



High-fi Prototype README

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Our prototype was built using Android Studio on the Lollipop API (22) to be executed on an Android mobile phone, best run on a Nexus 6P. It can be downloaded via our website at: <http://hci.stanford.edu/courses/cs147/2018/au/projects/travel/planit/>.

Due to the various different screen sizes and resolutions of Android devices, if not run on a Nexus 6P, the positioning of widgets in the app may vary slightly.

Additionally, because all of our tasks require the previous task to be completed before the current task (e.g. request ideas before giving ideas, giving ideas before choosing ideas), the tasks on our prototype must be executed in order. The order is as follows:

- [1] Request Ideas
- [2] Give Ideas via Game
- [3] Pick the Best Ideas

Limitations

Our application can be used in two different perspectives: a user requesting ideas and a user giving ideas. This means we would normally need two different people/phones to demonstrate our tasks. Because we only have one android, we show both scenarios from one phone, and we have two different simulations for each perspective. For example, by pressing the “+” button, we enter one perspective, and by pressing the “Games” button we enter the other.

Additionally, we do not have the “live” feature of our application implemented yet. To address this problem, we simulate all three invited friends are online and ready to play the game.

Because we operated under the assumption that users have used our application before and because we could not implement the “live” feature of our application yet, much of our data was hard-coded. This includes existing plans on the home page (e.g. Paris), users already having friends in their friends list, and existing games on the “Ongoing Games” page. To make our demonstration of the application smoother, we also hard-coded all of the user’s received balloon ideas. We made it so all the ideas were for San Francisco. As a result, we also hard-coded the hold-to-reveal details feature of each balloon idea.