

## Computer Prototype 2

### Task, Component, and Link

Our second task is “User steals energy from their friends and leave messages.” Basically, we ask the users to interact with their friends by whatever way they would like to, basing on this platform.

We use the component “Social Interaction” in this assignment. User can interact with their friends by stealing leaf energies from others and leave a comment to their friends. The friends’ page will change accordingly and appear the comment left by user.

Link: <https://cychung18.github.io/NU-Forest/>

### Graphic Design

In terms of proximity, we group the friends blocks together to indicate that these blocks will have similar function which is to direct user to corresponding friend’s page. We are consistent in other aspects that can show proximity like the leaves grouping and tab bar. In terms of alignment, we align the friends’ tab to central so that users can find the focus clear. And because we are used to have the list and the content displayed left and right, we put the image of friend’s tree to left of the list but central relatively to the whole page to make the tree and functions of stealing highlighted.

In terms of contrast, we use dark green as signal and reminder of actions, so that users will know it’s different from other parts and should be treated differently than a button or tree elements.

In terms of repetition, we are consistent in using color of brown for title and used green background as reminder to be consistent and make sense for users to save efforts in understanding them logically

### Usability Design

In terms of visibility of system, we use hints and display of comments after submit to let the users know that they have made an effective action.

We use ranking in the friend list because this is the real-world way of making people engage in competition and interaction. The “leave a comment text” box is consistent with text box outside of our system and should make sense to people without thinking efforts. The design of tree, progress bar and leaf energy are all consistent with the home page, users also need to click to interact with the leaves. These are all consistent with gestures in real world as well.

Users do not need to remember what they stole from friends as the leaves will disappear. And the comment they leave will appear on the interface to let them know what they left. (We do want to clarify that because this is testing interface, the leaves will appear again when refresh. But in real use, the leaves stolen will not appear within 24hours)

We made the friend list simple with only names and ranking, so it should be clear and focused enough without extra information.

We add a button for users to undo their comments, so if they mistakenly left a comment, they have control over it. This is also a way to allow user make mistakes and explore the system.

### **Component**

In this web page, we include the component of Social Interaction. 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.

### **Observations**

With the hints and buttons, tested users all find it easy to navigate on the friend list and steal energy from others. They also find the text box direct and simple, making them easily understand what options are available to them when they want to interact.

One user mentioned that the text box is too old fashion and suggest that we should make a cute one to be consistent to our page style.

Another user said that when stealing energies, how could she know how many she stole from friends instead of collecting on her own.

Also, 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.

### **Resolution**

Although we think the feature of counting energy stolen from others is not necessary, in the next version, we will try to add a feature to let user know how much energy he/she is collecting in this round.

We are going to fix the issue of leaving comments after 3 delete, and let user delete and leave comments as many times as they want in next version.