

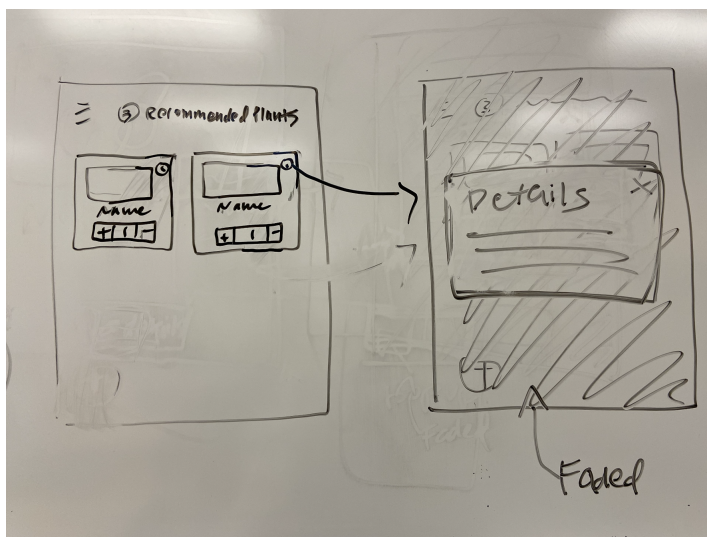
Milestone 4: High-Fidelity Prototype

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Revisions to prior work ([Milestone 3](#))

1. First, we pulled our final design and rationale section to the front of the paper after revisions to prior work to showcase the final outcome first before going into how the final designs came about.
2. We took out the tablet version sketches as they are not required for the project.
3. We clarified the rationale of the questionnaire phase, stating that we will present the questions in a realistic way and be interactive on the prototype based on information found on the Playful Plants database and plant expert websites. These designs have been implemented in this milestone 4.
4. From the final design sketches in Milestone 3, we revised screen 7 to have an information button on the top right corner of each plant card, which shows a popup screen with more details about the plant on a faded background, as the flip function was not intuitive in the original design. We also removed the + button, originally designed for the user to add more plants to their list, because our user, Joanne, was a novice gardener who did not have knowledge of plants, hence would not find this feature useful.



5. We elaborated on the implementation of the advanced feature based on feedback and specified the Konva Canvas Library and its APIs we are going to use to implement our advanced feature.

Accomplishments

1. We used the Bootstrap Vue library to implement a prototype that is ready for more extensive style changes. We already implemented some styling in this milestone.
2. The advanced feature has been implemented in which the recommended plants are collaged on an image of a garden and also draggable based on user preference.
3. Our App has been implemented to be usable for our scenarios without a backend.
 - a. Our landing page includes our app mascot and short description of the app with a “Start” button that leads the user to the main screen (Home view).
 - b. Our home page includes a quest map design with buttons that lead the user, who has no prior knowledge about gardening, step-by-step through our four phases.
 - c. The *Plant Trait Preference* page includes three question cards. Color picker and slider function works.
 - d. The *Garden Logistic Questions* page includes five question cards. The map and radio button functionality works.
 - e. The *Recommendations* page includes plant cards that show images, details and care instructions of the plants that are recommended to the user based on their preferences and logistics of their garden. The user is able to increase or decrease the amount of recommended plants. This acts as a guide for the user to build their personalized garden.
 - f. The *Your Garden* page generates a collage of a potential garden with all the plants recommended to the user, providing a visual reference that helps the user plan out their actual garden. The plants are draggable, allowing the user to manually adjust how they want to organize their garden based on their style preferences, and clickable to see more information about them.

Team Contribution

1. Annice
 - a. Implemented the landing view and designed the app mascot to make the plant mascot component. Made updates to M3 based on TA feedback and described revisions in M4.

2. Alice
 - a. Implemented the recommended plant list view. Contributed to the revisions and accomplishment sections of M4.
3. Wei
 - a. Implemented the questionnaire and garden view. Helped other team members with questions as the main coder.
4. Yunjiao
 - a. Implemented the home view. Wrote about our accomplishments in M4.