

# Hi-Fi Prototype & Heuristic Evaluation



**DATA  
INSIGHT  
HUB**

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# The Team



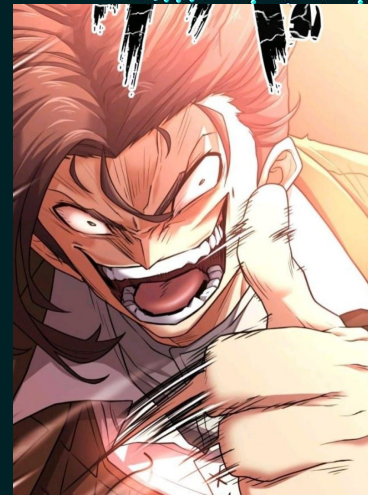
**Teryn Guzman**



**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”**



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# Task Overview

## Simple Task

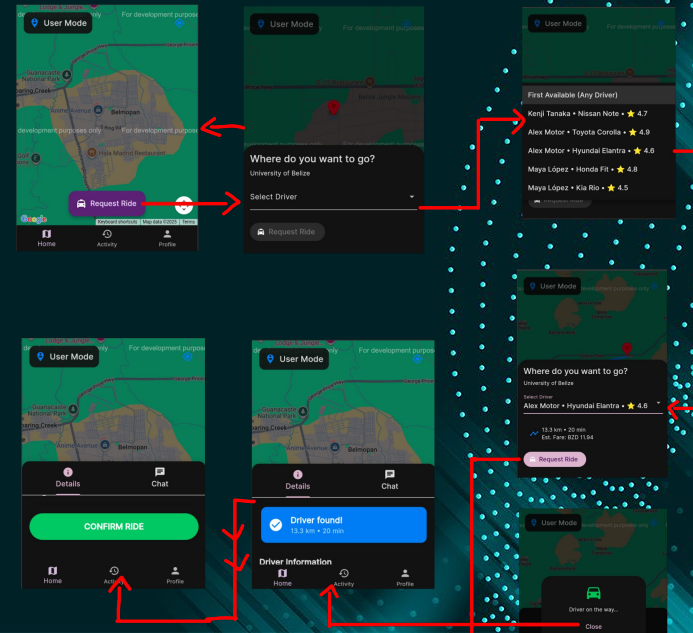
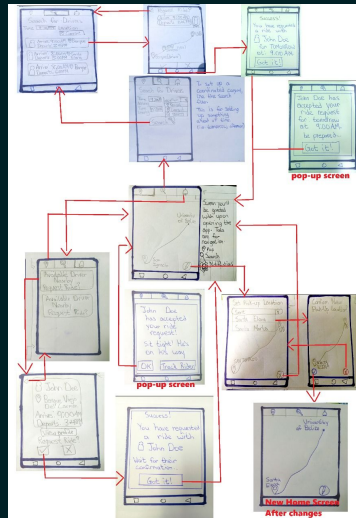
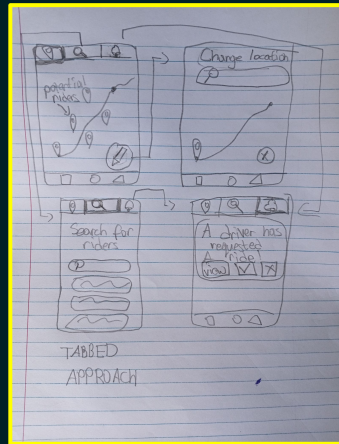
Viewing your activity history

## Moderate Task

Editing your pick-up location

## Complex Task

Finding a carpool partner and sending a ride request

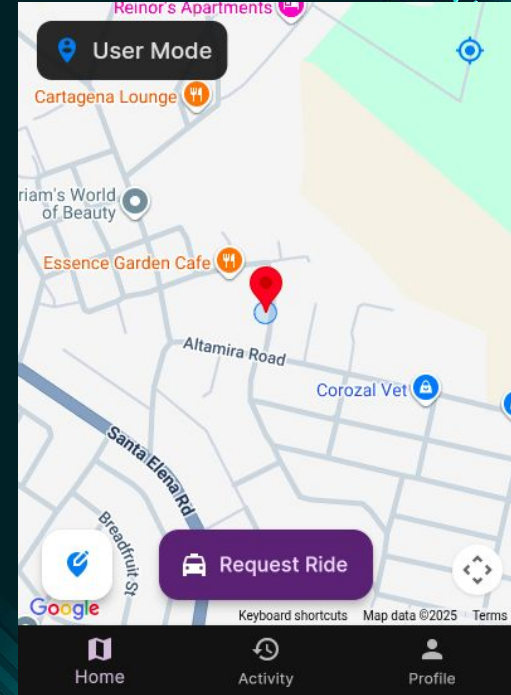
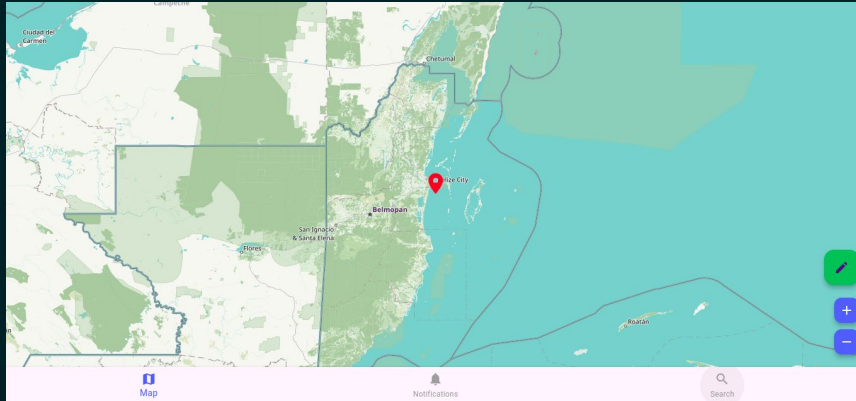


- It all starts from an idea



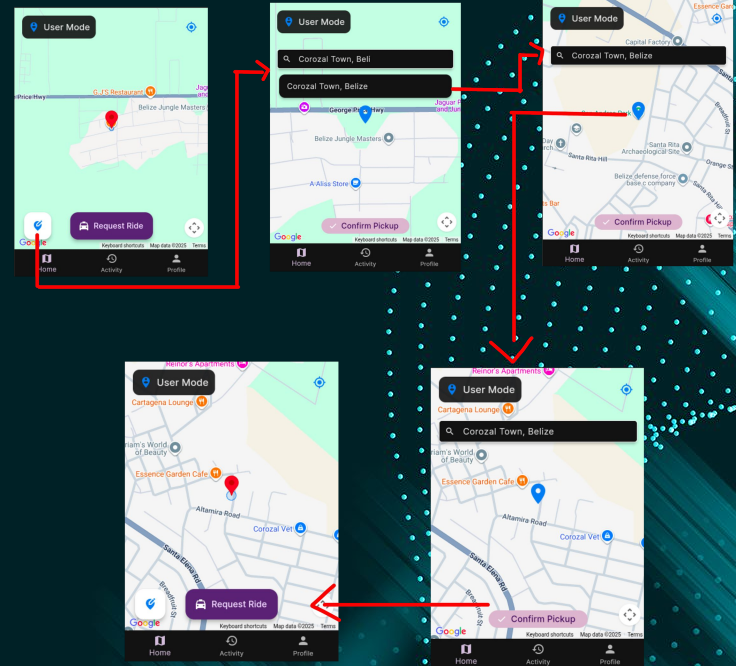
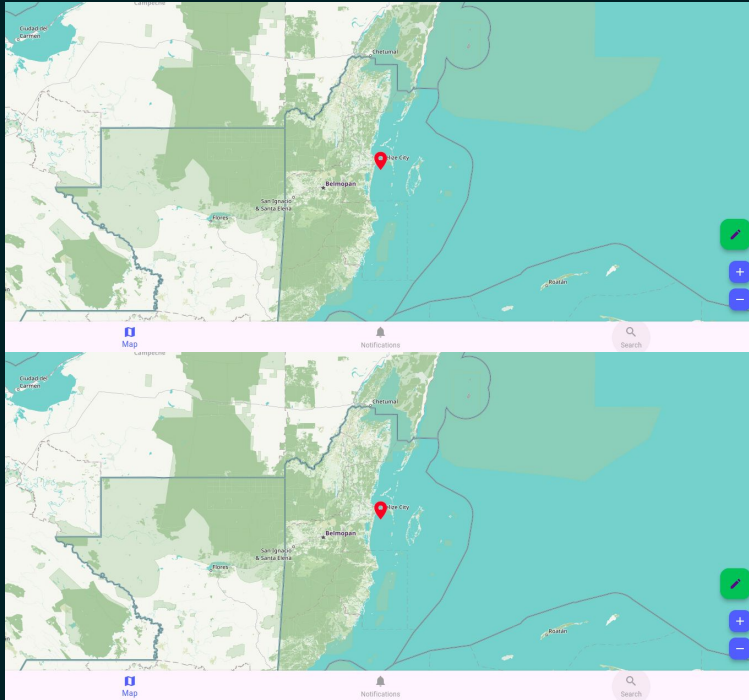
# Heuristic Evaluation Results (Version 1)

- 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)

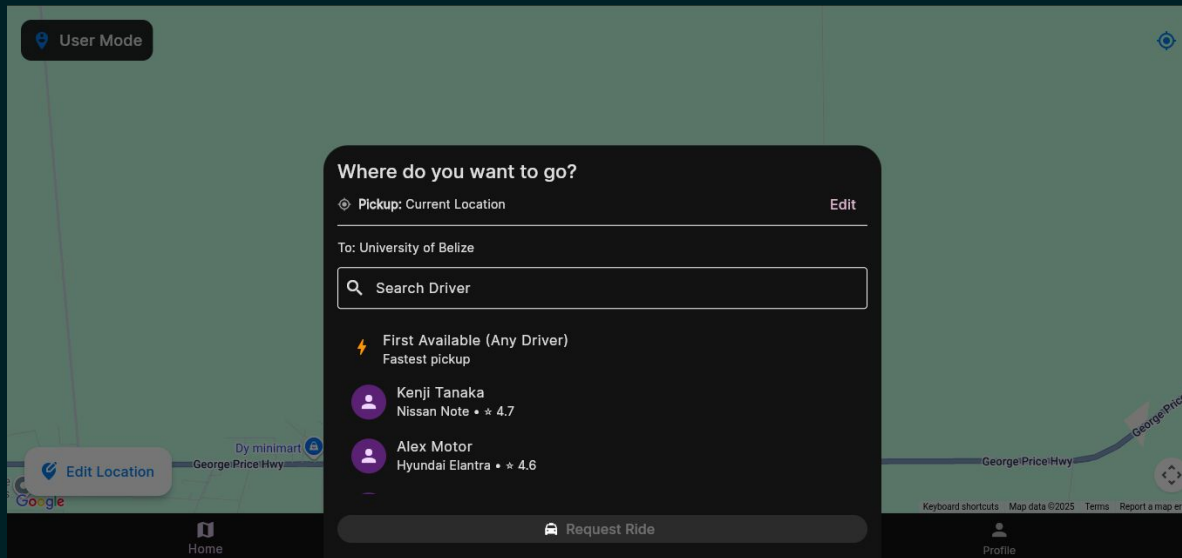
- Modifications made to project after medium-fi:
  - Adding a more intuitive way of editing your location





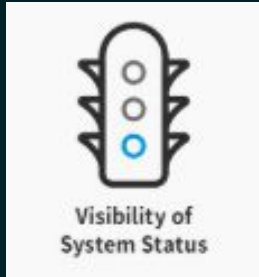
# Heuristic Evaluation Results (Version 2)

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

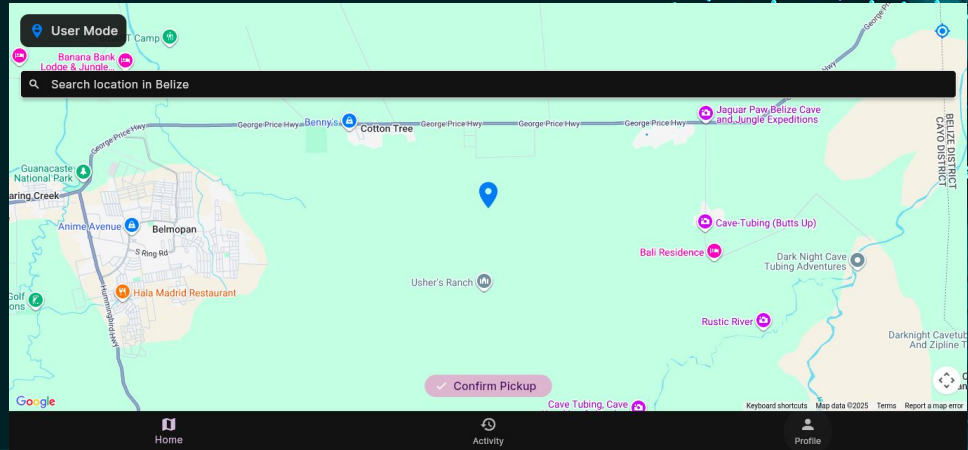
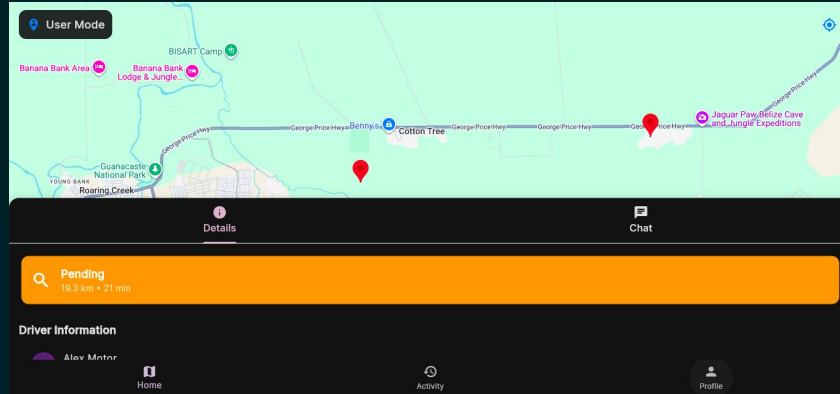


# Heuristic Evaluation Results (Version 2)

- Status not updating

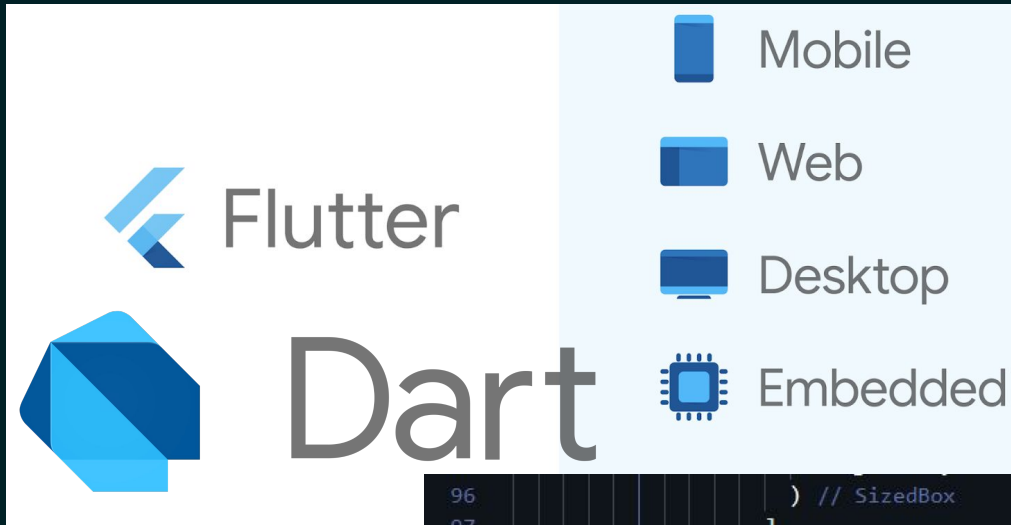


- Location changing upon refresh



# Prototype Implementation

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



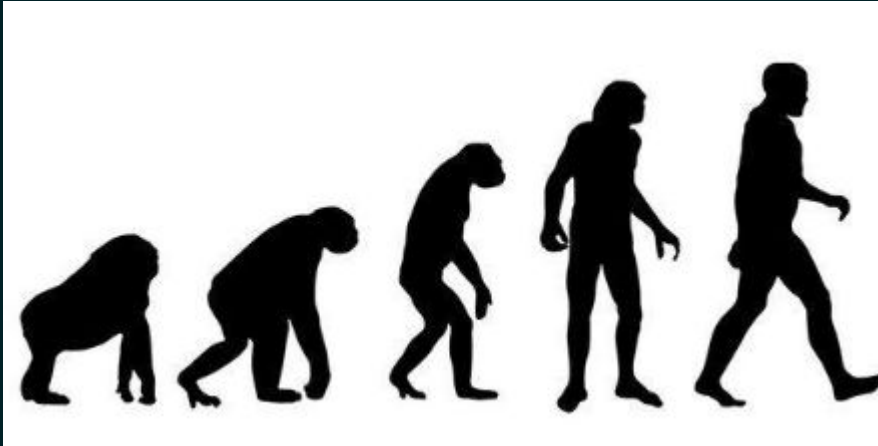
# supabase

```
96         ), // SizedBox
97       ],
98     ),
99     ],
100   ), // Column
101   ), // SingleChildScrollView
102   ), // Scrollbar
103   ], // Form
104   ), // Center
105   ); // Scaffold
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!

