

README

OPERATING INSTRUCTIONS:

For this medium-fi prototype, we used Figma for all of our screen mockups and Adobe InDesign to create the logo, custom penguin avatars, and planets. The mobile application prototype emulates an Apple iPhone XS and the computer mouse emulates the user's finger. Figma highlights clickable areas so users can interact with the current screen, navigate to other screens, click buttons, input text, hold components, etc.

WIZARD-OF-OZ & HARD-CODED FEATURES:

There are no Wizard of Oz techniques needed for our prototype to work. All the user needs to do is interact by typing and clicking on various buttons to proceed through the flow successfully. There is nothing on our side as humans that we have to do to make something work.

In order to deliver a full user-experience in our prototype, we hard-coded textual content including the user's list of friends, the collection of ideas for selection by the user, and the details about San Francisco that pops up on hold. In actuality, the ideas would come as an aggregation of the friends' ideas from the game, and be validated for correctness. The information about San Francisco would exist through an integration with Google or Yelp. All of these features were hard-coded in order to simulate an actual run-through of the app.

LIMITATIONS:

Due to limitations with Figma, some animations were left out of our medium-fi prototype, such as the "ready, set, go" automatic timer that projects users into the current game as well as the 5-second timer for any user to generate an idea before the game "times out," signalling the end. Since these animations require real-time data, we decided it would be difficult and out-of-scope to show on our med-fi prototype using Figma.

Additionally, our prototype operates under the assumption that the user's friends have already joined the app, and we left out the "inviting friends to the app" functionality of the experience for simplicity's sake. In our next prototype, we would likely include this feature on the "send game to friends" screen. For simplicity, we also left out "secondary" pages such as the customization of the avatars, external push notifications to users who received invitations to play, and pages with complete planning sessions (i.e. the results of other complete games). In our final application, we would consider these pages and their contributions to the overall user experience and main tasks. For this medium-fi prototype, we decided to put the majority of our focus into the tasks and so small parts of the task flow were simplified for our purposes.