Design Decisions for Hi-Fi Prototype

Our AR prototype uses glassmorphism with semi-transparent panels ensuring UI elements don't obscure the real-world view. We implemented a consistent color system: green for gaze, red for navigation, blue for menus. Unlike the paper prototype, we added user identity indication—a green-highlighted card in the group panel shows whose perspective is currently active (leader vs. lost member). We also introduced navigation controls absent from paper: a cancel button and automatic arrival detection. The hamburger menu minimizes clutter while remaining gaze-accessible. Group alerts use distinct icons for immediate context.