

PowderPal

Interactive Medium-Fi Prototype

CS 67: Human-Computer Interaction

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Product Image



Value Proposition/Tagline

Say goodbye to skiing solo.

Links

Mockup:

<https://www.figma.com/file/H8ZiNKVx8eEYM4Cy2iqpL9/PowderPal-Med-Fi?type=design&node-id=4%3A6430&t=F9qCw8T7IVa6GxIU-1>

Interactive Prototype:

<https://www.figma.com/proto/H8ZiNKVx8eEYM4Cy2iqpL9/PowderPal-Med-Fi?type=design&node-id=15-4024&scaling=scale-down&page-id=4%3A6430&starting-point-node-id=15%3A4024>

Website: <https://powder-pal.onrender.com/>

Task Flows

- **Onboarding:** This task flow allows users to either login with a preexisting account, or create a new profile (with information such as skill level and a picture).
- **Add a PowderPal:** This task flow allows users to add a friend (Add PowderPal) from the search page. They are also able to see the other person's profile before becoming PowderPals.

- **View/Accept Invite:** This task flow allows users to view and interact with an invitation to a trip from the Home Page. The user clicks on the invitation, and they have options to accept, decline, or suggest changes; if they accept, they will be able to message the group or return to the home page.
- **Claim a Seat on a Trip:** This task flow allows users to claim a seat (if available) on an existing trip from the Public Feed. The user clicks on the trip they want to join, and they have options to either join the trip or cancel and go back to the Public Feed.
- **Plan a New Trip:** This task flow allows users to plan a new trip when the “Plan New Trip” button is pressed. The user puts in information for the trip they want to create (such as date, time, location, and mode of transportation), and has the option of inviting friends.

Changes from Initial Lo-Fi Prototype

Changes were focused on the “Pending Invite” pages, where users are now able to view invites from their friends and either accept, decline, or suggest changes. Interviewees during user testing were confused about how this feature would work, so we made sure to include only the most important pieces of information on the screen and provide clear options for the user. Additionally, we moved pending invites to the home screen for more visibility. Changes to create the Med-Fi prototype were mainly artistic to make the interface more enjoyable to interact with (especially with the addition of colors).

Rationale for Key Design Choices

As PowderPal is an application tailored specifically for skiers/snowboarders, we chose colors that would help establish a skiing theme, such as blue (representing the sky) and white (representing the snow). We also did our best to follow the 60-30-10 rule taught in class, and often used green/red as our accent color to highlight certain features. In addition, the layout and typography for our application was designed to be as simple and intuitive as possible; for example, most users will understand how to use the taskbar to navigate through our application. This was done to lower any possible barriers to entry, especially for new users.

Prototype Limitations

Limitations for our prototype include not allowing the user to upload their own profile picture when creating/editing their account, not tracking the activities of the user (such as joining an event or adding a PowderPal) and subsequently updating information on the app (such as adding a trip to the home page dashboard), and not enabling the user to use their keyboard to text in the group chat. However, we expect to eventually develop these functionalities.