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Comp 171: HCI
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Assignment 5: Medium Fidelity Prototype (GoldAlert)

Access: Access our prototype at <http://nteleky.github.io/goldalert>. See script for functionality

Screencast of Prototype in Action: <https://www.youtube.com/watch?v=qfOfKvfcKKk>

Lack of Database: Perhaps the largest struggle of building the medium fidelity prototype was having a design that needs a database and a responsive application based on that application. Therefore, hardcoded data was necessary for this prototype implementation. What HTML allowed us to do, that powerpoint would not have been, is allow the user to make a mistake and go back. For example, if the user was searching for Usain Bolt, s/he should click Jamaica. But if s/he clicked Israel instead, s/he can go back to the list of countries.

User Limitations: Unfortunately, due to the “canned data” a script was necessary to test the design of the prototype. A user must add Usain Bolt and then Women’s Beach Volleyball otherwise, they will run into a broken link or end up back on a dashboard with data that does not make sense. For example, if the user added Women’s Beach Volleyball before Usain Bolt, Bolt would appear when they added Volleyball simply due to the hardcoded data constraint.

Script/Abilities

- Login
 - The user logs in – for the purpose of this prototype, any input can be entered for a successful login. This will bring the user to the dashboard
- Dashboard
 - Dashboard already contains the Tennis event and the Michael Phelps athlete
- User Asked to Find Andy Murray
 - User goes to the plus symbol
 - Clicks Add Athlete → Great Britain → Andy Murray.
- Go back to Dashboard (not adding Murray as a favorite)
 - Clicks the heart
 - Clicks Go to Dashboard
- User asked to add Usain Bolt to Dashboard
 - User navigates to Usain Bolt’s profile the same way s/he did for Murray
 - User Clicks the heart and clicks Add to Favorites which brings the user back to the dashboard with Usain Bolt added.
- User asked to add Women’s Beach Volleyball
 - User navigates, via Adding Event → Volleyball → Beach Volleyball (f)
 - User adds to favorites the same way s/he did for Bolt
- User adds notifications via the gear and can decide his/her notification preferences
- User deletes Women’s Beach Volleyball via the gear.
- User logs out via the plus button.

- *Note: User can also access other countries and events and go back to previous pages but profiles for other athletes and events were not hardcoded. The links will not do anything*

Swiping to Delete: Common convention to delete on the iPhone application is to swipe then press delete. Originally, our design had this feature. However, on HTML and web applications, this is extremely hard to accomplish, especially within one week. Therefore, we added the delete functionality to the modal where the user sets the notification preferences.

Changing Order: In our original design, the user would have been able to change the order of his/her favorite athletes and events in whatever order s/he pleases. However, the HTML for this was too complicated in a short amount of time.

Time: Overall, the entire functionality (with the database etc), could not be completed in one week. In the future, a database of athletes, events, medals, etc would be written in a SQL database and the application would interact with the database. In the final version, this database would update in virtually real-time as events occurred.