

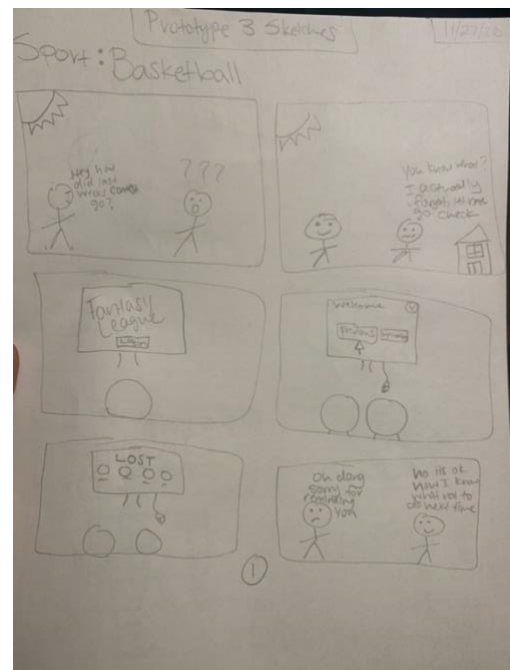
Sport Topic: Basketball

Link to Video Prototype: <https://drive.google.com/file/d/1J9L2aAtmtijQ2YH4-5Mx6RvXr5-fKJSc/view?usp=sharing>

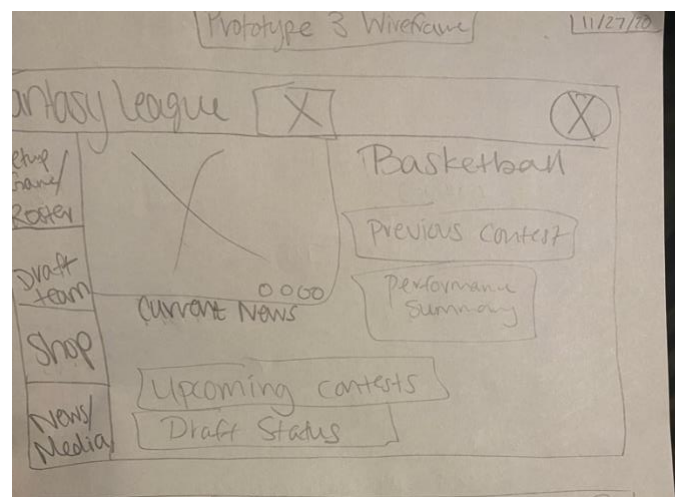
Function 1

Brief Description: My functionality for this first application is for the user to be able to go to the Fantasy League site and look at their dashboard, to see their performance summary, draft status, upcoming contest, and view their previous contest results.

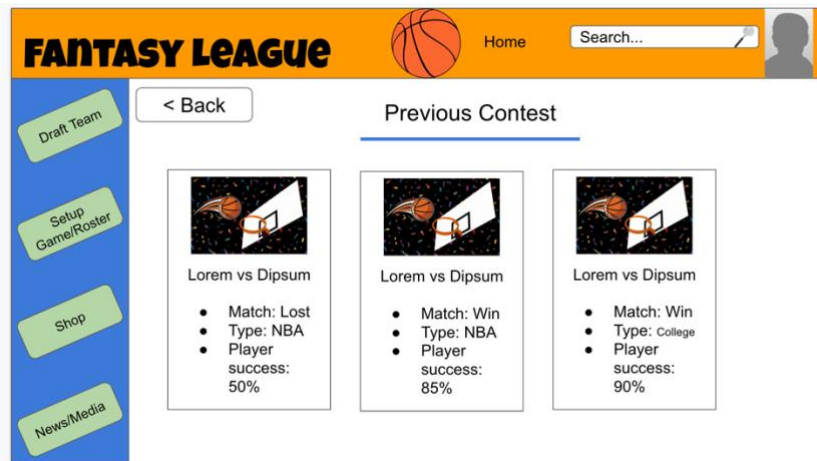
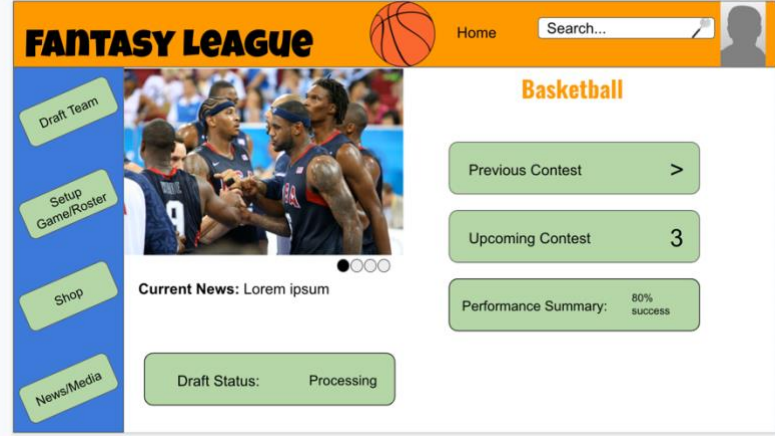
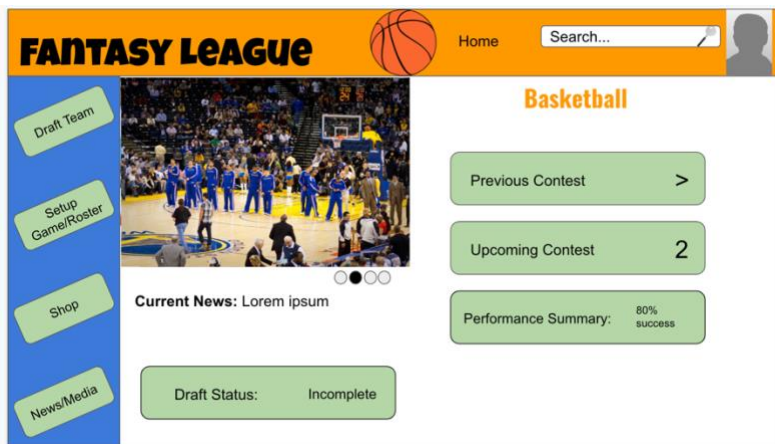
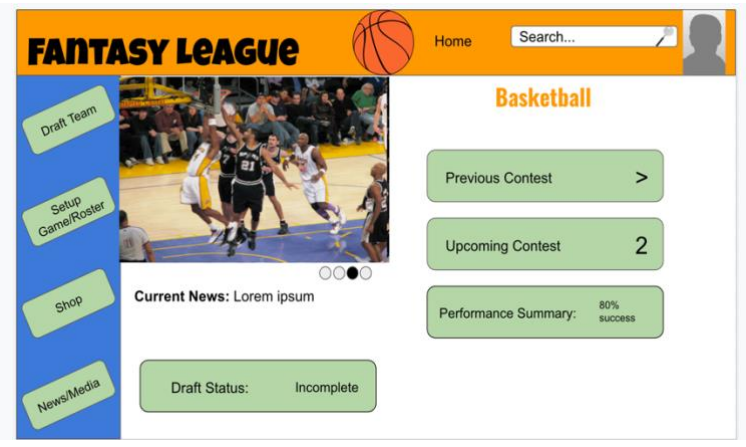
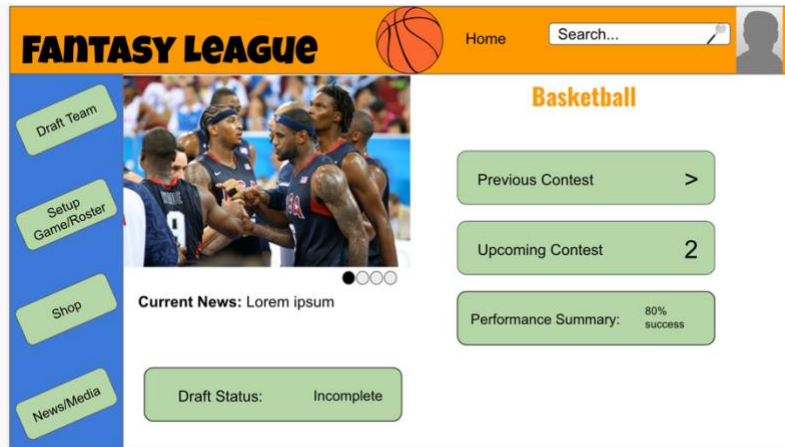
Storyboard: The user has a friend that comes up and asks them how they did on their recent contest and the user has a hard time remembering. They tell their friend that they are going to check the website when they get home, so at home they go to their dashboard and see that they won their most recent contest (under the previous contest tab). They then go back and tell their friend the good news.



Wireframe:



Prototype:



Application description: The user has the option to click through the slider of images and see what other images are available, but they are limited to able to see 3 out of the 4 images. The user clicks on the previous contest button on the dashboard to see their past contest results on if they won or failed. This gives them a chance to know where they went right or wrong when

dealing with certain contest and they can use that to improve on their next contests. When the user sees all they have seen, then they have the option to go back to the dashboard and from there they can do play with the other functions of the website. Once they are done drafting or setting up a game, they would be taken back to the main screen and notice that their status on drafts and upcoming games would be updated. The purpose of this is for the users to see that their interactions were successful and went through the system.

Inspirations: I was inspired by my last prototype dealing with the auction and how it was a simple setup, where users could see what they had done previously and had upcoming. I got inspiration for the image slider from normal sports websites that have images of different sports that users can scroll or swipe through on sites and mobile devices.

Design Patterns: I had popup boxes that would come up on the main screen whenever the user completed their draft or setup game, so that they could get feedback their actions were a success and they could explore other things back on the main page. I used a carousel to arrange a list of visually interesting items horizontally, that the user could swipe between to view recommended items. This was in hopes that the user would anticipate the next item that was going to come. I used module tabs along the side of each screen, so that user could always and easily go to different screens on the site if they chose to do so. I used the dashboard because that is the default screen the users are first exposed to, whenever they get through logging in. I used buttons which were big, readable, obvious, and extremely easy to use for even the most inexperienced computer users.

Fidelity Matrix:

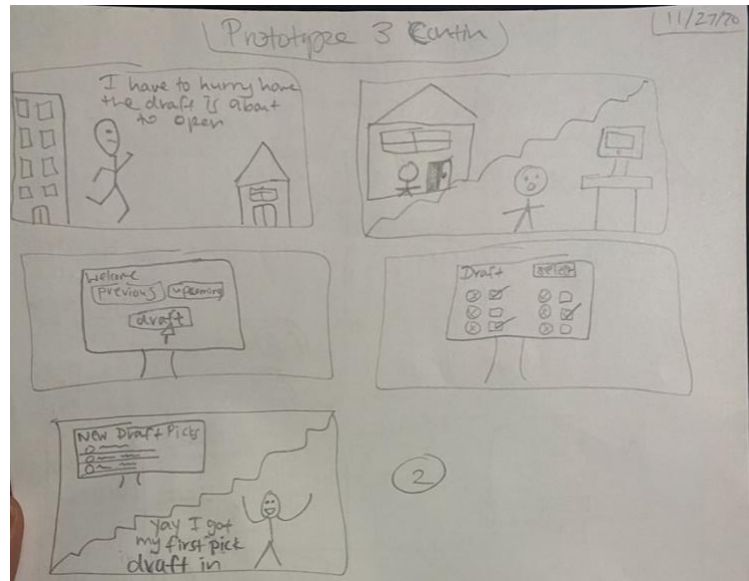
Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design				X	
Interaction Design					X
Visual/ Branding Design					X
Editorial Content				X	

Self Critique: I think I modeled this exactly to how my wireframe sketch was set up and meets the goals that I had set up. Letting the users have the option to view their performance and statuses, was a good addition to the site because it keeps them in the know of what is going on with their teams and contests. Everything is right in front of their face and they don't have to waste time looking for the info or try to remember if they have contests coming up or not. The only thing that I would change is maybe giving users the option to view their performance summary or actually see a detailed view of their upcoming contest because that would give them a more free use of the site, without limitations. I think this is my least successful function because it is very simple and has functions of just clicking a button (to go to another page) and clicking radio buttons to switch between images.

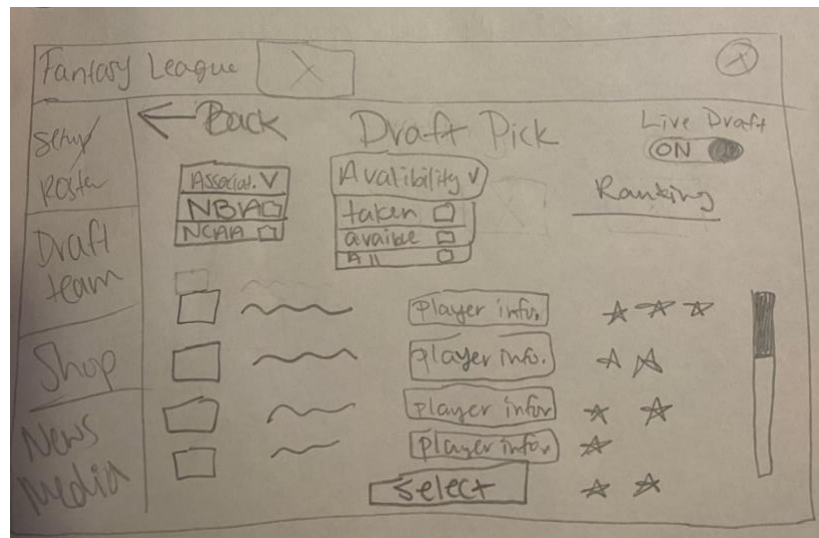
Function 2

Brief Description: My functionality for this application is for the user to be able to go to the draft screen and start making drafts. They could choose from the point guard positions of players to draft.

Storyboard: The user is hurrying to make it home from work, so that they could make the draft in time and get first pick of all of the best players. They make it in time and go on the site, where they are able to get choose all the players they wanted and submit their draft in time.



Wireframe:



Prototype:

FANTASY LEAGUE

Home

Search...

Draft Team

Setup Game/Roster

Shop

News/Media

< Back

Draft Picks

Live Draft

On

Association

Position

lorem ipsum dolor sit amet

Player Info.

★★★★★

lorem ipsum dolor sit amet

Player Info.

★★★★★

lorem ipsum dolor sit amet

Player Info.

★★

lorem ipsum dolor sit amet

Player Info.

★★

Select

FANTASY LEAGUE

Home

Search...

Draft Team

Setup Game/Roster

Shop

News/Media

< Back

Draft Picks

Live Draft

On

Association

Position

Point Guard

Center

Shooting Guard

lorem ipsum dolor sit amet

Player Info.

★★★★★

lorem ipsum dolor sit amet

Player Info.

★★★★★

lorem ipsum dolor sit amet

Player Info.

★★

lorem ipsum dolor sit amet

Player Info.

★★

Select

FANTASY LEAGUE

Home

Search...

Draft Team

Setup Game/Roster

Shop

News/Media

< Back

Draft Picks

Live Draft

On

Association

Point Guard

☒

lorem ipsum dolor sit amet

Player Info.

★★★★★

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Player Info.

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Player Info.

★★

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Player Info.

★★

Select

FANTASY LEAGUE

Home

Search...

Draft Team

Setup Game/Roster

Shop

News/Media

< Back

Draft Picks

Live Draft

On

Association

Point Guard

☐

lorem ipsum dolor sit amet

Player Info.

★★★★★

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Player Info.

★★★★★

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Player Info.

★★

☐

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Player Info.

★★

Select

FANTASY LEAGUE

Home

Search...

Draft Team

Setup Game/Roster

Shop

News/Media

Point Guard

lorem ipsum dolor sit amet

★★★★★

lorem ipsum dolor sit amet

★★★★★

Center

lorem ipsum dolor sit amet

★★★★★

lorem ipsum dolor sit amet

★★★★★

Shooting Guard

lorem ipsum dolor sit amet

★★★★★

lorem ipsum dolor sit amet

★★★★★

Draft

FANTASY LEAGUE

Home

Search...

Draft Team

Setup Game/Roster

Shop

News/Media

< Back

Draft Picks

Live Draft

On

Association

Point Guard

☐

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Player Info.

★★★★★

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Player Info.

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Player Info.

★★

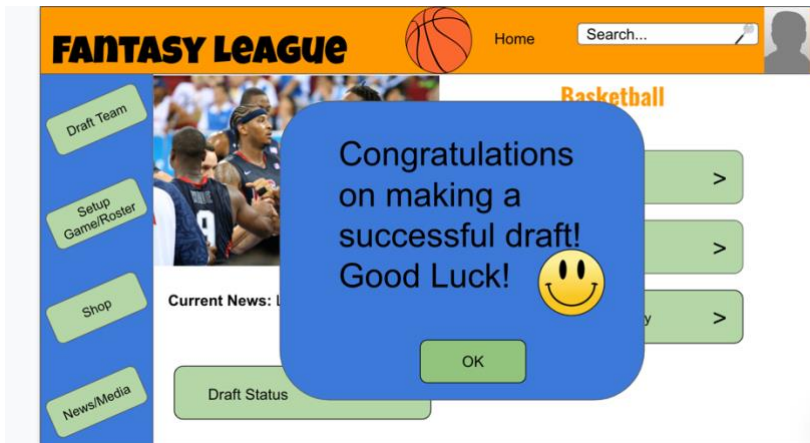
☐

lorem ipsum dolor sit amet

Player Info.

★★

Select



Application description: Once the user gets on the draft page after clicking the draft tab, they are able to use the drop down menu and select that they want to draft point guards. After that they can look at ratings for each player and have the option to choose player 1 (5 stars) or player 2 (4 stars) using the checkbox option. Whichever option of the two they choose, they click the select button and are taken to another screen. That screen has the list of players that they are set to draft of other positions and once they click draft, then they are taken back to the home screen where a dialog box pops up. It lets them know that their draft was a success and they are able to see that their draft status has now been updated to processing.

Inspirations: I got my inspiration from an actual sport website that has a list of sport players because they have a list of players that users can choose from and scroll through, showing their individual ranking and gives users the option to select if they want to get a more detailed look at that certain player.

Design Patterns: I had popup boxes that would come up on the main screen whenever the user completed their draft, so that they could get feedback their actions were a success and they could still explore other things back on the main page I used module tabs along the side of each screen, so that user could always and easily go to different screens on the site if they chose to do so. I also used drop down menus for users to click on and see a list of options in a combo box.

Fidelity Matrix:

Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design					
Interaction Design					
Visual/ Branding Design					
Editorial Content					

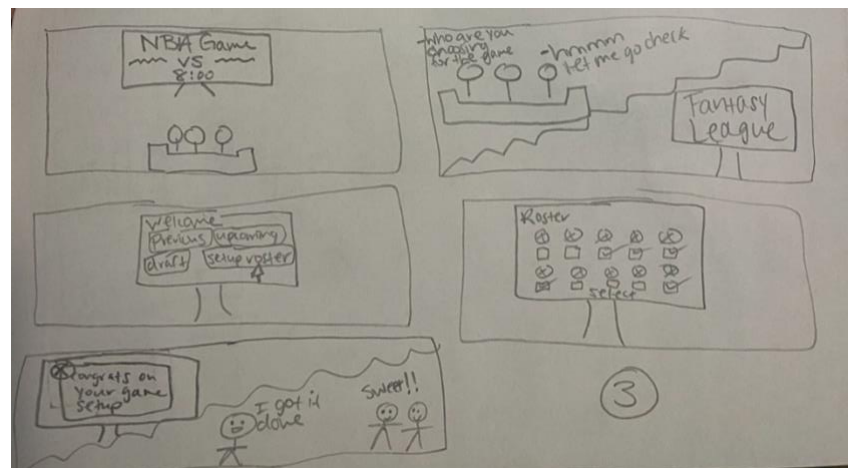
Self Critique: I think I modeled this exactly to how my wireframe sketch was set up and meets the goals that I had set up. I think the rating next to the players was important because it let

users know the ranking of the players, which could be help in their decision on who or not to draft. If there was anything for me to change, I would let users be able to choose what association they wanted to draft from because some people may want to draft college or NBA players. I also could have added a back or edit button on the page where the list of players is listed before they draft, just in case the user changed their mind and wanted to choose someone else. I think this is my second most successful function because there is more to it compared to the first function, but there isn't that many options I give the user to choose from and there aren't many images that the user can look at.

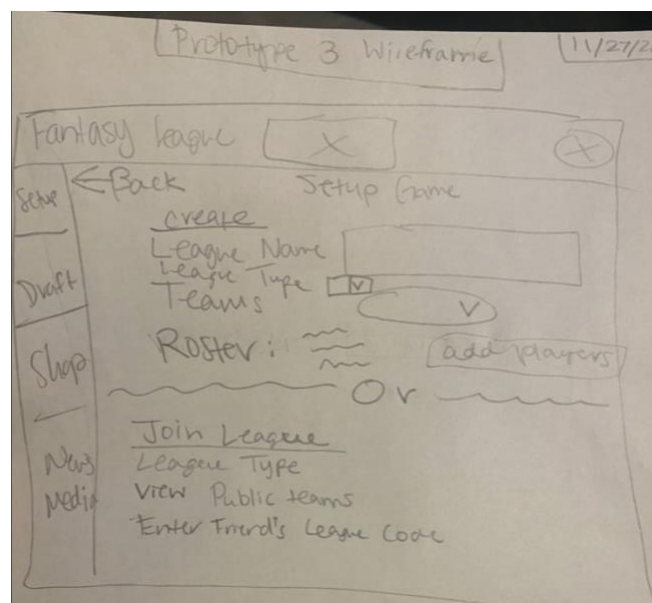
Function 3

Brief Description: My functionality for this this application is for the user to be able to go to the setup game screen and start creating a league. On that screen they can join a game, setup their own, or even view their roster of players. If they choose to create their own game, they can enter in a custom game id and add players to their roster to play in contests.

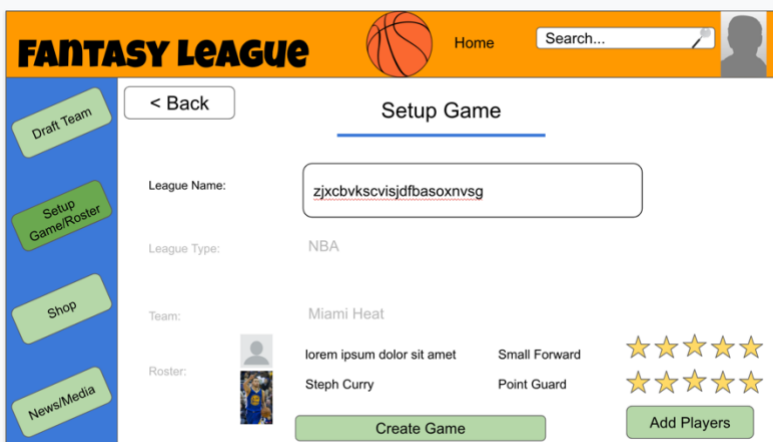
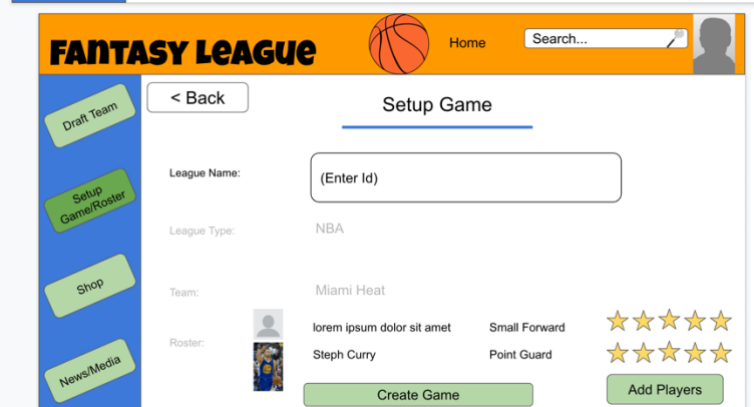
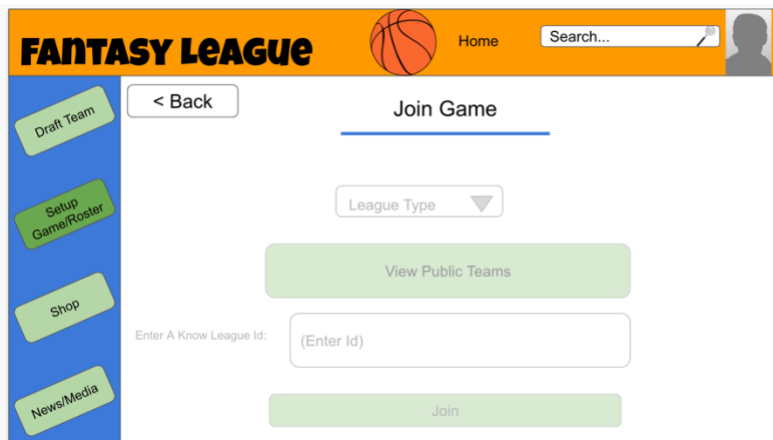
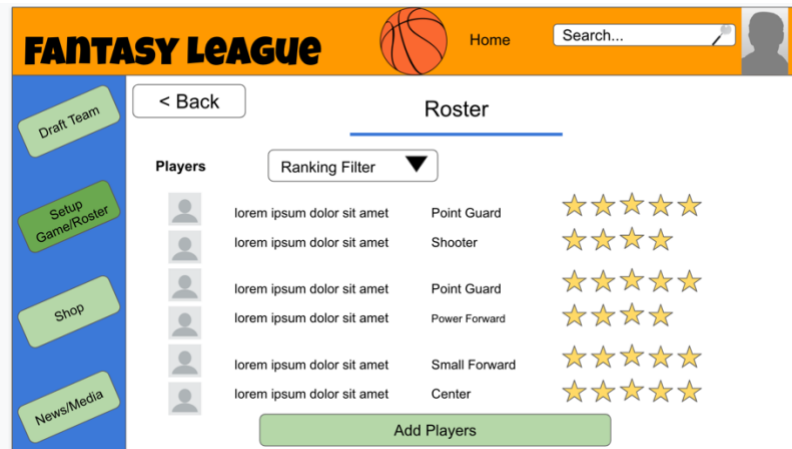
Storyboard: The user has some friends over and they are watching tv, when they see a commercial for a new NBA game that is coming up in 4 weeks. The users goes to the Fantasy site and sets up a game, where they view their roster and choose who they want to play in the contest. They finish that and let their friends know that they made the perfect team of players to play in the next NBA game.

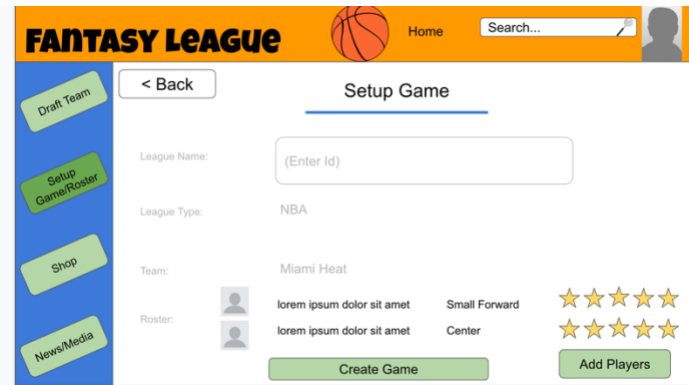


Wireframe:



Prototype:





Application description: The user has the option to click the join a league, view roster, and setup game buttons. If they go to the join league screen, they won't be able to further interact with and have no choice but to press the back button. Clicking the view roster button takes the users to a list of their players and even allows them to be able to add players to the roster. The creating your league screen automatically has the user add a new player to play in a game. Clicking on the add player button has a preset player (Steph Curry) for them to add to the roster, by drag and drop. After they drag and drop to the player list, they are taken back to the setup page and notice that they can see the new player added to their list, where they are able to use the text box to enter a id for their league. After they create the id, they are able to create the game and are taken back to the main screen letting them know that their creation was successful. Their upcoming contest number is increased.

Inspirations: I got my inspiration from looking up how certain fantasy league sites allowed their users to create or join leagues. I also got inspiration for the roster from an actual sports team roster of players.

Design Patterns: I had popup boxes that would come up on the main screen whenever the user completed their draft or setup game, so that they could get feedback their actions were a success and they could explore other things back on the main page. I used module tabs along the side of each screen, so that user could always and easily go to different screens on the site if they chose to do so. I used the dashboard because that is the default screen the users are first exposed to, whenever they get through logging in. I used buttons which were big, readable, obvious, and extremely easy to use for even the most inexperienced computer users.

Fidelity Matrix:

Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design				X	
Interaction Design					X
Visual/ Branding Design					X
Editorial Content				X	

Self Critique: I think I modeled this differently from my wireframe because it reduced the amount of clutter that was on one page, but I think it meets the goals that I had set up. I think

that it was good to have three buttons on that screen, which gave users multiple options that they could choose from. They weren't limited to just setting up a game, they could see that they have the option to also join one that was public or with a friend if they had their friend's game id. If I had to revise it, I would have chosen to add more functions on the join game screen, to give users more of a feel that they were actually interacting with a real fantasy league site. Compared to the other ones, I think this is my most successful because it integrates a lot more functions and I liked how well the drag and drop turned out. I also like how the users got to see real facts on an actual player that they could add to their team.

Wizard of Oz

I used two users to interact with my slideware and they were able to navigate it great and let me know the things I did well and what I could work on.

Person 1: The first thing that they did was look over the dashboard and then immediately clicked on the shopping tab, to go to that page because they said they were curious about what items they could look at. Once they got to the page, they said that they liked the way I made it look like a real shopping, but once they realized they couldn't actually do anything they went to the draft team tab. Once there, they looked over the screen to see what interactions they could do with it and finally clicked the player position drop down menu. I gave them the task of selecting a point guard position and told them to find a player to draft. They performed my task easily and were decided they wanted to select the first player because they had the most star ratings. They proceeded to select that choice and looked over draft pick lists. They asked me if there was a way for them to edit their choice or change it. I told them there was not a way for them to do that, unless they started the drafting process over again. I told them I can see where they were coming from because if it were me, I would want to have the option to change my choice as well because I am an indecisive person. They finished the draft and read over the alert box and clicked ok, letting me know they liked how I let them know that their draft went through. I gave them another task that involved them setting up a game and doing so starting from the home page, without any assistance from me this time. The first thing they did was click on the setup game tab and click the create league button. They tried to click on the text box, but realized it was greyed out for a reason. They clicked the add players button and were confused on why Steph Curry popped up. They took 40 seconds before they made their next interaction and decided to click the back button. They saw they were taken back to the page they just left and decided to try again, by adding a player. I gave them a hint to click on the image and they watched the animation happen. They selected the back to setup button and noticed the greyed out text box wasn't grey anymore and clicked on it. They were a little confused why random letters popped up in the box, but just went with it and saw that Steph Curry had been added, which they commended me on being persistent. They completed the rest of the task and told me they would interact with one more thing, which they decided was going to be the news/media tab. They saw they couldn't do anything on that screen and concluded their interaction with my prototype. One thing that I noticed after them completing their interaction, is that they never clicked on the

previous tab on the dashboard screen. They just looked over the information that they saw, like drafting status and performance summary.

Revisions: Add a back button or edit button on the draft pick list (slide 10), so the user could change their mind on who they wanted to pick if they felt the need to. I could add a hint to the add players page (slide 21) to let users know that they are supposed to click on the image to start the drag and drop animation.

Person 2: For my second person, I tried something different and gave them a task from the start. I told them that I wanted them to start a draft, but they had to choose from the point guard's position and choose someone with the second highest ranking. First thing that they did was look over the dashboard and looked for the draft button. They saw it on the left side panel and clicked on it, where they spotted the position drop down menu. They looked over it and saw that they could only pick point guard and then went to pick the player with the second highest ranking. They finished the rest of the drafting interaction with ease and read over the dialog box, pressing ok. I assumed that they looked over that the draft status had gone from incomplete to processing because they didn't mention it. I gave them a very easy task, which was just going to the "shop" tab and telling me if they saw a black hat or not. They told me that they saw the hat and tried to click on the radio button, but noticed that nothing happened and asked me why they needed to do that if nothing was going to happen. I told them that watching them complete those tasks, were meant to let me know if my interactions could be easily completed and were straightforward enough. After those tasks I let them roam the site on their own and the first thing that they did was go to the news/media screen. They realized again that they couldn't do anything on that site and went back to the home page, by pressing the home tab at the top of the screen. They looked over the dashboard screen and decided to move the mouse over all of the buttons, until they saw that they could click on the previous contest button. They saw the three contest results and clicked on the setup game tab. They clicked on the create game tab first and tried to click on the different parts of the screen, including the create game button, but soon moved to pressing the add player game. They were shocked when Steph Curry popped up and commended me on choosing him as a player to add. They clicked over the screen again, until they clicked on his picture and watched the drag and drop animation happen. They then selected the "back to setup" button and noticed the greyed out text box wasn't grey anymore and clicked on it. They were a little confused why random letters popped up in the box, but just went with it and saw that Steph Curry had been added, which they liked how they were able to actually see him being added. They created the game and read over the dialog box. After everything they gave me feedback that I could make some sort of interaction on the news and shop screens, so the user could get a more realistic feel of the website.

Revisions: I could make the shopping page active and allow users to be able to select different items and add them to a cart, that way they would feel the need to engage with the shopping screen.