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Comp 171 – hw 5

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Assignment 5: Medium Fidelity Prototype

For our Assignment 5, Jake and I created an HTML/CSS/Javascript webpage for our medium fidelity prototype. Using jQuery, we selectively showed elements of our page to simulate a user’s progress through the application. All files can be found (or pulled) from https://github.com/jakeaustin/mfp.

A big change from our paper prototype was in size formatting for elements. Check boxes and buttons that normally spanned a significant portion of the screen did not span as much of the screen in our medium fidelity prototype. The use of a web page with html forms also allowed us to use mobile keypads (or a keyboard if you are running the application in a computer web browser, though this isn’t how the app is intended to be used). Without the default iPhone keyboard, space considerations changed for the “Create Route” screen (i.e. we did not have to be so conservative with bottom of the page space). We used red/green standards for cancel operations, and tried to keep the colors mild. The prototype ends with a still frame of the bike route in progress, and we did not go as far as to incorporate a Google Maps API to give GPS functionality. We have included a mock iPhone homescreen to give the prototype the feel of a mobile application. Screenshots are included below.

 