

Group 6 - Final Prototype & Storyboard

Team Members- Javier Ramirez, Tai Pham

Final Prototype link-

<https://www.figma.com/proto/MqCTgYvQerqII64H5kLZPX/Final-Prototype?node-id=2%3A5&scaling=scale-down>

Part 1:

We combined prototype A and prototype B, from the feedback of the users and what they they liked the most from both prototypes. We used UI tools to create images for our prototype. I added color to tabs that meant the same thing such as going home and menu, the home button is a shade of red and menu a shade of blue. The users that tested our prototype liked that we had the larger button and the scroll ability, because if it were on a watch it would make it harder to tap on each tab because of the small screen. This was minor change but having the buttons for home and menu was more liked on the top than on the bottom.

These were the problems that were fixed (not included were the details the user liked) in the solutions tab:

UAR #:2	Problem/Good: Problem	Rated by: Javier Ramirez
Name: Milad Montazeri		
Relevant heuristic: Matches between system and the real world		
Steps to reproduce: Write out what acronym stands for not reducing it.		
Detailed explanation: The user had trouble understanding some abbreviations to some medical terms.		
Solution: We researched the keywords that are used in the medical field for clear words that the user would understand immediately such as BPM (beats per minute), Distance traveled, blood pressure, etc .		
Severity (low, medium, high, critical): Low		See also:

UAR #: 7	Problem/Good: Problem	Rated by: tai pham
Name: Jinu Shin		
Relevant heuristic: Error prevention		
Steps to reproduce: Button confirmations were an issue of where the user could press on some pages or where it would lead them to.		
Detailed explanation: The user was confused about the menu button or home button where it would take them.		
Solution: Our solution was to color certain buttons blue or red; which meant that the buttons that were the same color would lead them to either the homepage or menu page.		
Severity (low, medium, high, critical): medium		See also:

Part 2:

<https://screencast.com/t/J0G3uETIt>

Storyboard:

Feedback- We got positive feedback toward our storyboard during recitation that it was a good storyboard demonstration of how our project idea would be used in the real world.



Homepage



main menu of health option with scroll



Graph overtime of BPM and Current BPM

