commUnity: a High-Fidelity Prototype

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Writeup

Preparation

Our group first hashed out an initial wireframe sketch for our high-fidelity prototype, screen by screen. Looking at what was common to our designs, we began by decomposing and reviewing the key user actions that our prototype would need to support: login, interaction with the real-time map, search, interaction with the map after search, interaction with a profile, editing events, and editing settings.

We then identified the key "cornerstone" screens that would be needed to support the actions: login, map, generic event page, generic group page, page editor, and settings. Next, we planned out how we wanted these cornerstone screens to look, by synthesizing the relevant screens from our lo-fi prototypes. We immediately reached a consensus on the login, generic event page, and generic group page.

Our TA feedback from our lo-fi prototypes generated some debate over the appearance of the map, page editor, and settings. The key takeaway was that having My Groups, My Events, and a Settings button on our map made it too cluttered. To go about fixing this issue, we came up with an additional cornerstone screen – a central profile page – through which groups and events could be viewed, managed, and edited. By delegating this functionality to a different screen, the map could be made more minimal – allowing us to keep the Settings button on the map. Centralizing this functionality to a profile page was also a more intuitive solution. This design decision was motivated by our design principles – minimal and intuitive design.

Process

After agreeing on our high-fidelity prototype wireframe, it was agreed that Ryan and I (Kevin) would begin work on its implementation using Sketch, while the rest of the group would begin work on A7. Ryan and I worked on our prototype in an iterative "relay" fashion. I worked on and uploaded an initial version, along with update notes and TODOs, and then Ryan continued from that version and uploaded an updated version – along with his notes and TODOs. We went back and forth, handing off and receiving, a few times before arriving at the submission, five versions later.

We found this iterative process to be highly effective. It prevented collisions from inadvertently working on the same thing or papering over the other's work. It was also refreshing to have a fresh set of eyes review the existing version before moving forward. We believe our process was effective because we posted comprehensive update notes and TODOs, and maintained a high degree of communication throughout, both through Messenger and over the phone.

Appendix
Link to High-Fidelity Prototype
https://sketch.cloud/s/JMnP5

Press the play button next to "signup" under Prototypes to begin demo.

Assignment Attribution
Kevin Huang
- Planning of high-fi prototype
- Implementation of high-fi prototype, using Sketch
- Worked on A6 write-up

Ryan Young
- Planning of high-fi prototype
- Implementation of high-fi prototype, using Sketch
- Worked on A6 write-up

Roshan Ravishankar
- Planning of high-fi prototype
- Implemented Settings screen in high-fi prototype

Dennis Markovchyn
- Planning of high-fi prototype

Utkarsh Agarwal
- Planning of high-fi prototype