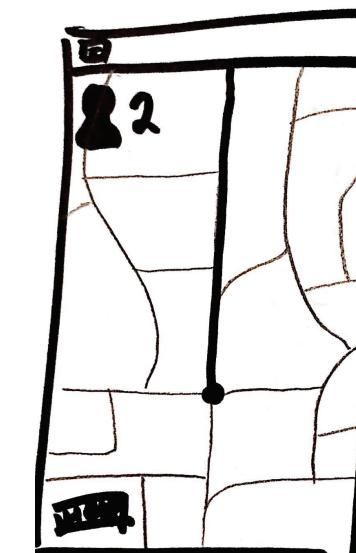
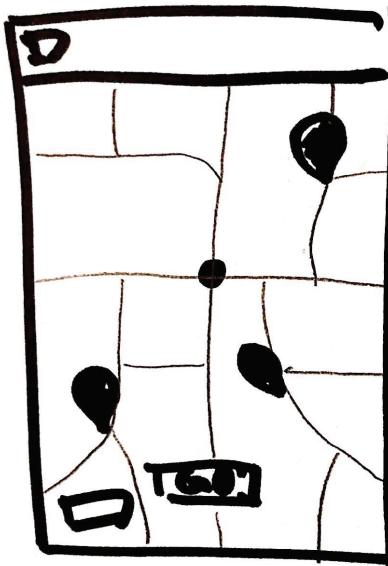
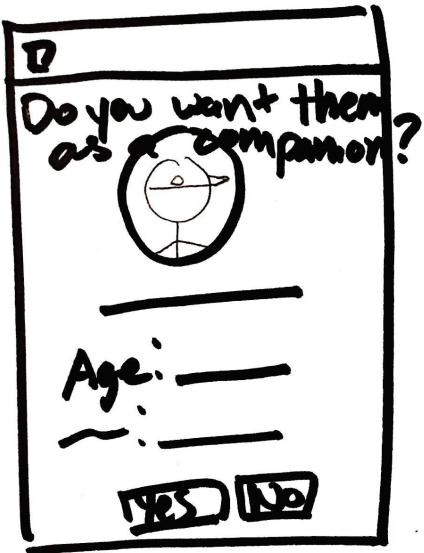
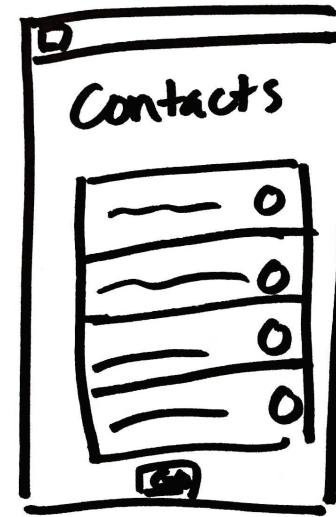
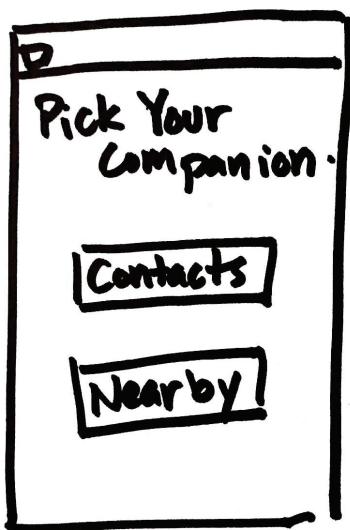
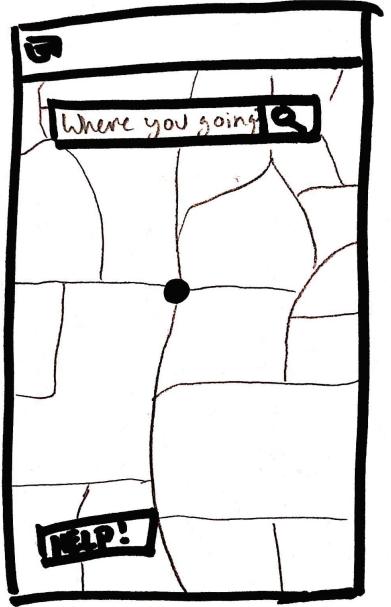
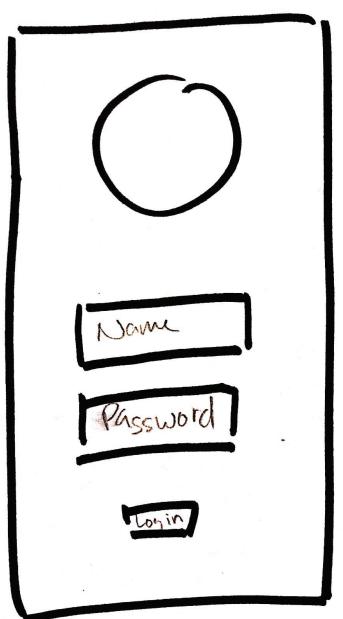
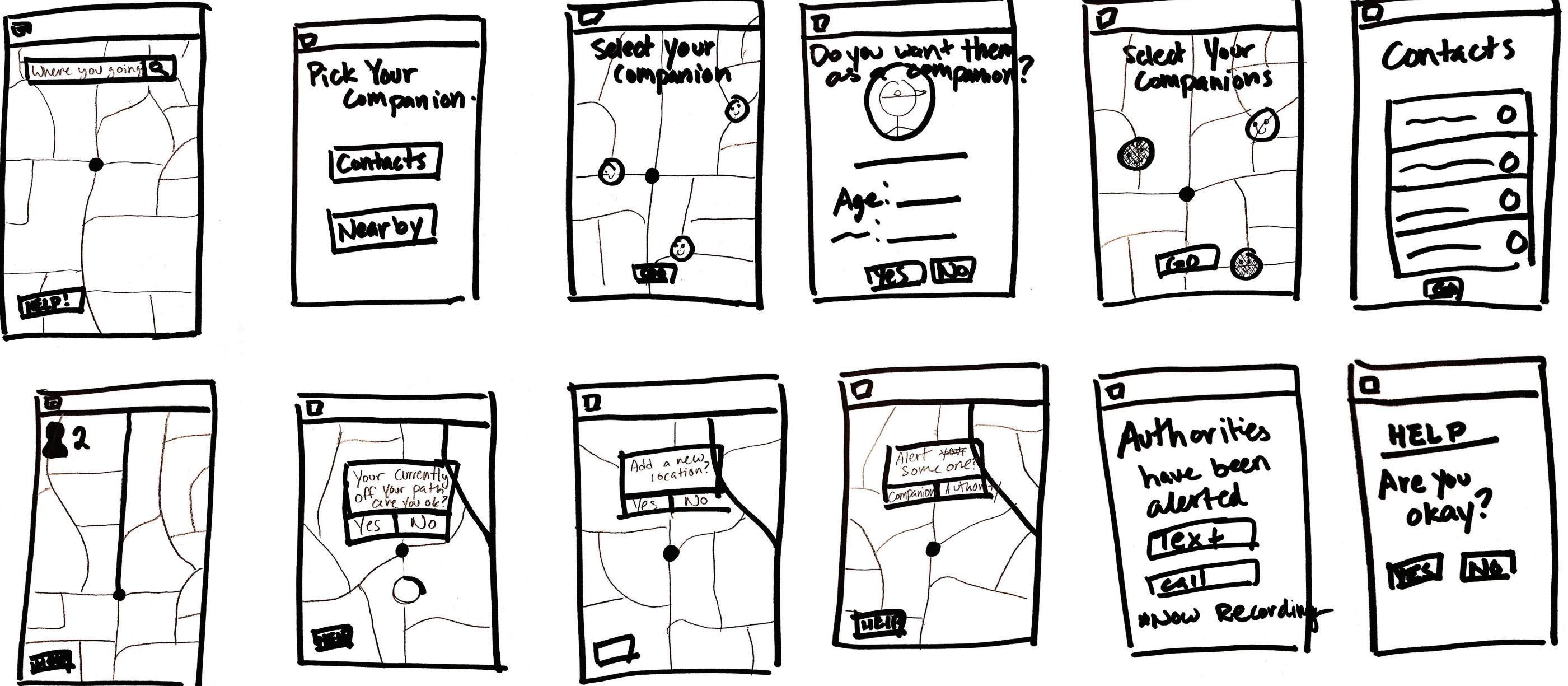


# Paper Prototypes



For my first paper prototype, I wanted to have less menus to choose from, especially if you wanted to quickly use this app. However, after having see it, I learned that there weren't enough frames and that the log in screen isn't necessary, especially if you are a returning user. I also learned that my companion choosing screen wasn't clear enough. And that the help button didn't automatically link to the authorities, but to help to use the app.



For my second paper prototypes, I added more screens to the ones I made for the first round. I changed the icons of the companions to faces, because it was more clear that the user was choosing people not locations. I also added frames to show what would happen if you went outside of your path. I also added the frames for the help buttons. One thing I learned is that there should be a way for people to choose how they are moving, ie. walking or driving. Another thing I learned was that for the help screen, there should be an option to choose to alert your companions or the authorities, but both should automatically record what happens to you.

