# Shoppy Medium-File Prototyping

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#### Value Prop, Problem, Solution

- -Value Prop: Fewer Choices, Better Products
- -Problem: The amount of time conventional shopping takes
- -Solution: A virtual shopping assistant to streamline these tasks

#### Task 1

-Buying Routine Items (Complex)

#### Task 2

-Recommendations for new items (Medium)

#### Task 3

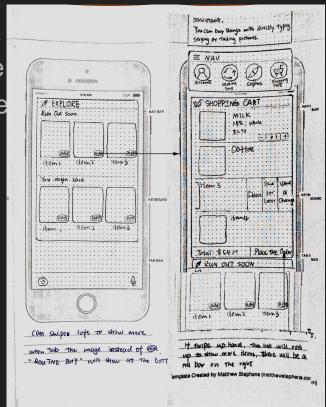
-Reminders for items that have already been bought (Simple)

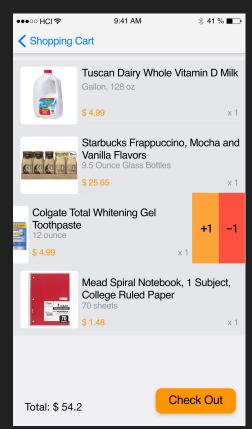
#### Revised Interface Design

- -Show 3 biggest design changes (before and after pics + rationale for changing)
- Show Tasks flows with medium-fi prototype (Take pics and put arrows between)

#### Revised Interface Design (6 Slides)

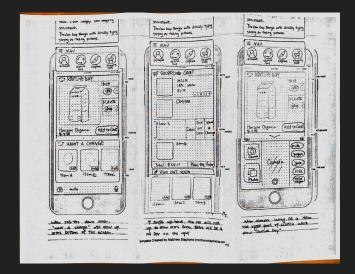
 Emphasized Checkout Button (So people would actually be able to place their orders)

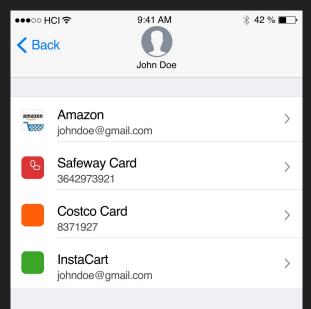




#### Revised Interface Design (6 Slides)

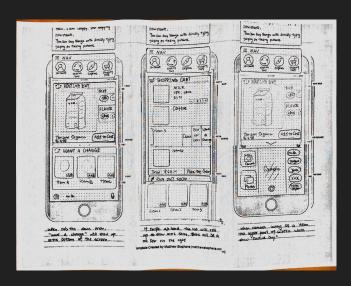
-New Account Interface (No real before picture because there was no Account interface before)

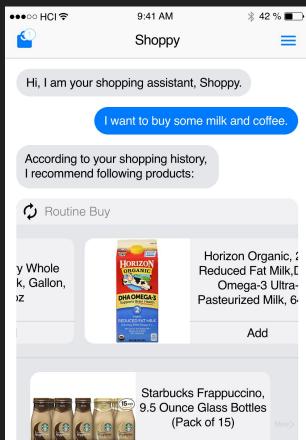




#### Revised Interface Design (6 Slides)

-Half visible left and right explore options(To make sure people knew they could swipe right to see more options)





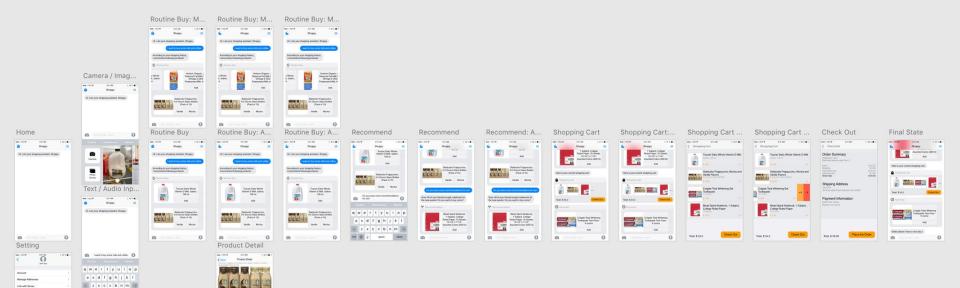
## Revised Interface Design (Task Flows)

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Link with stores

Contco Card

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# Prototyping Overview (Tools)

- -AdobeXD for both Sketch and Medium-Fi Prototype
- -Convenient for doing both the Sketching and Medium-Fi Prototyping in the same app
- -Was difficult to master at first

# Prototyping Overview (Tradeoffs of Current Prototype)

- -Not much user freedom
- -Linear flow to illustrate tasks
- -Card System (In certain places), no card system in initial app page, to make things less cluttered

## Prototyping Overview (Techniques and Features)

- -Wizard of Oz Techniques: How user actually links accounts, How the Al can identify items from a photo, non hard-coded Al responses
- -Hard Coded Features: Items list, Responses, Account linking (All of these were hard coded because of time constraints)