

# Hi-Fi Prototype & Heuristic Evaluation



# The Team

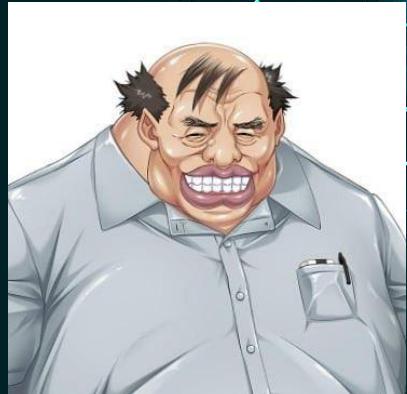
**Teryn Guzman**



**Asael Tobar**



**Ian Burns**



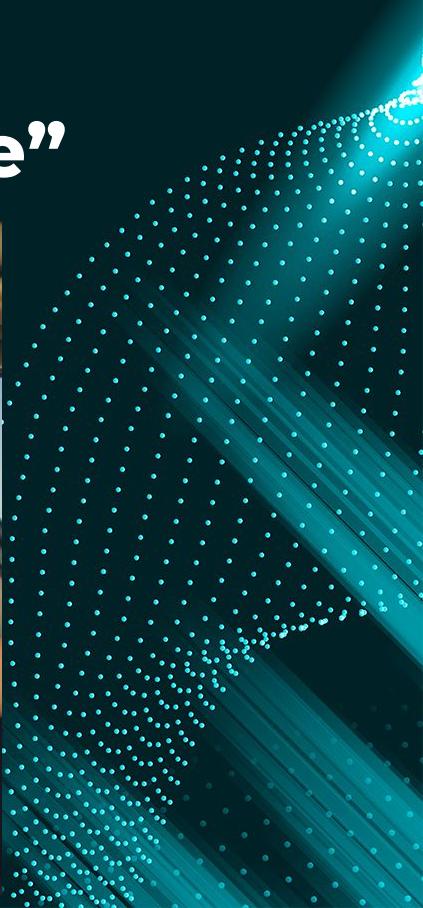
# Overview

- **Value Proposition**
- **Problem & Solution**
- **Tasks and Project timeline overview**
- **Heuristic Evaluation Results**
- **Prototype Implementation**
- **Demonstration of Prototype**
- **Summary**

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# **Value Proposition:**

**“Share a ride, save the hassle”**



# Task Overview

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## Simple Task

Viewing your activity history

## Moderate Task

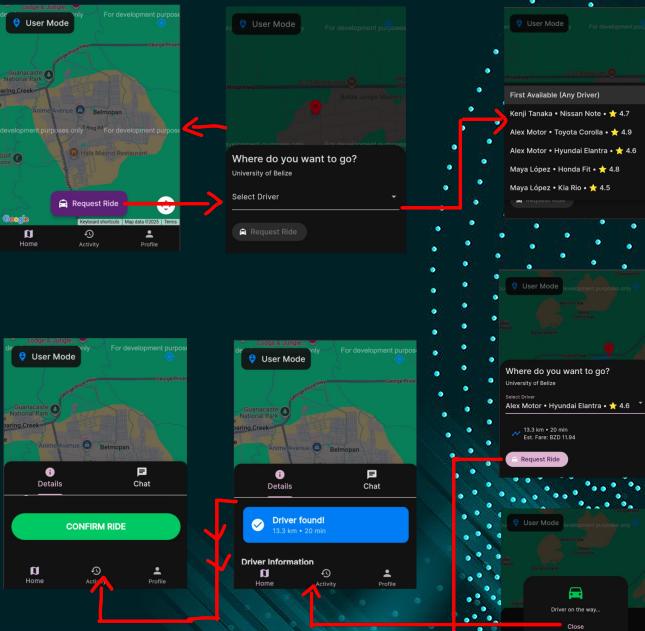
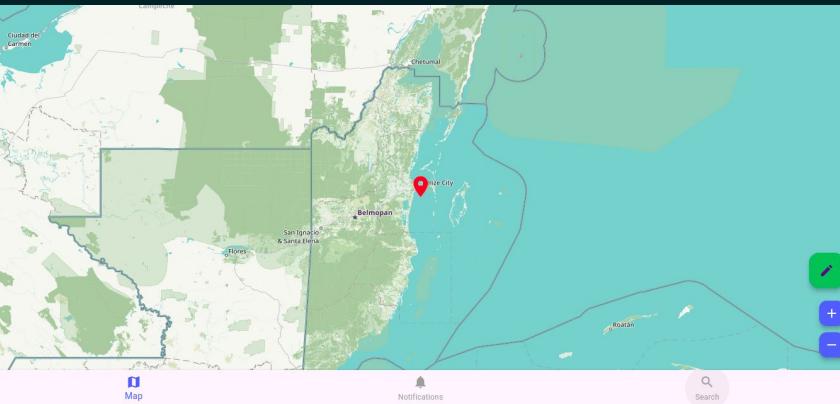
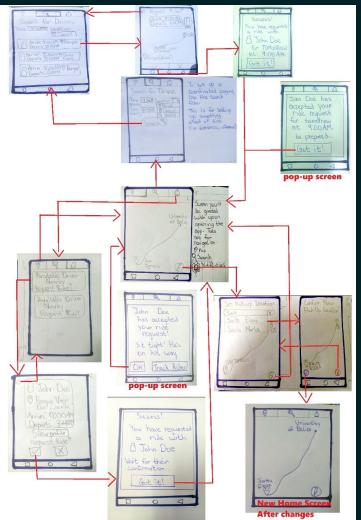
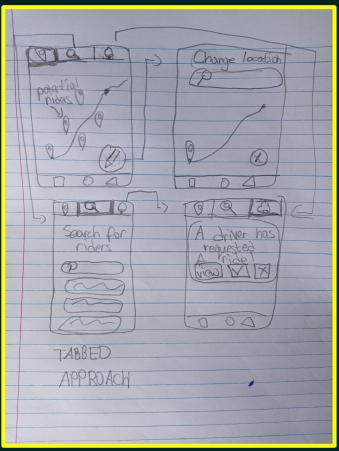
Editing your pick-up location

## Complex Task

Finding a carpool partner and sending a ride request



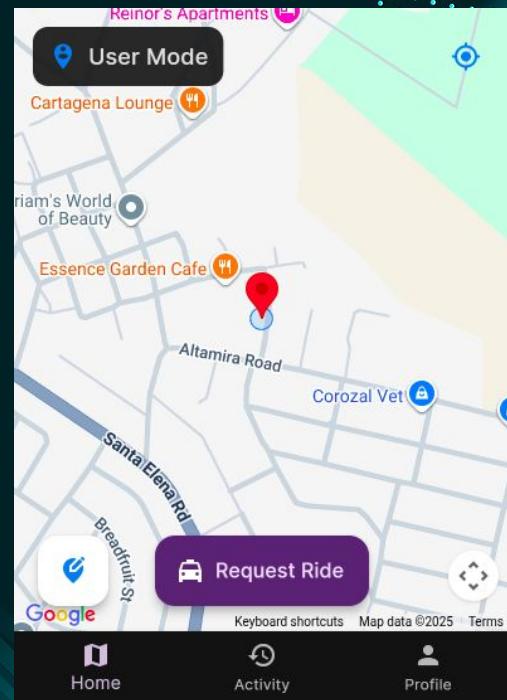
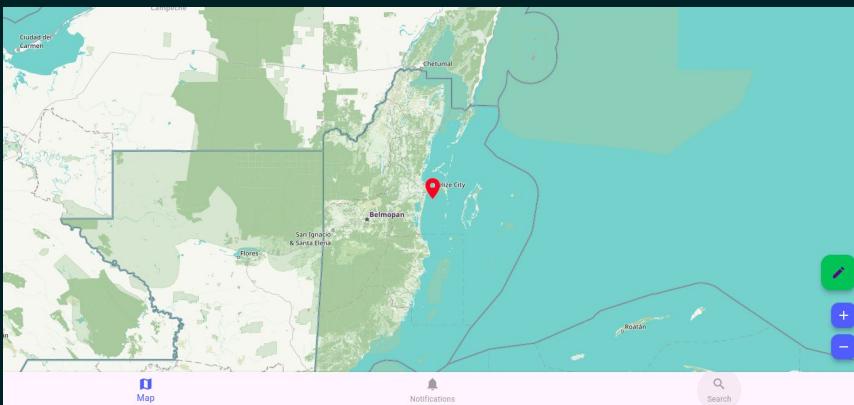
# Interface Evolution



- It all starts from an idea

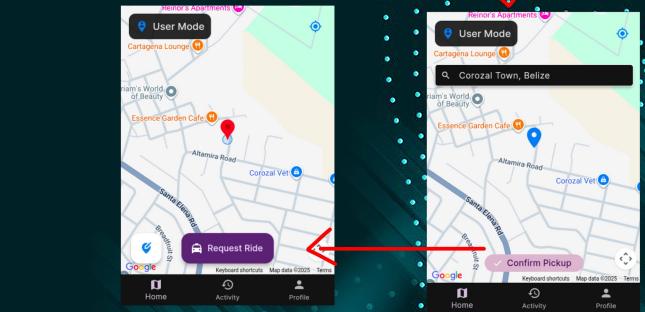
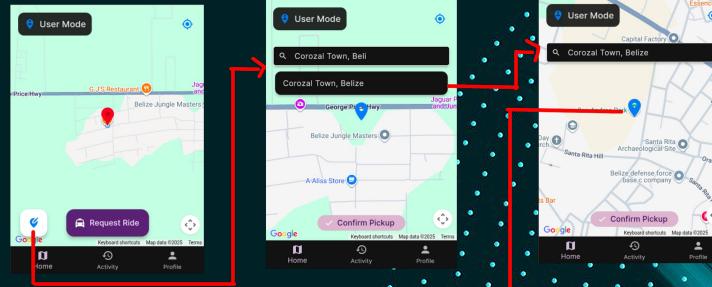
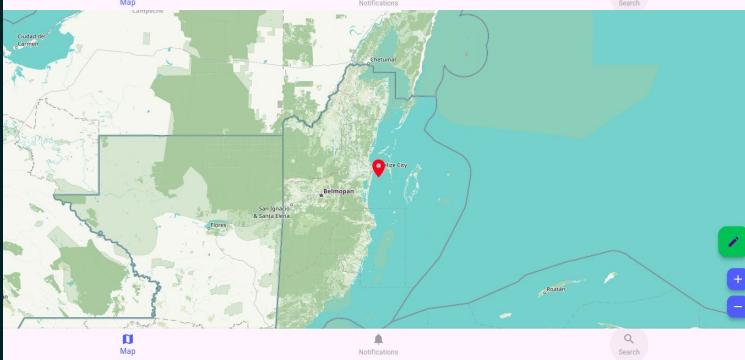
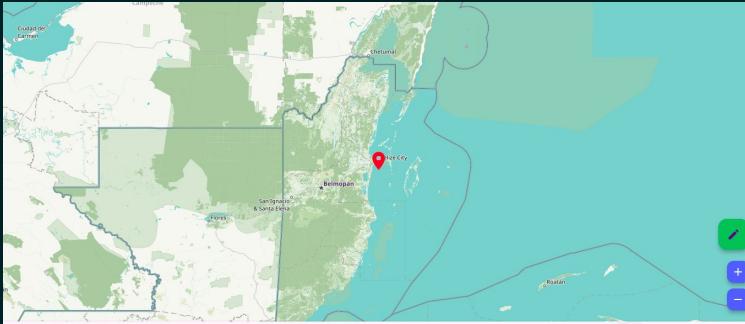
# Heuristic Evaluation Results (Version 1)

- Modifications made to project after medium-fi:
  - Merging task 2 and task 3: original vision appeared to be unintuitive to users. New task 1 has been created
  - Changing edit location button and colour



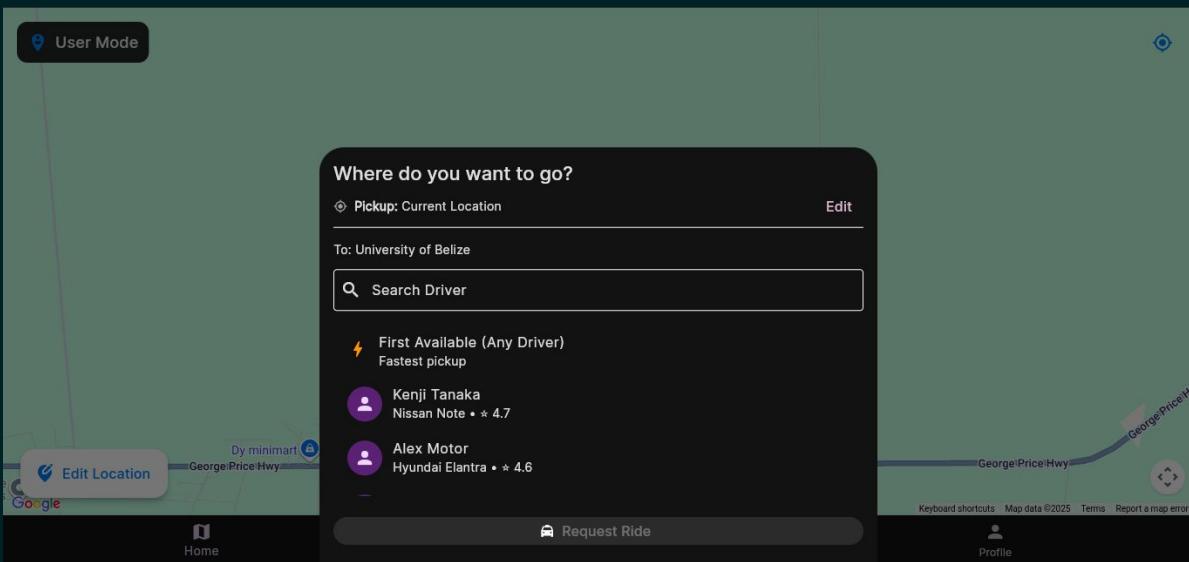
# Heuristic Evaluation Results (Version 1)

- Modifications made to project after medium-fi:
  - Adding a more intuitive way of editing your location



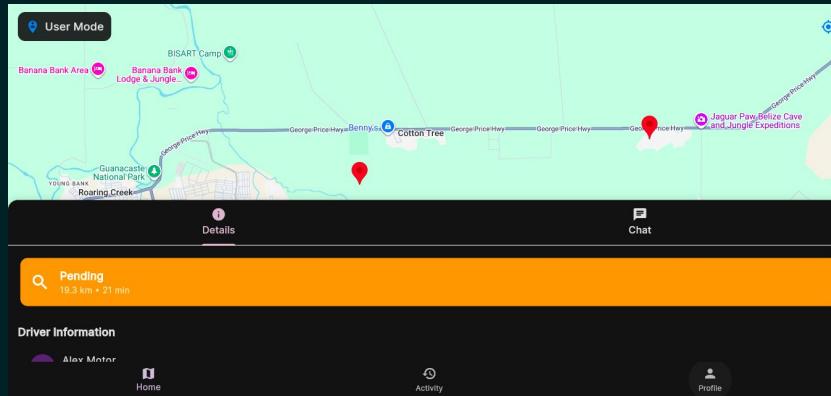
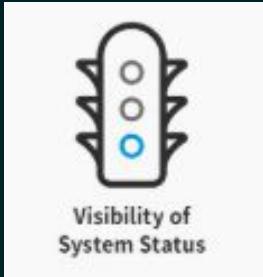
# Heuristic Evaluation Results (Version 2)

- After making our Hi Fi UI, we called in our classmate, Enrique Gonzalez to perform another Heuristic Evaluation. Here are the results
  - Map being intractable when scrolling through on overlapping windows

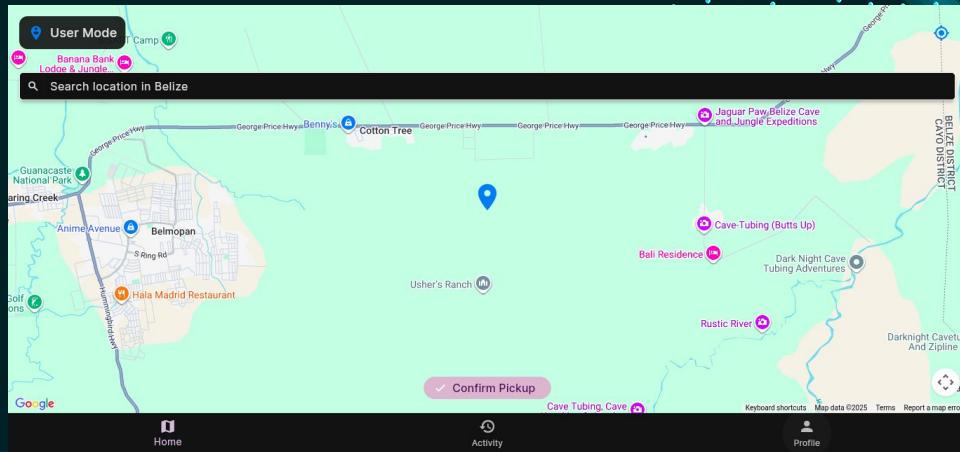
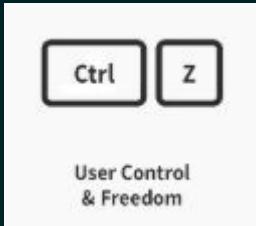


# Heuristic Evaluation Results (Version 2)

- Status not updating

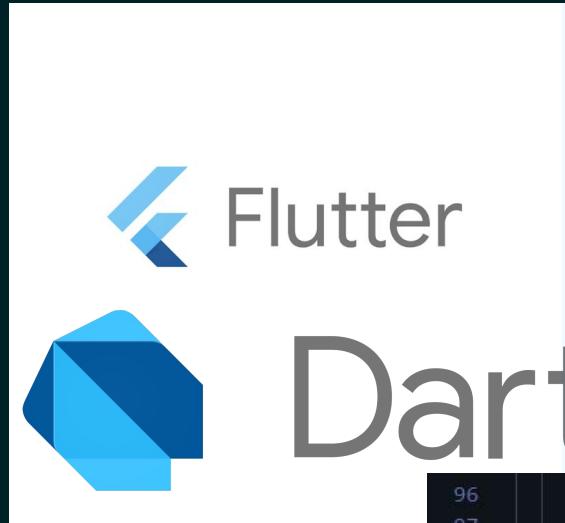


- Location changing upon refresh



# Prototype Implementation

- Lots of UI building tools
- Too heavy for prototypes
- Nested hell, hard to write
- Hardcoded data using backend: supabase
- Using API keys



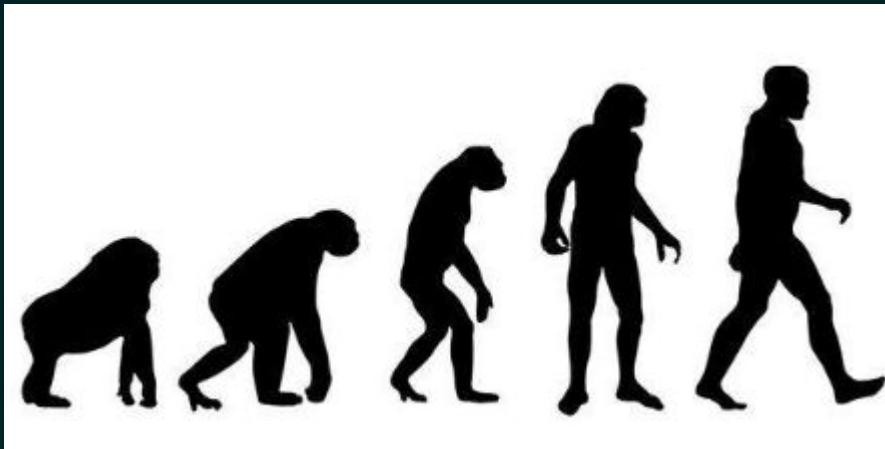
- Mobile
- Web
- Desktop
- Embedded



```
96      ) // SizedBox
97      ],
98      ),
99      ],
100     ],
101     ),
102     ],
103     ],
104     ],
105     );
106   }
107 }
```

# Summary

- UI evolved as needs changed
- The designers vision may not be the best version
- Using flutter was challenging



**when someone says  
graphic design is easy**



# Now for the demo!

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