

Software Prototype Changes

We made the software prototype interactive and made a drop down menu. This allows users to easily access important functionality from any screen. We got rid of the messages icon that was always present in the upper right corner. Instead, we moved the messages functionality into the drop down menu to save space. We moved the drop down menu into the top right corner, and made back button in the upper left corner. It will let you move back menu pages and is necessary on iOS since there is no built in one.

We found that the main issues with the application were the labeling and feedback. We improved the labeling by making the purpose of buttons clearer. We overhauled the messages page by making it much easier to understand than our previous prototype. It now has a group selector at the top and then very simple branch selector, and then the rest is just the message log and message input window. We made this change because we felt it really streamlined the page. We also added a search bar certain pages like the Add Team page. This will make it easier to find a group when there are a lot of events. We removed the scrollbar from the create group page, and instead made it two pages instead. The scrollbar was just unnecessary clutter, now the user has to think about less things at a time.

For the feedback, we added things like a pop up menu to confirm to confirm the amount that a user has sold. There are a lot more confirmation texts like a request sent popup for joining a group. We really wanted to make sure that the user would think that his actions had an effect rather than did nothing. All our buttons are the same consistent colour, and the button text is now clear based on feedback from the TA.