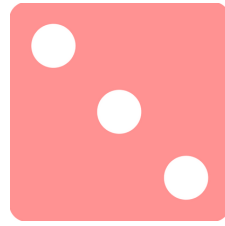


Turno



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[link to prototype](#)

Medium-Fidelity Prototype.

Turno is designed for **busy individuals with activity goals**. This entails people who struggle to achieve their desired activity levels due to various reasons such as time management and lack of motivation. We determined our target domain after hearing from many of our interviewees about how they knew they had time and just struggled with that **last push**.

Design tools

Our main design and wireframing tool for this prototype was **Figma**. Our solution mimics a mobile application, and the prototype itself uses the dimensions of an iPhone 13. Our solution mimics a mobile application usable across all operating systems. We didn't get to the development, but we built out a UI with some functionality through the use of Wizard of Oz techniques.

We also used **GoodNotes** for the initial sketching.

Operating Instructions

Navigation bar (bottom of screen):

- Dice icon linking to home page (dice-rolling page) – (left)
- Activities icon linking to Activities page (middle-left)
- Heart icon linking to Feed page (middle-right)
- Profile icon linking to profile page (right)

Dice Page:

- Press the "Roll" button to Roll the die and get an activity
- Access Turno app settings (with the gear button on the top right)
- After rolling the die:
 - Board game page: swipe to mark the activity as complete
 - View streaks in the popup after swiping with Encouraging messages.
 - Sharing an activity to feed (by pressing the post button) – takes you to the feed page.

Activities Page:

- Create activity, or access in-progress activity and completed activity
- Creating activity page:
 - In creating an activity, you can: Add an activity name, invite friends, choose a category for the activity from the options listed, and create an activity.
 - Check the "recurring" checkbox to insert a start and end date for the activity to remain randomizeable in the dice;
 - Access groups to create an activity with (the bottom of the screen on top of the "Create Activity" button.)
 - Get turno-suggested activities (on the bigger squares in the center of the screen in "My Activities")
- In-progress page:
 - View the activity that was most recently rolled and is currently to be completed.
- Completed page:
 - View Completed activities and post them retroactively

Feed Page:

- Post your completed activities
- Check out and *Kudos* to your friends' posted activities.
- Click on friends' profiles. (under construction)
- Delete your posts (under construction)

Profile Page:

- Profile (labeled 1 in the toggle - still under construction)
 - View username and Friends
 - View and edit your Personal Info (such as location, age, bio)
 - View and add Friends
- Statistics (labeled 2 in the toggle - still under construction)
 - View your activity stats such as activities completed, and how many days you've been on a streak.

Limitations

For this version of our prototype, though most of the functionality is indeed already mimicked, we weren't able to include some of the functioning elements.

We have limited the **number of clickable and scrollable options on a screen** so that only the available option can be used to complete the task flow in question. Since we incorporated the buttons that encompass the main tasks stemming from each page that we executed, we believed that this would not significantly affect a user's general experience and feel for the resulting product.

We have also limited the scope of activities and categories that can be defined on our prototype for simplicity in completing the task flows, but will allow users to expand upon these options and add their own in our hi-fi iteration.

Also, we didn't include a full-fledged social network as suggested in the feed. In this med-fi prototype, we include a rudimentary intra-organization network, but we do not provide any inter-organization network currently. We primarily focused on building the interface for the activity assignment and selection, as we see it as the main goal of our product.

Similarly, we lack robust user profiles and bios which we also plan to expand in future iterations of our application. We also were not able to flesh out privacy permissions which we will add to settings.

Wizard of Oz / Hard-Coded Items

While in practice Turno will feature a system for creating new activity and actually receiving a randomized number from the rolled die, we simulated the randomization in the current prototype. The user doesn't actually get a number – we always roll them a 3. Additionally, the feed that includes other users' activities is simulated whereas the posts on the real application would be between real users. The activity creation page is auto-filled in our med-fi prototype, but in reality, when users are creating an activity in Turno, they will be responsible for providing an event description and name, the start and end date and time, and potentially sharing with their friends in the app.

For our current med-fi prototype, we hard-coded our user info, the activities (and the description, friends added to the activity), the activity groups, and the posts in the feed. All of the user profile information in the app including the users' recent activities, and the user's profile page (under construction) was hard-coded for this version of the app. We also hard-coded the statistics page under the user profile.

