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Final Presentation and Prototype

Tasks:

- User collects energy to grow their virtual trees and check the progress of tree growing.
- User steals energy from friend's tree and leaves messages to interact with each other.
- User checks the real trees he/she has planted.
- User shares virtual trees on social network platforms.

Components:

- Group 1: Alibaba's Ant Design

We chose Ant design as our branding component and execute the design style basically in every stage of our prototype. Except using same Color palette and font for typical gamification app of Ant Design, we also used same alignment rules and navigation patterns. In our friend list page, we used side navigation to provide a more flexible menu item and enable unlimited number of items.

- Group 2: Data Visualization

When user collects more energy, the tree will grow to a bigger one, along with the visual change of progress bar at the top right of this web page. The progress bar is also demonstrating the visual relationship between the leaves and the tree because as user collects the leaves, the progress will be filled in, and then the tree will grow larger when the bar reaches a certain point.

- Group 3: Social Interactions

We let users interact with other's trees and change the data on both systems when they steal a leaf. This could encourage them to collect leaves in time to prevent be stolen from others and also engage with their friends in an amusing way. We also let users to leave a comment. This could encourage them to interact as they have the option to express what on their mind when seeing other's page and what they want to say after stealing the energy.

Link:

https://cychung18.github.io/NU-Forest/

Platform:

Chrome on Mac

Modifications:

- Modifications from User Test Feedback:
  1. In task1, one user hesitated when clicking the leaves to collect energy. We make the arrow turning to hand when user moves the mouse above the leaves to let the user know that the leaves are clickable and different from the background.
  2. In task1, another user was really confused when finish collecting the second

round of leaves because the tree grew larger with just 4 leaves collected instead of 5. We change the progress from percentage based to number based.

3. In task2, one user said that when stealing energies, how could she know how many she stole from friends instead of collecting on her own. Therefore, we add a feedback on how much energy they get when they are stealing energy.
4. In task2, when a user is playing with the interface and leaving comment, he noticed that after leaving comments for three times and delete, he cannot leave a new comment anymore. So, we fixed the issue of leaving comments after 3 delete, and let user delete and leave comments as many times as they want in next version.
5. In task3, one user mentioned that our name “Map” is quite confusing. So, we change it to “My Planting”.
6. In task3, another user thought the moving information text box is not so clear. Therefore, we fixed the information box related to a real tree now.
7. In task3, the user also said that it might be a good idea to have the name of the tree type on the information. So, we changed from previous “Real tree” to the tree type name now as the information title for a tree.

- Modifications from TA Feedback:

1. Our TA noticed that it's not clear what the percentage is calculating, nor is it clear what happens when a user reaches 100%. We add some elements to give hint to users what is the meaning of those elements.
2. Our TA mentioned that it could be great for users to know what is going on when our energy bar reaches 100%. So that we add a popup to remind users that they can grow their real tree when the virtual tree is big enough.
3. Our TA mentioned that the standard for collecting energy from friends may not be that reasonable. As is, a user could get 50 points by completing the 10000 steps objective and collecting from their personal page and then 9 of their friends. In order to turn into a system that rewards popularity over eco-friendliness. When users are stealing energy from their friends, we add a well-designed constraint.