

# GRPE

## Problem

People want to do good deeds, but life gets in the way. We often become so absorbed in our own activities and work that we forget to acknowledge others or even ourselves.

We define grape as:

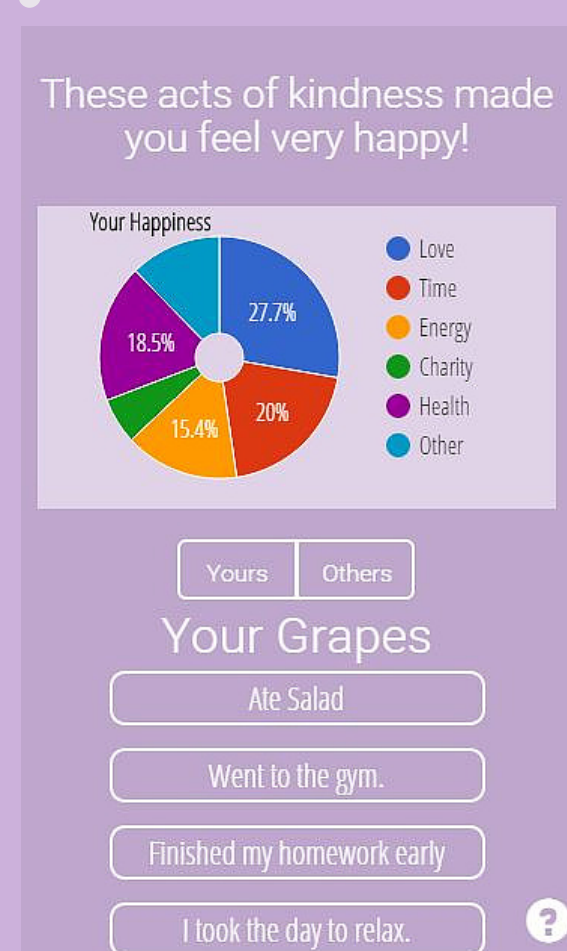
offers of love, compassion, time, energy, or charity. An act that brings sunshine into the lives of yourself or others.

## Solution

By doing good deeds regularly and keeping track of them, we can make time and strive to create a positive environment around us and to make ourselves happy.

## Prototyping

We created paper prototypes because they allowed us to get feedback faster without implementing any functionality. They also showed the main usability of our app.



## Storyboard

Our stories showed what our interface does and how it is used to accomplish tasks in real life scenarios. Both story illustrate how people are motivated to do nice things for either themselves or others.

ADD GRAPE X

Did you do something great for yourself or others?

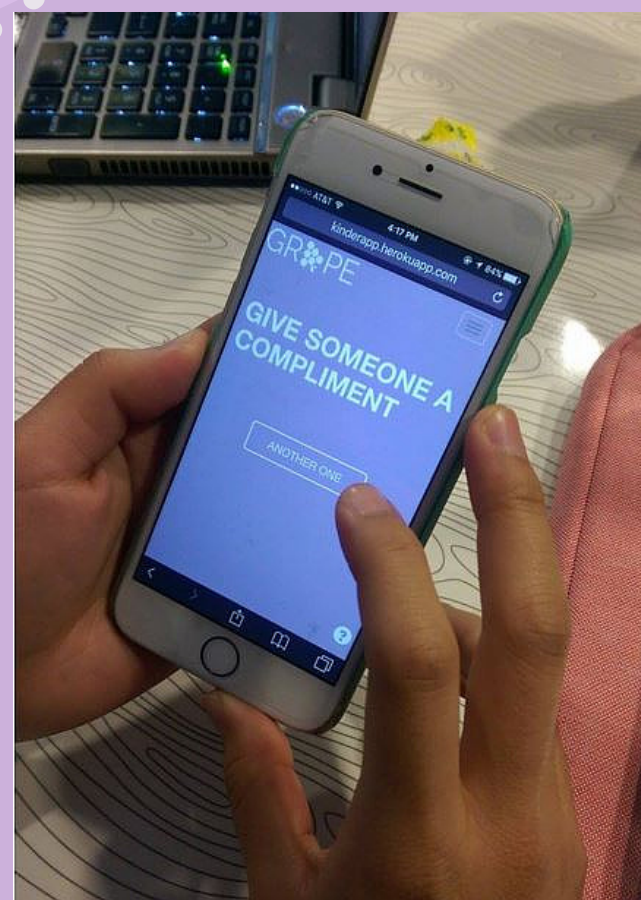
☐ YOURSELF ☐ OTHERS

WHAT did you do?

Description

How great did you feel?

Submit



## User Testing

We did in-person testing where we had a list of tasks for the users to complete. As we observed our users, we were able to notice breakdowns and add changes to our iteration. Some important changes we made include making navigation easier and allowing users to edit their entries.

We also conducted A/B testing and performed statistical analysis to see which designs are better for our main purpose. Our A/B test checks if users are more inclined to look at the different categories based on whether the designs are buttons or dropdown bar.

