poolShark
CS 352 - Team 18

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1. Summary

Team 18 decided on making changes in the interactive prototype that reflected the data gained from the analytical and heuristic evaluations. These changes address various general usability issues as well as oversights the team made while creating the lo-fidelity prototype. Team 18 also added a tutorial features to instruct a new user on how to operate the application. Since our target audience will be more casual, this should help lessen the learning curve for use of the app.

Additionally, Team 18 has made minor adjustments to the interactive prototype to clarify and fix certain aspects. These adjustments were recommended by student evaluators in the discussion posts.

2. Materials

-Appendix A: prototype storyboard
-Appendix B: interactive prototype PDF

3. Design Discussion/Report

We improvised a hi-fidelity prototype out of the results and insights from our four cognitive walkthroughs along with peer feedback from Interactive Design Gallery #1. We made changes to each of our application screens with attention to the issues discovered during our evaluation process and the feedback we received. We updated our sketches and tested changes in our prototype using an interactive document. The design changes we made to our low-fidelity prototype along with justifications are listed below.

We decided that an icon on any given screen needs to get highlighted on selection, e.g. if we tap on "Start" on the screen, Main 1, it should be highlighted before switching to Main 2. The team recognizes this as a good action feedback as it lets the user know that a selection was made and that it was the intended selection.

We added the option to sign up for a poolShark account (Under "password" text box of the sign-in screen). This was a major lacking feature and should have been a part of our low-fidelity prototype not only because this is needed for users who don't have a Google or Facebook account, but

also because an option to sign in with app login credentials was already included.

We added a text pop-up that says "Welcome back, Username!" when "Main 3" screen is displayed. This represents transition on signing in and is another useful feedback as it hints the user about their interaction being successful. We gave the same color for icons that perform similar functions to facilitate memory and recall and added a tutorial page to instruct new users on how to use the application.

We removed the "Take Photo" icon from "Play 1" screen. We decided the application should take a photo automatically when the pool table bed is aligned within dotted lines correctly. This not only reduces ambiguity of the required sequence of actions by the user but also facilitates a feedback that the photo captured was appropriate for the application to work with. For consistency and to avoid confusion of the functionality of the "<Back" button, we added a separate home symbol that takes the user to the main menu and made sure the back button returns the user to the most previous screen.

We changed the shot options to be listed as numbers, e.g. "Shot 1" is changed to "1". The team agreed that this makes the screen look more organized, avoids congestion and, provides room for more shot options. We decided on making the schematic labels only appear the first time the screen comes up per application use as this avoids redundancy and clutter. In addition to the "Next Shot" we added a "Previous Shot" icon that brings user back to the previously loaded shot screen for a more consistent app functionality. We realized that users may think the "Overview" option presents a summary of the displayed shot, whereas it shows a top-down angle of the proposed shot. Hence, we renamed the icon to "Top-down View".

After the completion of the hi-fidelity prototype, it was posted to the discussion board and Team 18 received various critiques and comments regarding the usability of the prototype.

On the "friends" screen, we clarified what the exclamation point (!) signifies. That is, that the signified friend is broadcasting their location. The options regarding statistics have also been clarified. The note on the take photo screen has been adjusted to reflect that the photo is meant to

be taken automatically. Finally, the "skill level" has been removed from the statistics screen to improve clarity.