

FitUp

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README FOR FITUP WEB

OPERATING INSTRUCTIONS:

We used Figma for our medium-fi prototype. Each frame represents a screen of a computer. Users can click around to interact with the prototype, and if users clicked a few times in vain, Figma will highlight what places are clickable to move on.

WIZARD-OF-OZ & HARD-CODED FEATURES:

We hard-coded:

- Textual inputs like email and name
- Pressing of buttons in designing one's own clothing
- Selection of platforms to share one's own fashion design
- The pop-up window with photos when the user selects "Upload from device"

LIMITATIONS:

Due to the limitations of Figma and our time, we stuck to a specific route through the task flows and had the user utilize certain buttons to simplify the logic (buttons that lead the user to another route are simply not supported). Not all features were able to be implemented in their full capacity due to either the tool limitations (ex. text input) or the need to make the medium-fi prototype something that can be tackled in the time we had. Changes made to the t-shirt design isn't necessarily reflected in the home page, since there was no backend to save modifications.

IMPROVEMENTS FROM THE LOWFI PROTOTYPE:

- Introduce the product's uses more explicitly in the landing page (**EXECUTION:** state the use of the website clearly at landing page)
- More clearly defined terms/tutorials (**EXECUTION:** create tutorial pages that describe the terms and functions of the studio page and its elements)
- Add more customizability to the product so that it feels more like a professional tool (**EXECUTION:** add options to customize the model of the clothes)
- Add sharing functions more explicitly (**EXECUTION:** create a button labeled "SHARE" and a dedicated page for sharing)