COMPSCI STUDIFY APP

CS 497H - Winter 2017

Prototype Documentation

JZDOUBLER PRODUCTIONZ

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1) A brief (one paragraph) revised description of the project:

   We are planning on building a scheduler app for the Computer Science department at WWU. Our target users are computer science students from Western Washington University and eventually be portable to faculty members and Computer Science students in other universities/colleges. The target platform is an android app, using software applications such as Android Studio.

2) User Feedback and Revised Design Goals:

   The negative feedback we received was mostly relating to a couple features as well as the navigability of our prototype. People were generally pleased with how the prototype reflected the goal of the project, and liked the easy to follow design. Certain users were confused about the lack of the back button, which we believed was due to the fact that not all of our audience were android users. Smartphone users are typically split between Iphone and Android device users. Those with iPhones are used to seeing back buttons incorporated directly into the application as their devices do not have back buttons built into the hardware. Since all Android users have these buttons built in, it would be redundant to have two back buttons right next to each other. Since our target market is fully android users, and those complaining would not be potential stakeholders of our application we feel this was a valid decision.

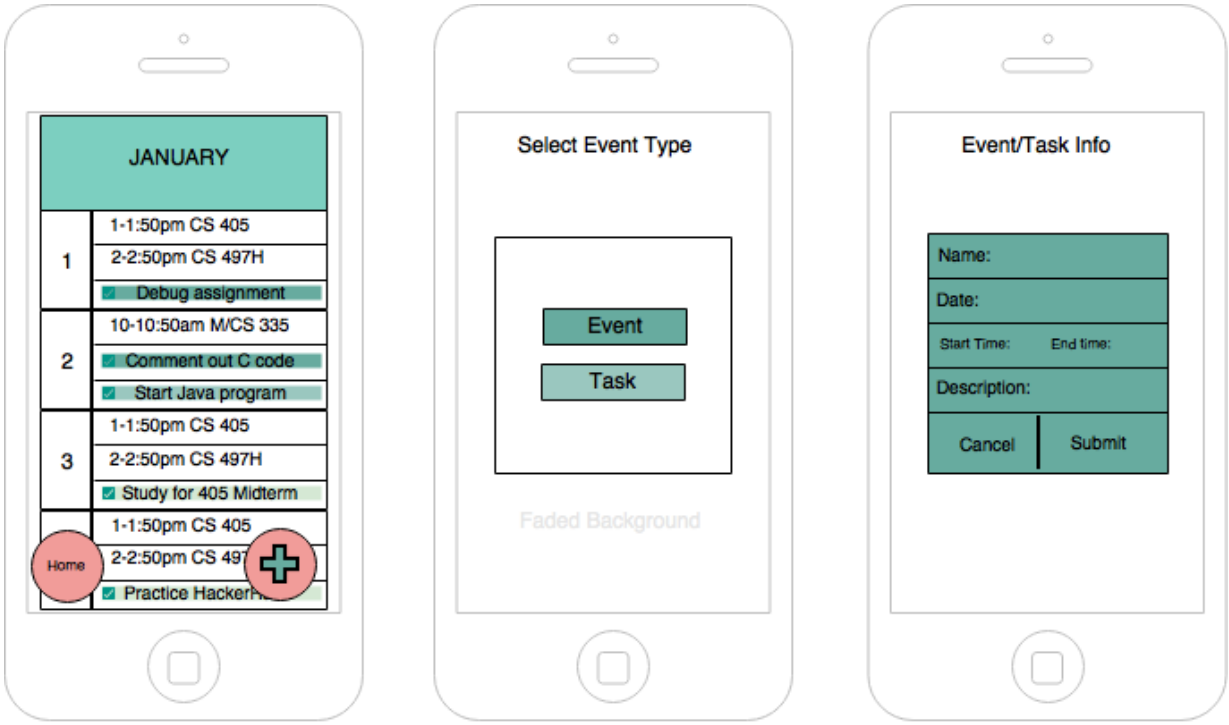
   Another big complaint was that users could not see it live, as our prototype was paper focused and not live software, so it was hard to judge navigation and task flow. Despite not being able to produce an immediate software prototype, we have tried to address this by providing better labels in our prototype and arrows pointing between screens so users can see firsthand where each button leads to. A big feature users said our prototype lacked was some sort of notification system so that people can be notified prior to their events. We have added that to our new prototype, as the general opinion is this is an essential component to a calendar application.

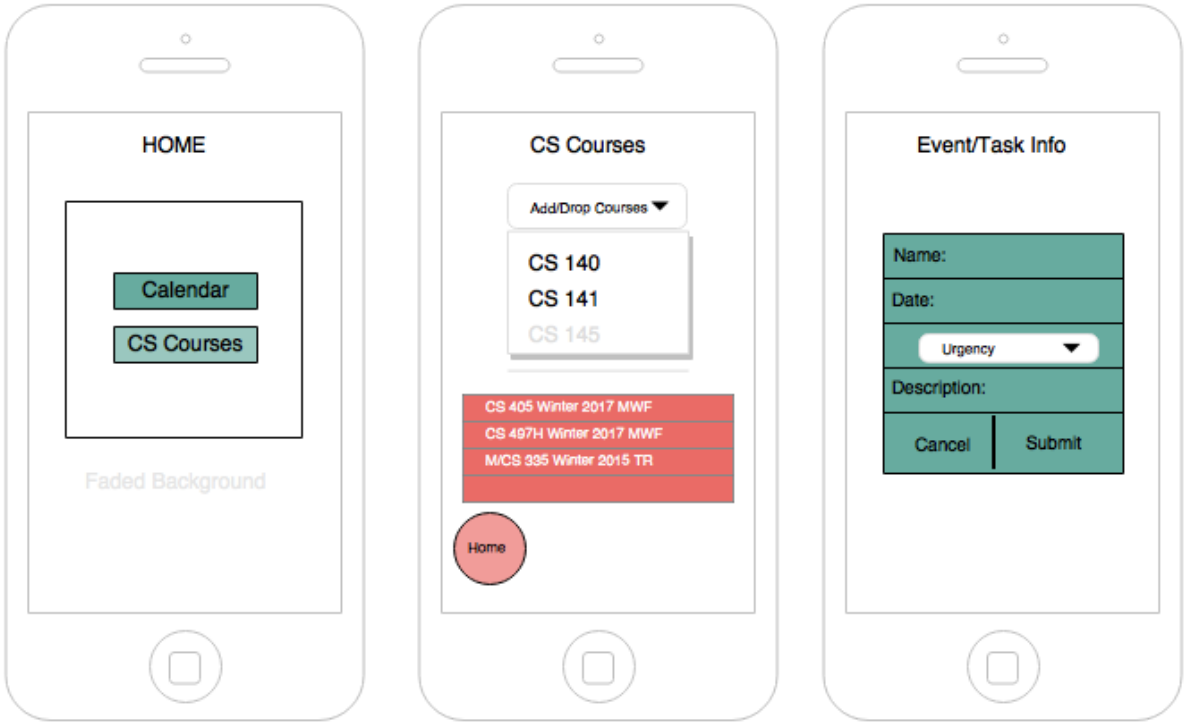
   For design goals that we will implement for the class we will have a calendar page filled in with tasks and events that sorts by date. We will also have the ability to add tasks and events, and check tasks off as they are completed. The android device will notify users shortly before events and task due dates (giving greater notice for tasks). We will also have the ability for users to select from certain preloaded classes here at Western Washington University and automatically load them into their calendar.

   There are some overall goals of this project, that are slightly out of the scope of this class. The biggest goal, would be to work with the University to create a way where we could pull data from Canvas or from the University Servers so that we could automatically fill student calendars with projects, tests, class meeting times, and any other related things a student might need. We also ideally would have more customizable event and task types, such as customizable alarm timings and special

notes for your notifications that appear. However, we think that this would be too much to get done with the remaining time allotted for this project.

3)
Original Prototype:





3) After class feedback: Added notification method and showed where each screen can navigate to.