to assess the work done by the decorator. From this screen, I learnt that I can only make decorators add certain contact information, so it wouldn’t affect their privacy rights. For example, a business phone number, their email and the qualifications they obtained would not breach the privacy of the decorator. However, forcing them to input their address and personal phone number would breach their privacy rights and is something I avoided adding to this screen.

**Instant messaging**

This prototyped screen displays the established communication between the user and the decorator. It shows all the messages sent from the two and allows them to send even more messages to each other. From this prototype, I learnt that its best to keep the chat screen as simple as possible (like WhatsApp.)

**Payment system**

This prototyped screen displays third-party payment methods which users can choose from. These include PayPal, Visa and MasterCard. It also displays input fields which the user must fill out. For example, users must input their card information and their billing information i.e. their name, address, phone number etc. From this prototype, I learnt that it is best to make a payment system which expects users to input only necessary information to make the payment, and not have extra input fields that aren’t necessary for the users to input. That way, the user inputs less of their personal information and can make their payment as quick as possible.