SafetyNet README

Medium-Fi Prototype:

https://www.figma.com/proto/ClBR5R1sA2d8QaRDJl8EEu/SafetyNet?node-id=72%3A263&scaling=min-zoom&page-id=72%3A75&starting-point-node-id=72%3A263

Operating Instructions:

The SafetyNet medium-fi prototype was built in Figma due to the advantages of the program such as designing directly on a mobile interface and the ability to create an interactive prototype.

When first signing on to the program, the user will be taken from the home screen and led through three tasks (respectfully simple, moderate, and complex in nature). Although many of the interactions should feel intuitive to the user, the program will also act as a guide, displaying blue "hotspot" boxes around the areas that the user can click on and interact with. All of the interactions in our interface are tap gestures—intentionally designed with ease-of-use and user accessibility in mind; however, in our final product setting the time and date of the task will be a scroll gesture. Navigation is implemented through the bottom tab buttons as well as many "action" buttons highlighted in a blue color.

Limitations:

Most of the limitations of our medium-fi prototype were surrounded by our decision to create a clear guide to our tasks that our users could easily follow. For example, we did not implement the exit button (little X in the top right corner) on our "create a task" screen as we wanted the user to send out the task and follow it to fruition.

Another limitation of our prototype involves exploring our community pages. We wanted to build the descriptions out enough so that the user would be able to see all the crucial information (description, images, key leader contact) but we did not give the user the ability to explore their website or chat with the contact, although we hope to further implement those in our high-fi prototype.

Finally, one major limitation lies in decisions we made as a team to prioritize features that were most applicable and crucial for the user to interact with at this stage in the prototyping process. An example of this type of limitation is not implementing the "boost notification" button as we had not built out the network yet so the feature of "bumping" a message is not as applicable at this time. An additional example of this type of limitation is not giving users the option to "delete" a friend that they have added when creating a new group. It is under the same reasoning of wanting to guide users through the most important features of our interface that resulted in this choice.

Wizard of Oz:

Some of the Wizard of Oz elements include the action of sending a request out, displayed by a screen that clearly states, "Your request has been sent," and the illusion of a "pending" request meaning that the group received notifications. Another successful feature of our prototype includes the "Accepted" screen where a user can experience the completion of the task as we make it seem as if someone in their network has accepted their request.

We implemented these Wizard of Oz features in order for the users to feel the satisfaction of completing a request without actually having to connect with their network at this stage.

Hard-Coded Items:

We currently do not have any aspects of the network implemented, meaning we have no real users sending out or receiving requests along with no real community partners that users may reach out to.

Due to the lack of a true network, we have hard-coded much of the personalized information the user supplies to the program—some examples being the date, time, and message in the request, the location the request would take place, the names of the people in the network, and the community organizations "near" the current user.