Prototyping

Conceptual

For our conceptual prototype, we made a preliminary layout/wireframe of our app. *MarvelApp* is a tool that we used in order to create the low fidelity prototype. We created the stages that the user would take in their journey through the app. [REF]

After creating the conceptual prototype, we created a survey to gain an idea of what users think. [REF]. Based on the feedback, we learnt that most users expected something different to what we planned/created, meaning that we had to readapt some of our prototypes. Just below are all the changes we made based on the user feedback.

* Edited our instant-messaging prototype to make it basic and easy-to-understand
* Erased the budget filter from our filtering system. Most users did not like this as a filter because they thought that it wouldn’t be accurate. This is something we found to be true because paying for a decorator is not fixed. Some decorators charge hourly whereas some decorators charge based on how big or small the work is for them.
* Added the options of logging in via Google and Facebook. A simple registration is preferable and one that doesn’t involve storing their bank details, this is as, understandably, some users may be sceptical about how well their information would be kept without viewing the app first. It was also gathered that it may be tedious to create a new account and password for a new app, therefore we have adapted to this by removing the option to create an account with us, and instead adding the option to sign in via popular methods, where we can still receive market research information about our demographic (e.g age/gender) should they choose to give us permission.
* Changed the camera screen orientation to landscape.

Added FAQ section to the help screen