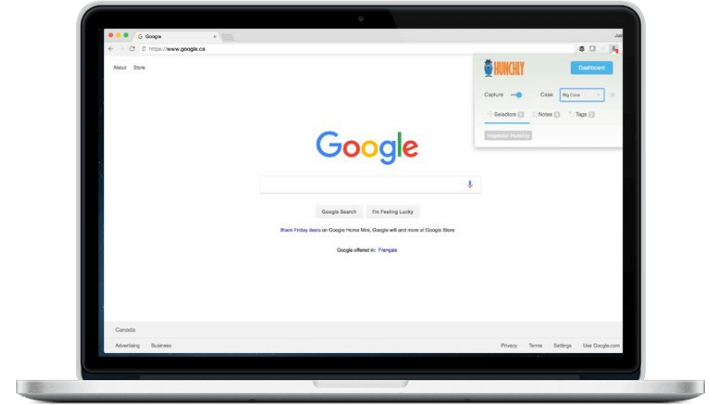


# Hunchly 2 Report Builder Case Study

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# What is Hunchly?



Hunchly 2 is software for documenting and organizing online investigations.

It creates accurate offline copies of webpages that can be easily shared, and even admitted as evidence.



*Image retrieved from [hunch.ly](https://hunch.ly)*

# Project overview

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## The problem:

Hunchly's users reported that the Report Builder feature was too limited, as well as being difficult to learn and frustrating to use.

## The goal:

Improve the Report Builder so that even new users can quickly generate reports based on their Hunchly case files.

# My role

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- User research
  - Identify pain points
  - Evaluate new designs
- Design
  - Create low- and high-fidelity mockups
  - Assemble prototypes for users to test
- Validation
  - Quality assurance and testing

# Pain points



1

Difficult to locate  
and select a  
particular item  
within a large case



2

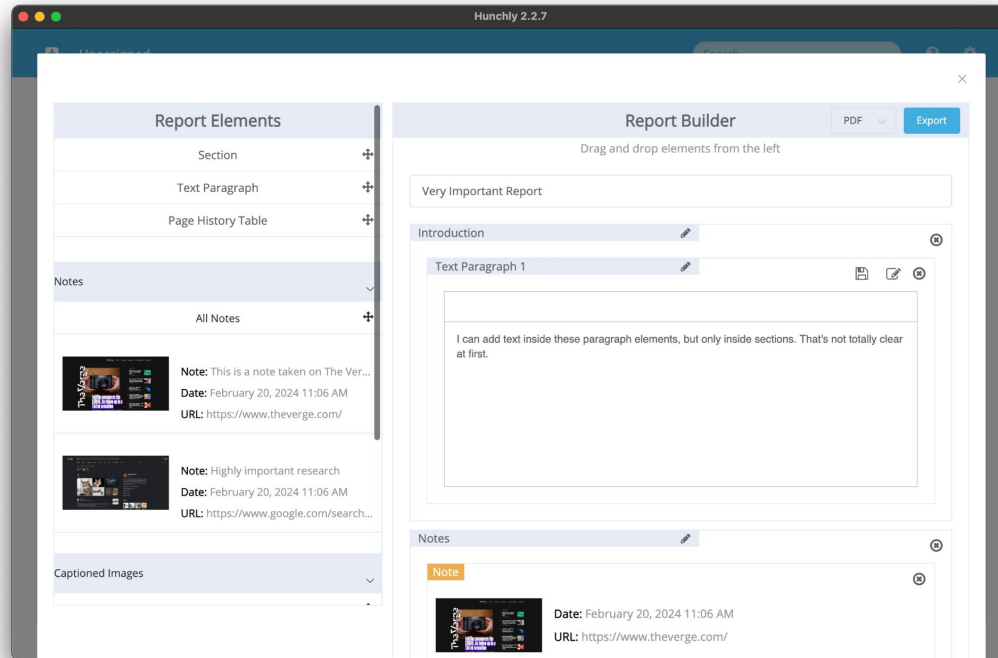
Adding elements to  
report sections with  
click-and-drag is  
inconsistent and  
unintuitive



3

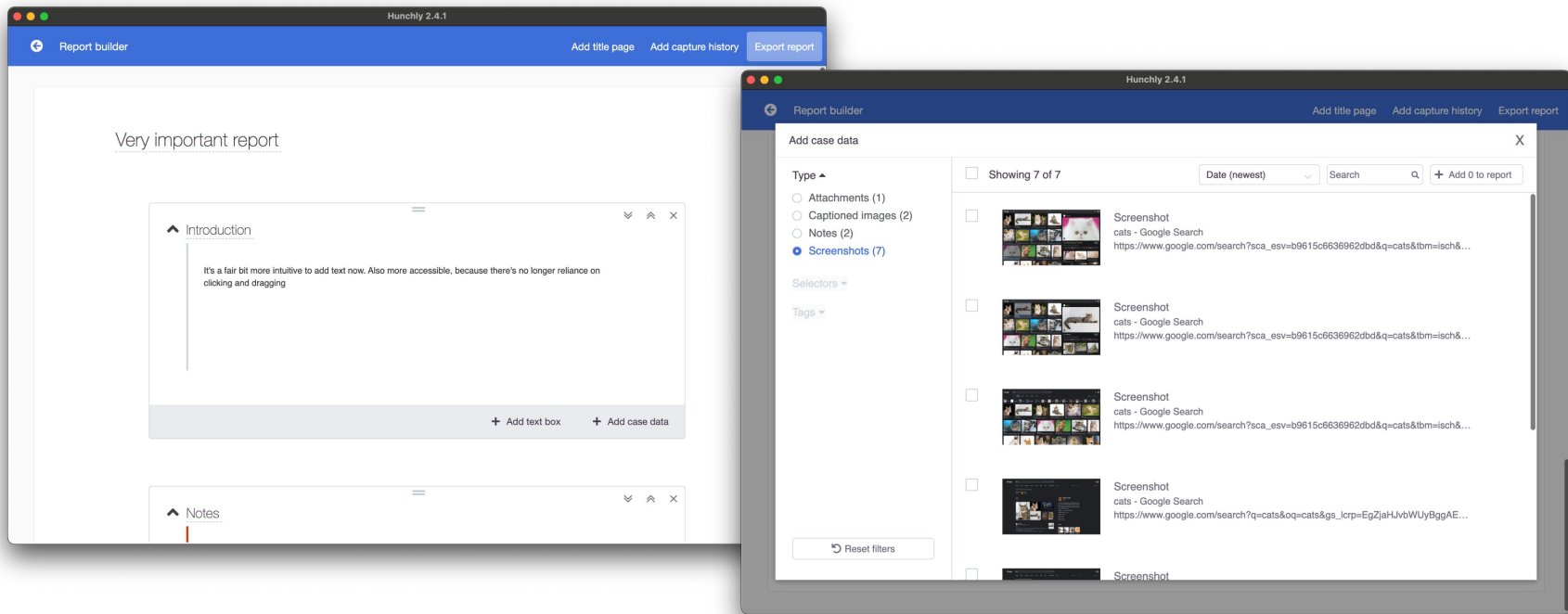
Unable to add  
page captures  
directly to reports

Based on insights gathered from interviews with 5 users, and from social media (Twitter/X, Signal)



# Before

## Hunchly 2 Report Builder - 2021



# After

## Hunchly 2 Report Builder - 2022

# Lessons learned

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1. User studies that assessed designs before implementation were highly valuable
  - Conducting user interviews at multiple points from low-fidelity mockup through high-fidelity prototype caught invalid assumptions early
2. Beware scope creep! Embrace the minimum viable product (MVP)
  - Delivery date pushed back as implementation grew more complex - team enthusiasm *has* to be reigned in
  - Cutting partially completed features late in development really sucks
  - Releasing in parts allows for more feedback from more users, and sooner
3. Implementation is best done in the smallest reasonable pieces
  - Allows for more regular dialog and review
  - Miscommunications caught late in development are more expensive to fix



# Hungry for more?

— — —

I'd love to chat! You can reach me over email at [me@phil.city](mailto:me@phil.city)

Visit [phil.city](http://phil.city) for my CV, social media links, and to view my other work.

