

## **Wavelength (Team 2): Connor H | Sebastian J | Steven K | Corbin S**

### **Medium Fidelity Prototype**

<https://www.figma.com/proto/f00uhEhxdLUI9DO2IV84yQ/Med-Fi-Mobile?node-id=23%3A139&scaling=scale-down&page-id=0%3A1&starting-point-node-id=23%3A139>

### **How to Use**

Our team used Figma to create the prototype linked above. Figma had many built in features that allowed us to work together on designs, and immediately turn those designs into an interactive prototype. Clicking on the above link should take you immediately into a testing environment for the prototype.

### **Limitations**

For the sake of time, we did not implement chat and live listening screens for every possible permutation of users in our prototype. For this reason, there are some buttons on the prototype that do not link to another screen.

In a final implementation, we would probably like to have a screen that allows users to crop and adjust the image, after they find a photo from their device native photo picking screen. We've found that this feature is useful in other applications, but left it out in this iteration as we deemed it not central to the experimentation we hope to run with this prototype.

Finally, we thought it would be really interesting to have music play on the prototype when the user enters the live-listening screen; our hope was that it would more accurately simulate the experience of using the app. However, this proved to be difficult on Figma, and as a result, the prototype is a little further away from what we hope the fully-implemented version will be.

### **Wizard of Oz**

In this prototype, we would need to "Wizard of Oz" the Live Listening functionality, simulating the experience of playing from a shared queue and having simple verbal communication. Implementing this kind of feature is non-trivial; it probably requires interfacing with Spotify API's and websockets. It would be very important to "Wizard of Oz" this feature when testing the prototype, because our group believes that having this functionality is central to our app idea.



## **Hard-Coded Items**

We hard coded a lot of user data to build out this prototype. The purpose of this was to have a tester experience a populated version of our application. In addition, there is no ability to text on our messaging screens. This was a choice we made in the interest of time. Finally, we hard-coded the pictures and songs a user can select on our prototype, to minimize the total number of screens we needed to produce.

Not implementing (or glazing over) these features in the prototype did not deviate from the desired user experience enough for us to prioritize them in this iteration. Once we implement that high fidelity prototype, these features will be properly implemented.

