

Recitation 10 Figma Prototyping

Project Group Name:

ED

Project Group Members:

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Description of the task:

Our task was to have an app that controls a robot that can track and adjust inventory. The user will be able to guide the robot to what items they want to fetch or add to the inventory so that the user does not have to do it themselves.

Description of how to complete your task within the prototype:

To complete the task in the prototype, the user first selects whether they wish to fetch or add items to the store inventory. This then guides the user to the inventory list so that they can modify the desired item. After clicking the desired item they are taken to a screen where they can select how many of that item they would like to fetch from or add to the store inventory. Finally the user clicks a check button that will complete the task and let the robot know what action to perform. At any point in working with this app, there will be cancel buttons/backtrack buttons so that users can fix any mistakes they may have made.

Link to prototype:

<https://www.figma.com/proto/hLgP85UlyUfxbNNnm892xE/HCI-Project?node-id=1%3A2&scaling=contain&page-id=0%3A1>