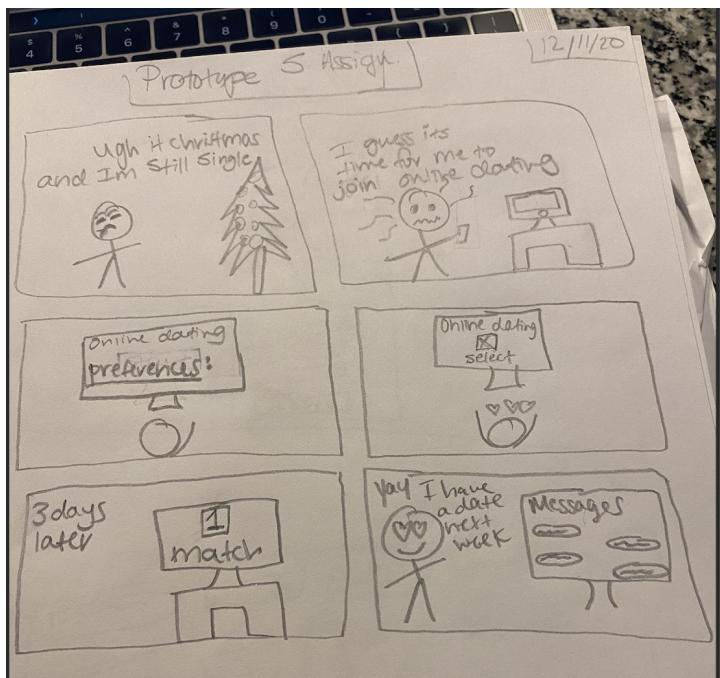
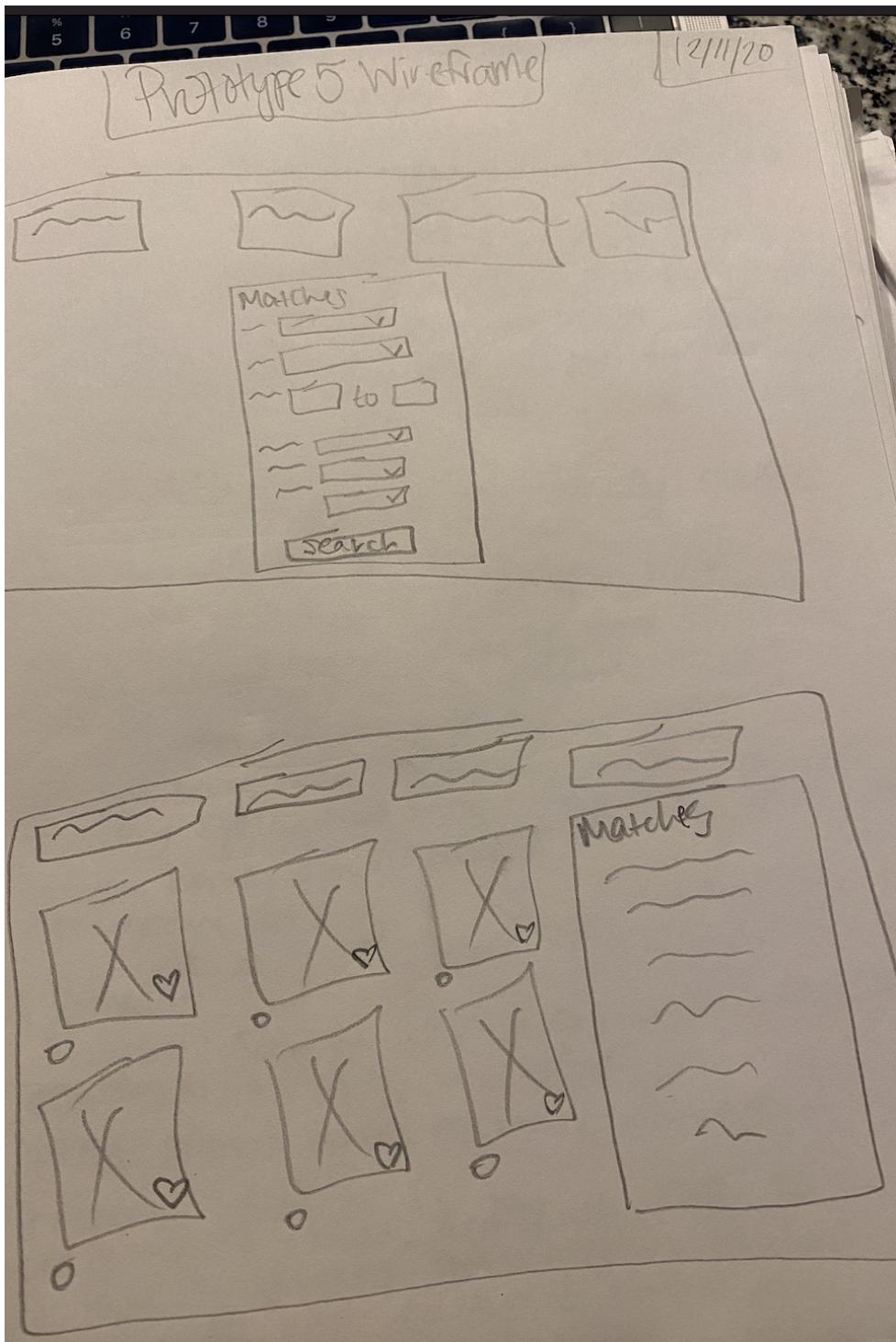


Brief Description: A user is able to use this website to find a quick dating match based on the location they are currently in, or they are able to fill out different preferences and choices to find a good match. The user is also able to view matches profiles and add them to a favorites list.

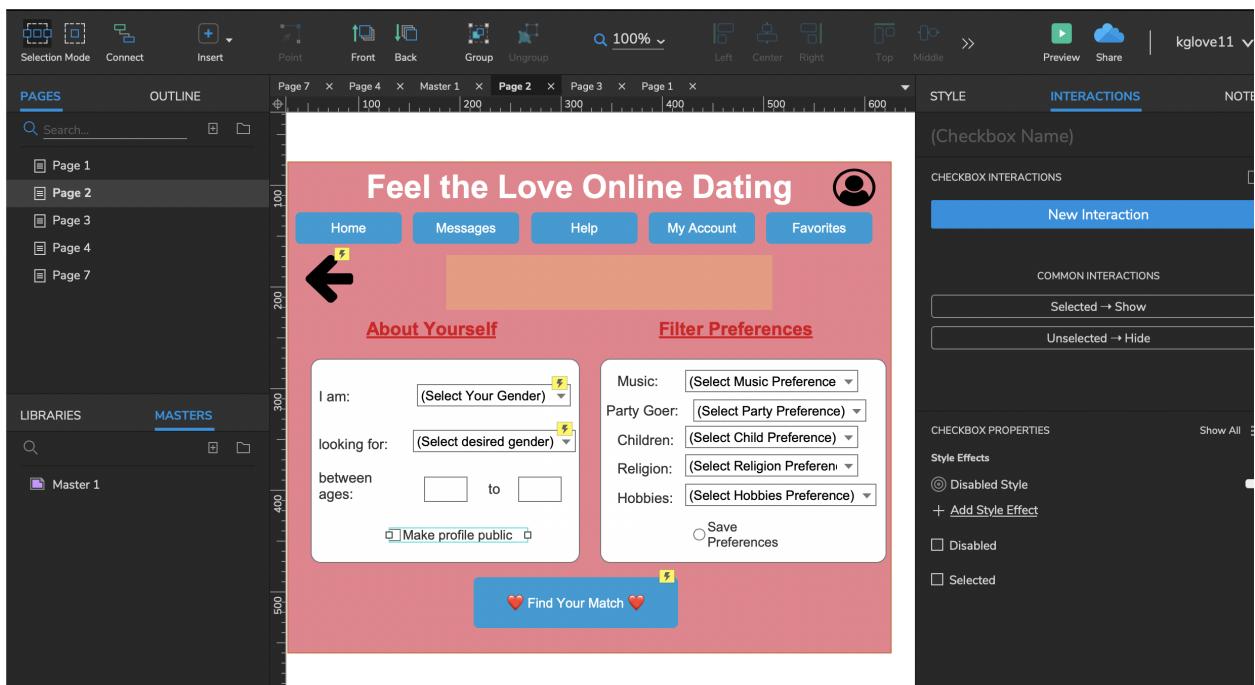
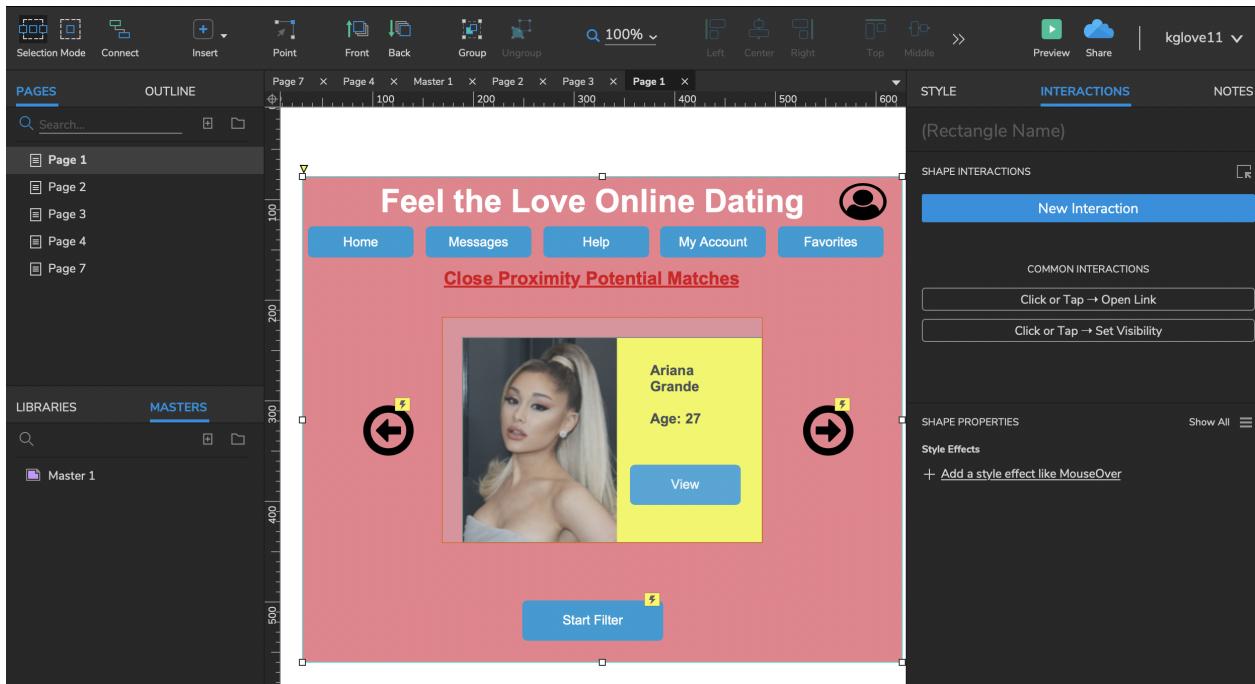
Storyboard: A user realizes that they are alone and single again during the holidays season. They decide that it's time for them to give in and join online dating. He finds a site and creates, setting his preferences. He finds a match that he likes and matches with that person. They start to message each other and he ends up getting a date for the next week, and is finally happy that he won't be single for much longer.



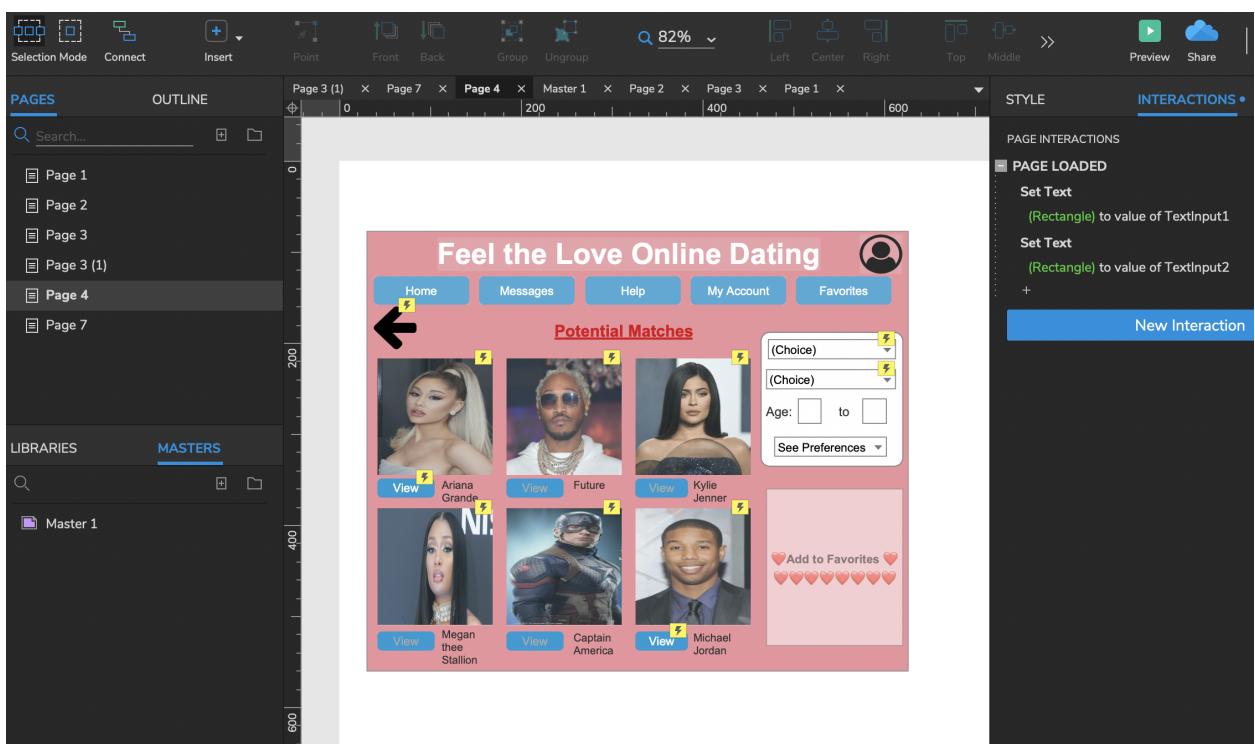
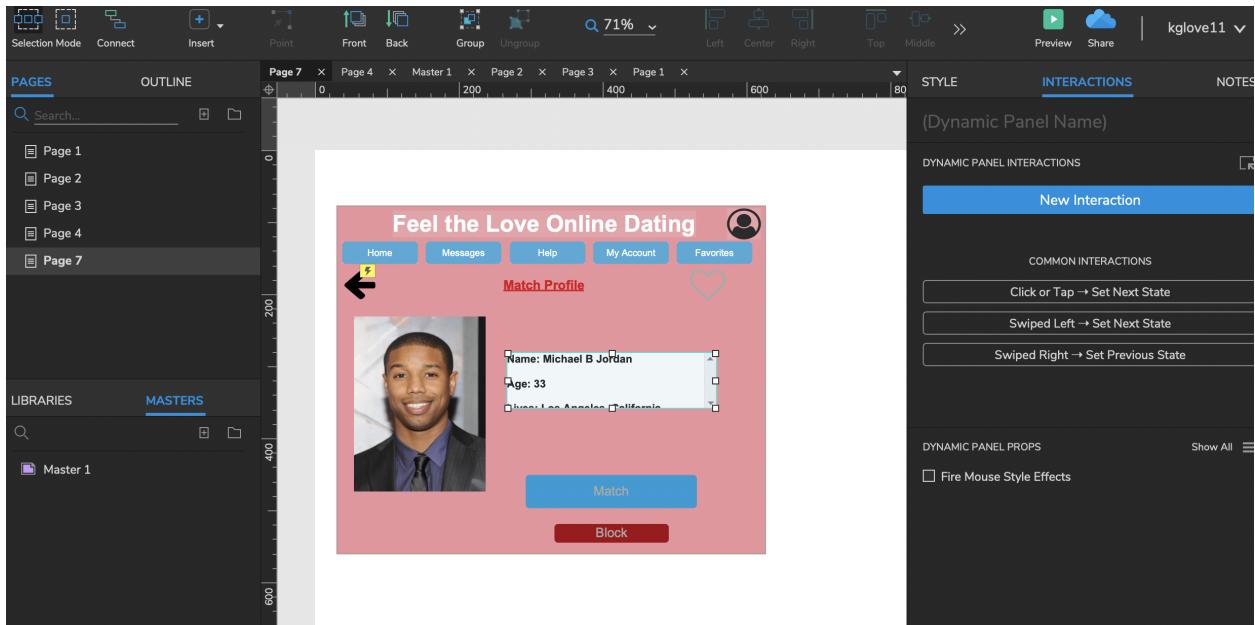
Wireframe:



Prototype:



The screenshot displays a digital design application interface, likely for creating user interfaces (UI) or prototypes. The main workspace shows a profile card for "Ariana Grande" from a dating app. The card features a pink header with the text "Feel the Love Online Dating" and a profile picture of Ariana Grande. Below the picture is a "Match Profile" section containing her name and age. At the bottom are "Match" and "Block" buttons. The interface includes a top navigation bar with various icons and a zoom level of 86%. On the left, there's a sidebar with sections for "PAGES" (listing "Page 1" through "Page 7"), "LIBRARIES" (listing "Master 1"), and "MASTERS". The right side of the interface is dedicated to "INTERACTIONS" and "DYNAMIC PANEL PROPS", showing options for "New Interaction", common interactions like "Click or Tap → Set Next State", and dynamic panel properties like "Fire Mouse Style Effects".



Application Description:

- The user is able to scroll through matches who are in close proximity to them using a carousel and the person's profile available for them to choose is Ariana grande
- The user is able to filter their preferences by clicking the filter interactive button
- On the preferences page they will use drop lists to enter their information and for the age portion they are required to enter a number, but if they don't they will get an error message
- I used a tooltip for the desired gender on the droplist to let users know to select "Both"

- The data entered for the ages and the user's gender are passed over the matches screen for the users to reference, by me using a global variable for each of the 3
- The user can use a radio button to save the preferences that they had chosen for their matches
- The only profiles the user can view in detail are Michael B Jordan and Ariana Grande and once on their profile, they are able to use a vertical scroll bar to view their music taste and hobbies
- On the matches screen the user has the ability to drag and drop every person's image to their favorites list
- The user is able to make their profile public, which allows for people to view their whole profile and message them without needing to be approved

Inspiration: I got my inspiration from looking up how general online dating apps were set up and searching the preference option people would normally have to fill out. I got my idea of doing a carousel, based on how I did previous prototypes because it creates a sense of engagement with the user to click to see what other images are going to appear.

Design patterns:

- Carousel because I wanted my users to anticipate the next images of who was going to pop up next that was close to them and promote engage with my site
- Help Systems like the tool tip because I wanted to guide users to choose both for their desired genders because I had a mix of male and female on the potential matches screen
- Buttons that were easily recognizable and understandable to the user
- Module Tabs because I wanted the user to know that they could switch to different tabs if they wanted to
- Drop down menus for users to be able to make choices for their preferences

Fidelity matrix:

- The editorial is very high because I used real celebrities images and displayed real information about them like where they live and their ages
- The visual is very high because I used a consistent color scheme and used many images
- The interaction is very high because the user is able to manipulate a lot things such as drop down lists, a radio and checkbutton, and use buttons to switch between multiple screens

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 that I followed my wireframe and design goals because I was able to use what I sketched to make my prototype. I wanted the users to feel as though they were on an actual dating website and tried to provide realistic choices, that would be on a dating site. What I would've done differently is given each person an actual profile page the user could look at and also add a function for the user to delete matches that they no longer wanted to see anymore. The Home Screen works fine with giving the users options to look at, but they aren't able to view the profiles of all of the people in the carousel. The matches screen works with providing a name and options to view two matches, but when it comes to dragging and dropping the matches they aren't actually being added to a favorites list and I don't have a favorites page implemented. My most successful screen is the preferences screen because the user is doing a lot of different things with entering information and making choices.