



README

Click [HERE](#) to access the prototype (or see our website for an integrated demo).

HOW TO USE

This is a medium-fi prototype of a mobile phone app. We generated the prototype using Marvel, in order to display our Figma sketches on a realistic iPhone 6 wireframe. If you are viewing the app on a computer, the phone screen represents the phone and a mouse click represents a finger tap. If you open the Marvel link on an iPhone, you can “download” the app as an icon to your home screen and tap through using actual finger taps, which mimics the intended use. You can tap or click anywhere on the iPhone screen; if the click is unfruitful in triggering an action, Marvel will highlight the clickable areas on that screen. You will find that you can tap/click on arrows to move between screens, any of the menu buttons at the bottom, drop-down menus, and toggle menus.

WIZARD-OF-OZ and HARD-CODING

We hard-code all of the data in the app to create a pre-existing “state” so that a new user can come into the app and already find food available for pickup. Users cannot actually enter input into the prototype, so all “new” food and challenge entries are also hard-coded. Thus, the appearance of a “new” post in the “Track” section is Wizard-of-Oz’d, as is the creation of an event page for a new challenge.

LIMITATIONS

Some intended features of the app are not part of the core tasks, and thus we have yet to implement them. For example, we intend to create indications that you can post food to a custom-selected social circle (such as friends of friends on Facebook). Also, there will be a “Settings” options to customize notification and reminders once food is claimed, as well as profile-editing options such as choosing a picture and viewing personal statistics on the app about how many times you’ve posted. Finally, the current maps are static but will actually be zoomable up to a radius so you can browse all around your neighborhood.