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A5: SKELETON AND A PLAN

Step 1: Revisit Heuristic Evaluation

OVERVIEW OF HEURISTIC VIOLATIONS

1. **Show System Status**
The chart is confusing without proper labels
 2. **Familiar Metaphors and Language**
uses the phrase *kinder* excessively as noun and adverb in a way that is not obvious and has minor clarity issues on its calendar
 3. **Control & Freedom**
major issues with flow: missing ways to return from pages once they are reached
 4. **Consistency**
the camera feature does not have any effect on collected data or any method to recall camera output
 5. **Error Prevention**
does not prevent user from losing data when clicking the back button
 6. **Recognition over Recall**
share the problems of forcing all entries to be from scratch and not allowing user to read previous days' entries
 7. **Flexibility & Efficiency**
the calendar feature is very limited
 8. **Recognize, Diagnose & Recover from Errors**
entries cannot be modified once entered
typos and mistaken entries are major concerns
 9. **Help**
the purpose of *kinder* is unclear
 10. **Others**
lacks supporting feature to connect with friends
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LIST OF CONCRETE CHANGES (IN ORDER OF DECREASING SEVERITY)

■ Implemented Changes

1. Add an edit button that allows users to modify their past entries
2. Add a delete button that allows users to delete their past entries
3. **Need a way to go back to home page throughout the app to make navigation easier**
4. Implement a way for users to add friends (example: connect with Facebook)
5. Make a pop-up window warning users to save their data before they exit out
6. Implement the camera feature
7. Add a back button that allows users to return to their previous page
8. Add clear labels and scale to the chart and calendar
9. Use familiar language and explain what *Kinder* means

10. Rather than implementing back buttons, we can implement a navigational tool to be able to access every page
11. Implement functionality to record repeated deeds
12. Implement different view options to the calendar (day, month, or year)
13. Include a help document to clarify the purpose and functionalities of our app

Step 2: Make a Development Plan

https://docs.google.com/spreadsheets/d/1B-rQIFpKfo5fKqVDKMMa4I45r_11Vbx8GTEaDm1B7uQ/edit#gid=0

Dates	Task	Deadline	Owners	Current Status	Estimated Hours	Actual Time	Comments
Week 5 Skeleton and a Plan 1/29 - 2/5	Revise Prototypes with HE comments	2/2/2016	Chris, Kevin, Eunice	Completed	1	1	
	Create development plan	2/3/2016	Chris, Kevin, Eunice	Completed	1.5	2	
	Create home page and add two more pages	2/3/2016	Chris	Completed	3	4	
	Set up version control	2/1/2016	Kevin	Completed	0.5	0.25	https://github.com/cleestofuh/Kinder
	Set up webpage access on github	2/1/2016	Kevin	Completed	0.5	0.25	
	Create navigational skeleton	2/4/2016	Eunice	Completed	1.5	1	
	Implement a view data button	2/4/2016	Eunice	Completed	1	0.5	
	Create skeleton for "Streaks" page	2/4/2016	Kevin	Completed	1	1	Undeveloped, adding more later
	Create skeleton for "Challenge" page	2/4/2016	Kevin	Completed	1	1	Need to add animations, fix text wrap
	Implement linking to each page	2/4/2016	Chris	Completed	0.5	1	
Week 6 Meat on the Bones 2/5 - 2/12	Data page to include charts	2/9/2016	Chris	Incomplete	1		
	List page to include all good deeds	2/9/2016	Kevin	Incomplete	1		
	Clicking on chart should go to list page	2/9/2016	Chris	Incomplete	1		
	Scrolling function on charts	2/11/2016	Eunice	Incomplete	2		
	Separate charts by day/week/month	2/10/2016	Eunice	Incomplete	1		
	See list of good deeds and details	2/8/2016	Eunice	Incomplete	2	1	
	Clicking on friends should bring up their details	2/9/2016	Kevin	Incomplete	2	1	
	Challenges should update on click	2/8/2016	Kevin	Completed	1		
	Modal popups to add good deeds	2/8/2016	Chris	Completed	1		
	Implement adding good deeds into database	2/11/2016	Chris	Incomplete	3		
Week 7 Ready for Testing 2/12 - 2/19	Make sure prototype is fully functional	2/19/2016	Chris, Kevin, Eunice	Incomplete	1		
	Implement help documentation	2/18/2016	Chris, Kevin, Eunice	Incomplete	1		
	Set up MongoDB	2/12/2016	Chris, Kevin, Eunice	Incomplete	1		
	Implement the camera feature	2/19/2016	Chris	Incomplete	4		
	Check for spellings and grammar	2/19/2016	Kevin	Incomplete	0.5		
	Implement pop-ups for warnings and errors	2/13/2016	Eunice	Incomplete	2		
	Implement edit/delete buttons	2/18/2016	Chris, Kevin, Eunice	Incomplete	4		This is important!
	Add more challenges to the challenge page	2/15/2016	Eunice	Incomplete	1		
	Add animation to charts/calendar	2/16/2016	Kevin	Incomplete	1		
Week 8 Test your Prototype 2/19 - 2/26	Plan user testing protocol	2/22/2016	Chris, Kevin, Eunice	Incomplete	2		
	Observe users test prototype (At least 2)	2/23/2016	Chris, Kevin, Eunice	Incomplete	2		
	Meeting, identify observations	2/23/2016	Chris, Kevin, Eunice	Incomplete	1		
	Redesign one point of breakdown	2/24/2016	Chris, Kevin, Eunice	Incomplete	3		
	Publish revised design online for additional testing	2/24/2016	Eunice	Incomplete	0.5		
Week 9 Results! 2/26 - 3/4	Launch prototype on Woopra	2/28/2016	Chris, Kevin, Eunice	Incomplete	0.5		
	Recruit more users to test app	2/29/2016	Chris, Kevin, Eunice	Incomplete	1		
	Run statistical analyses on launch data	3/2/2016	Chris, Kevin, Eunice	Incomplete	2		
	Finish design and polishing	3/4/2016	Chris, Kevin, Eunice	Incomplete	3		
Week 10 Show & Tell 3/4 - 3/11	Create presentation slideshow	2/19/2016	Chris, Kevin, Eunice	Incomplete	2		
	Create presentation posterboard	2/18/2016	Chris, Kevin, Eunice	Incomplete	4		
	Prepare presentation speech	2/12/2016	Chris, Kevin, Eunice	Incomplete	2		
	Prepare for demo	2/19/2016	Chris, Kevin, Eunice	Incomplete	1		

Summary of goals for week 8-10:

Our goals for the last three weeks is to be able to gather as much feedback about our web app as possible. Doing so would allow for us to receive input from multiple different sources, so that we can test the true functionality of our app. Only after receiving our feedback will we be able to make final adjustments before releasing it to the public. In week 8, we will gather as much feedback as we can from watching user testers use our app. We will be looking for specific breakdowns in our interface and try to figure out how we might fix the problems before we approach our next tester. In week 9, we will find a group of users to critique our webapp in addition to focusing a large portion of our time to cleaning up our design interface. By week 10, our app should be fully functional, fully designed, and ready for presentation to the public.

Step 3: Complete Home Screen & Key Links

<https://kinderapp.herokuapp.com>

Step 4: Revisit the Brief

Relating back to our brief, the purpose of our web app is to allow users to keep track of them doing good deeds so they can make time and strive to create a positive environment around us and to make ourselves happy. Since people are often busy with their own lives, they become so absorbed in their own activities and work that they forget to acknowledge others or even themselves. We aim to target individuals who want to do the right thing even when life gets in the way, and allow for individuals to have more incentive to perform good deeds for themselves and the people around them.

By using proper interviewing tools and skills, heuristic evaluations, and the valuable experience gained through labs, we have been thorough in making sure that our web app is multi-faceted, as well as making sure that it targets the five stages of personal informatics systems.

There are five aspects that we want our web app to fulfill: preparation, collection, integration, reflection, and action. For the preparation stage, our app provides an efficient way for the users to start developing good habits by doing positive actions for others and themselves. For collection and integration stages, the app can collect data easily by allowing users to record their daily activities and integrate this data into graphs and charts to provide more meaningful information for the users. Then, the users can use this valuable information to reflect on their own actions by comparing their data with their friends and family. We hope that this app will allow the users to realize that by making the time to do good deeds regularly, everyone will be happier and more successful in life.