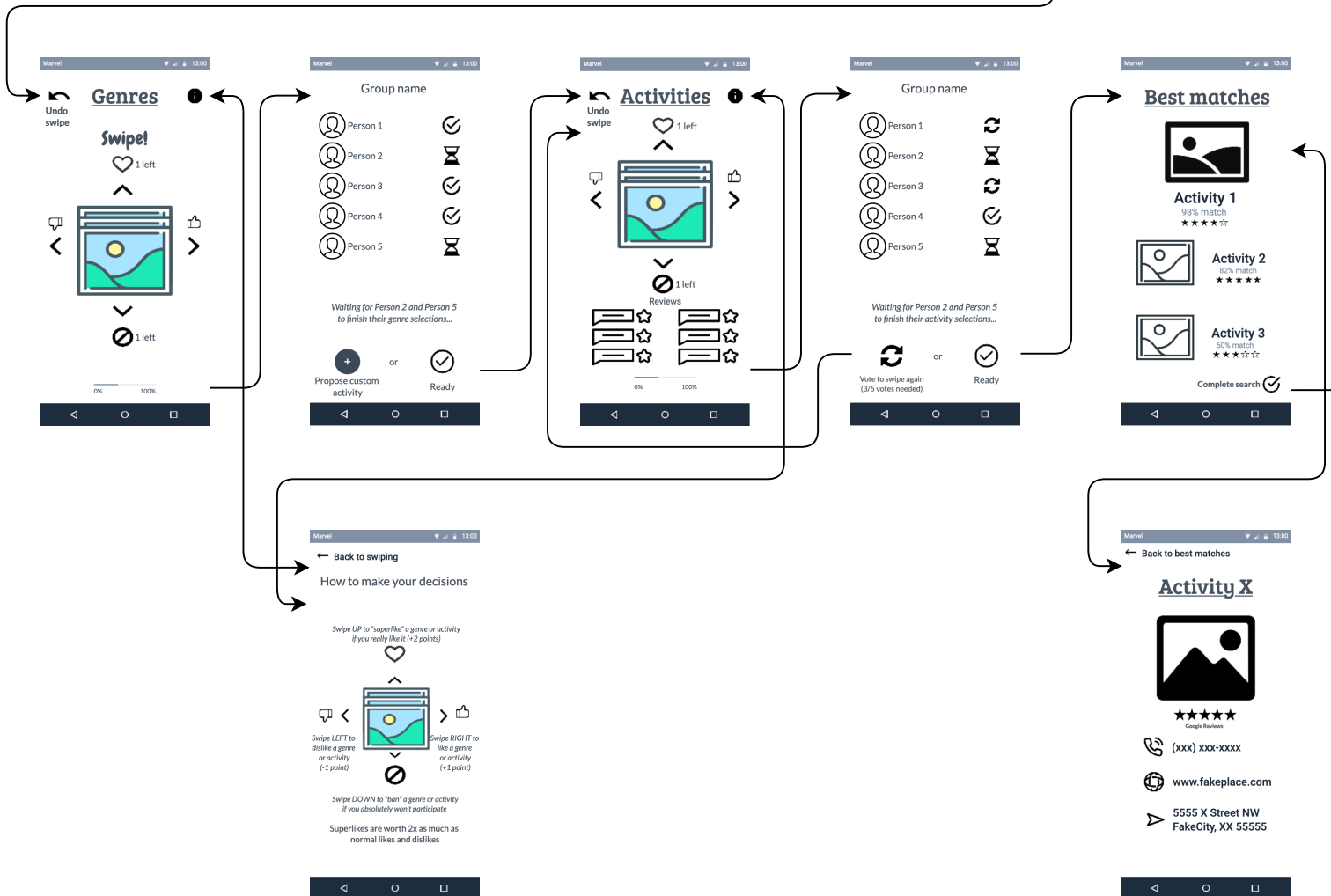
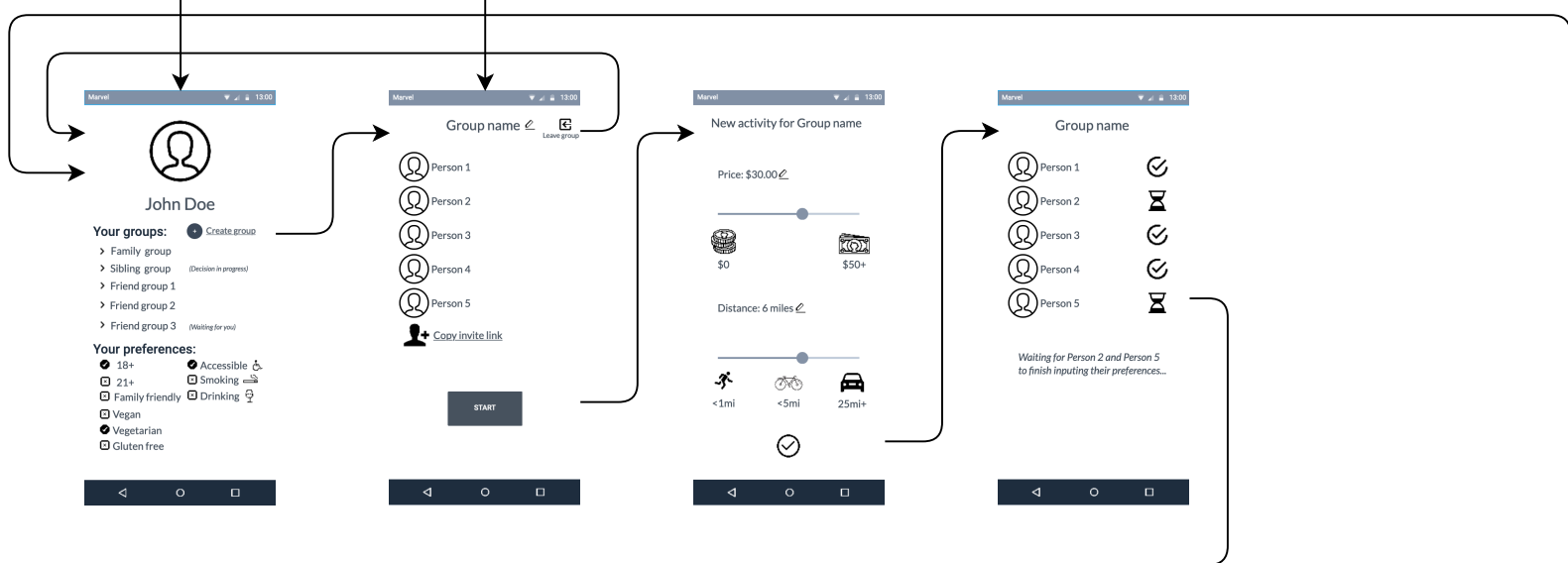


What2Do
downloaded?

Invited from
a link?



For this iteration, we noticed:

- ~The price and distance sliders were not concretely intuitive, so we put concrete labels on the different icons (\$ or miles) which shows next to the "Price:" and "Distance:" labels when using the slider, and can also be manually typed in.
- ~The smile emoji in the message bubble on the group readiness screen suggested there was a chat function which we did not want, so we changed it to a check mark.
- ~It was unclear how to create or leave groups, so we made the profile page the landing screen for app users (as opposed to the group landing screen for those invited to an activity) where groups can be created, and the ability to leave the group from the group landing page, which would otherwise be automatically saved if the app is downloaded.
- ~For participants unfamiliar with swiping apps like Tinder, it might not be intuitive how the swiping mechanism worked, so we put information icons on the genre and activity swiping screens that bring up a how-to screen.
- ~There was no feedback telling participants how many more swipes they had to do / if they were waiting for others to move on. Thus, on the 2 swiping screens we put progress bars at the bottom for their own swipes, and after the preferences, genres, and activities screens, we put group summary screens that indicate if a group member is read (check), working (hourglass), or for the activities screen, voted to swipe more activities (redo arrows)
- ~It was not clear how to invite someone to the group, so we changed the text next to the invite icon to "copy invite link".
- ~There was no mechanism for participants to undo a swipe if they didn't mean to, so we added an undo button to the genre and activity selection screens.