The Green Thumb Final Prototype

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Figma Prototype:
https://www.figma.com/proto/0tQp9fS1PWl8jofJ8zn9svbS/GreenThumbApp?node-id=0%3A1&scaling=min-zoom

Change Log:
Upon receiving feedback from our usability testing and heuristic evaluations, we decided on the following changes and implementations to our prototype. Nearly all decisions were chosen from prototype B:

1. We decided to take the dark theme of prototype B, because we received multiple comments from user testing that prefered a dark look over the white background of prototype B.
2. We also decided to use the logo of B in place of the text title we used in part A because it was more appealing and allowed for a more minimal design.
3. The notification icon that was used in prototype B was also chosen over the lack of one in A, as users wanted to be able to hide or display notifications without dismissing each.

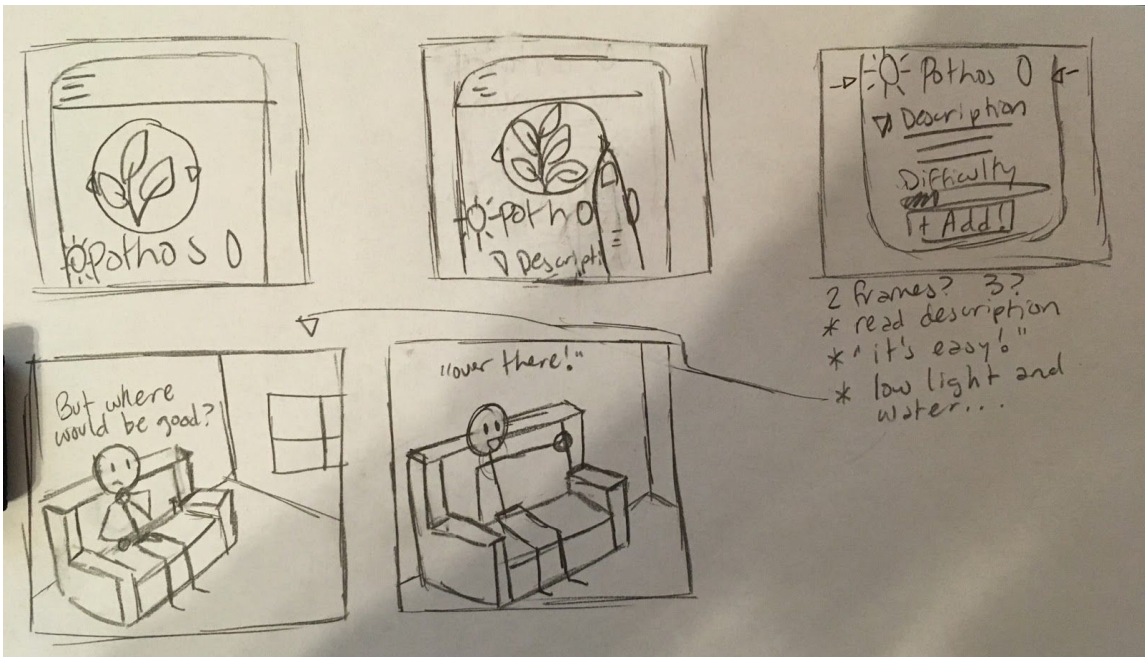
Usability Issue	Resolution
Notifications on top of screen	Chose B's notification system, and placed notifications in an overlay.
Attempting to search with few parameters	Decided it could be resolved in an actual implementation of the app.
Confusing Symbols	Added info when hovering over symbols.
Search Page Information	Deemed not a problem. The information should be clear enough to our target audience.
Search Results Unclear	Added "Search Again" button.
Slowness between	All pages are in one file now.

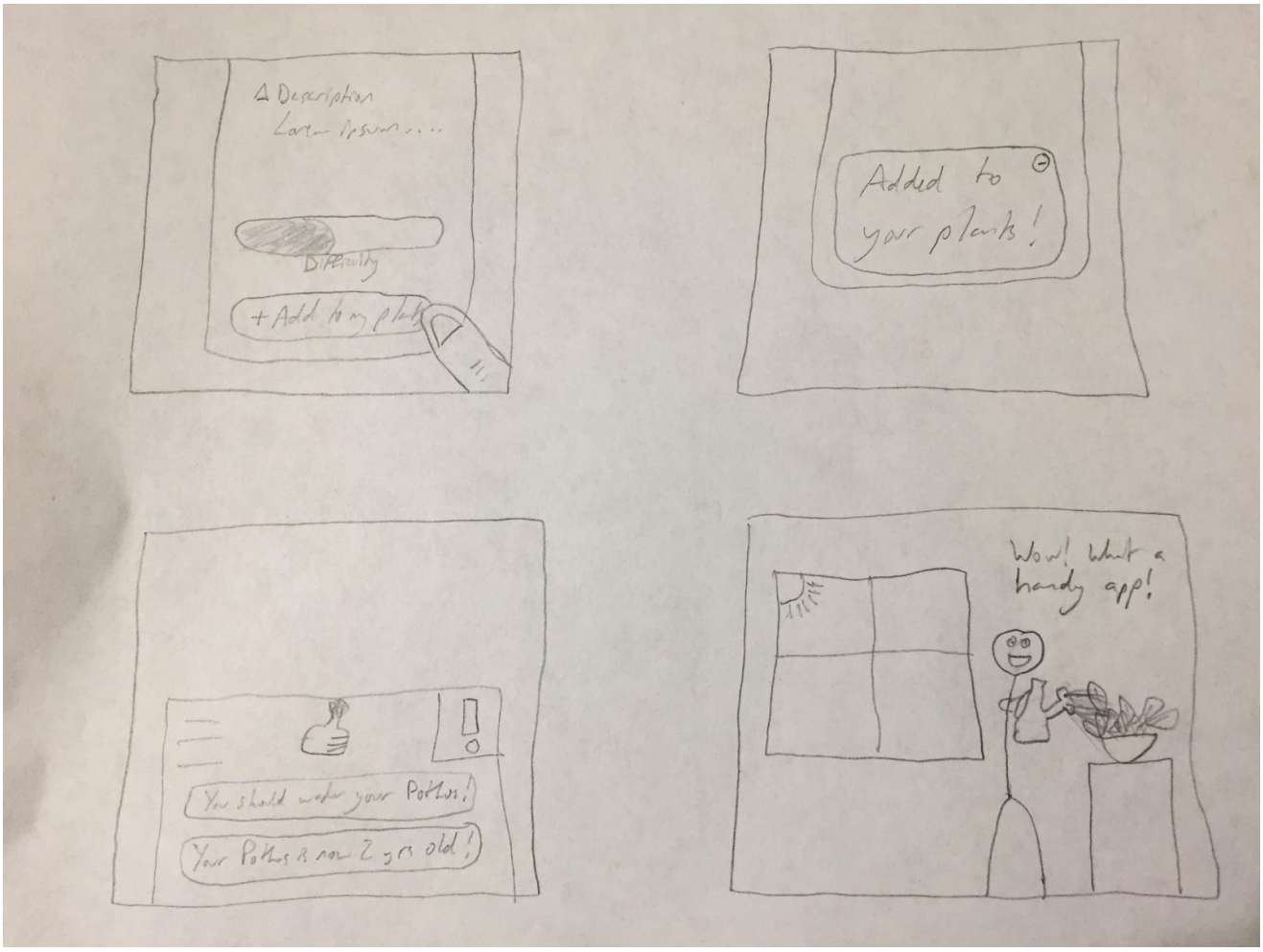
pages	
Menu on plant page inconsistent	Move the menu to a separate page.
Inconsistent Menu and Top of Screen	Update the menu and top of screen to be the same across all pages.
Lack of Page Indication	Deemed not a problem. The home page and plant info pages are distinct enough.
Inconsistencies	Resolved by adding all pages to the same document
Can't Navigate on Search Page	Add menu bar to search page.
"Let's Go" button unclear	Deemed not a problem. The placement of the button helps convey its meaning.

Storyboard

1. Person notices their house looks drab without any plants and want to brighten up the place. But what does he/she do?
2. They remember they have installed the Green Thumb app, which they open on their cellphone.
3. They navigate to the search page.
4. They input what they want by selecting each option that meets their needs and experience level.
5. A list of plants is displayed.
6. They select the first one.
7. Transition to plant info page.
8. She swipes through the photos and reads it's description and water needs.
    a. Looks around, finds where it would go well in apartment
9. She likes it, so she adds it to her plants list to remind her to buy it later.
10. Fast forward, where the plant is now in the room.
11. Later, shows the notifications and her watering the plant and that plant's Birthday.

Hmm... This room could use something...
Maybe a new plant could make this new room look less.... drab
I have an App for that!
The Green Thumb
Let's try searching for a Plant!
PLANT SEARCH
size
Spr
Med
lg
outdoor
RESULTS
Pothos
snake


Pothos 0
Pothos 0
Description
Difficulty
+ Add!
2 frames? 3?
* read description
* "it's easy!"
* low light and water...
But where would be good?
"over there!"



We brought this storyboard to section 102 and all presented it. The feedback we received was to pay attention to how long it is- our TA said about 2 minutes would be good.