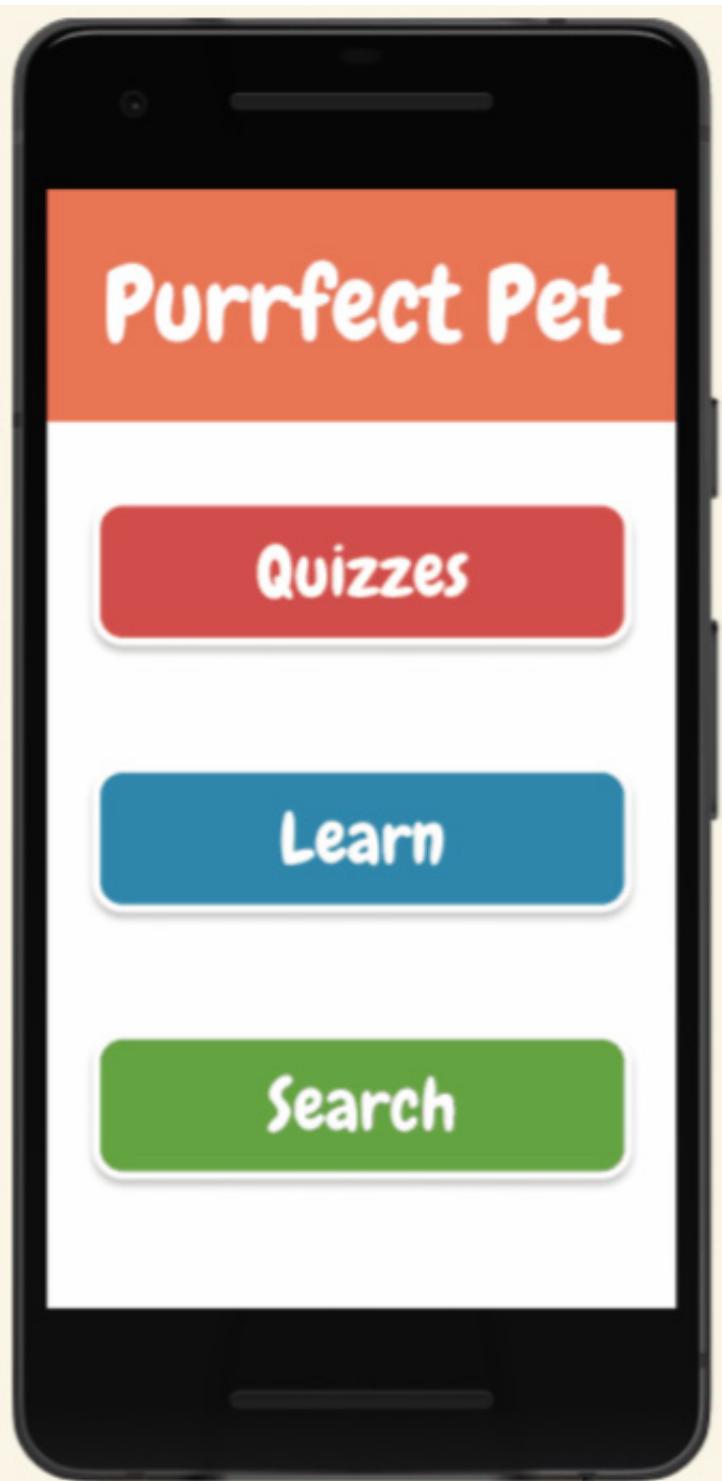


Stephanie Henry

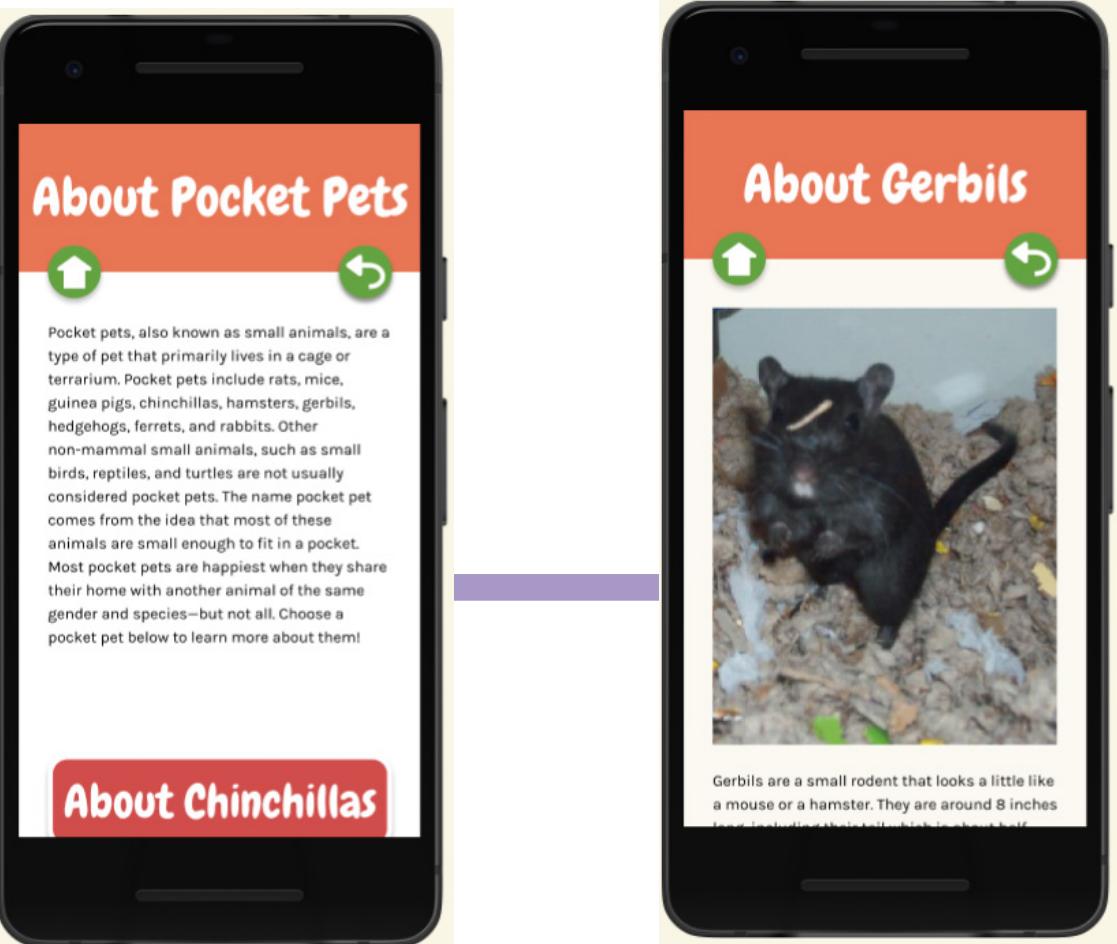


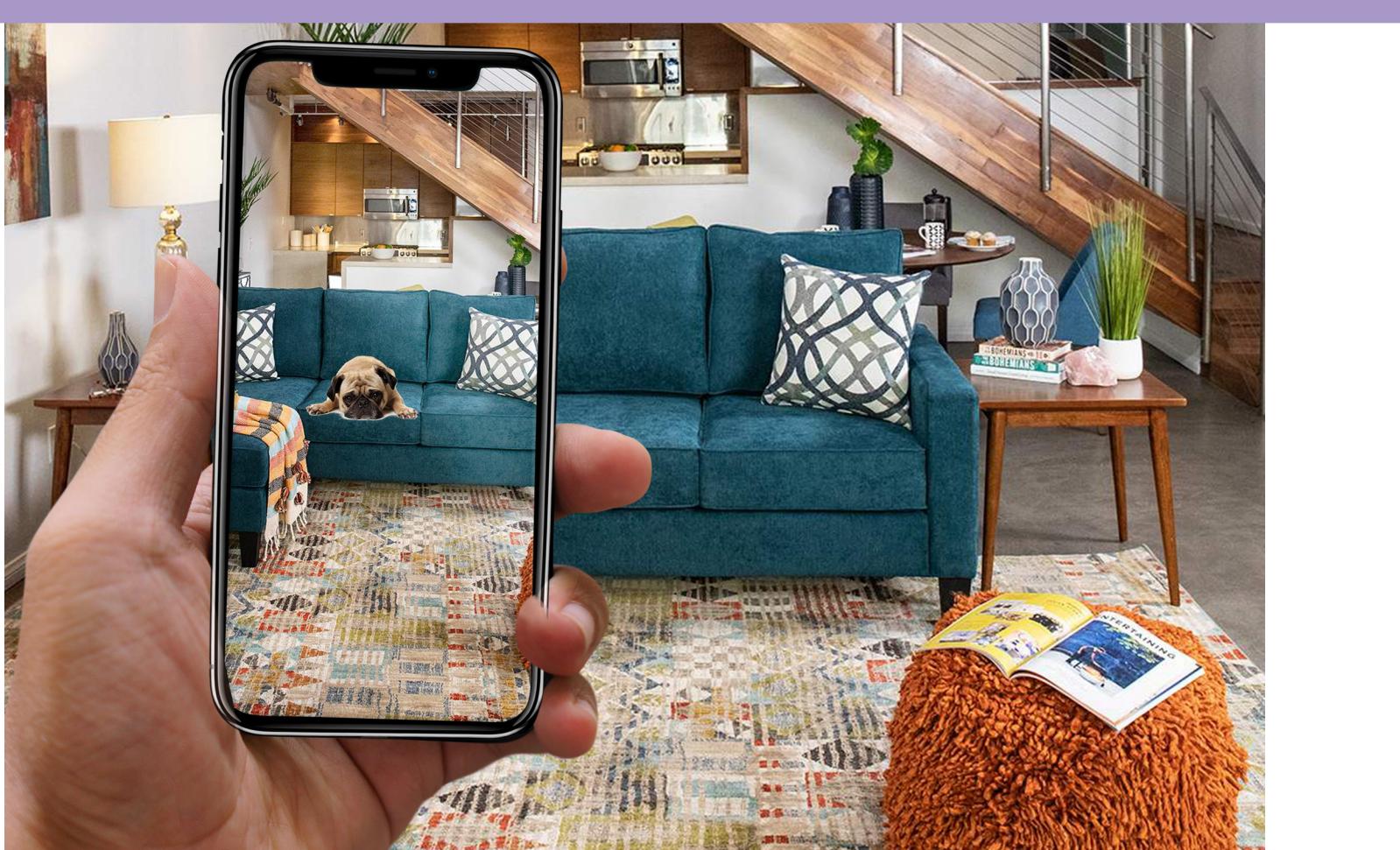
UX Portfolio

Purrfect Pet/Perfect Pet

Purrfect Pet started as a personal project assignment for a portfolio course. The first low- and mid-fidelity sketches, wireframes, and prototypes were created in a single weekend. The initial goal of the app was to have a single location to learn about pets of all types. Sometimes I'll go to Google and start searching for information regarding taking care of/owning specific animals. But it's difficult to know if the information I'm getting is correct and it's a nescience to have to jump from website to website in order to learn everything. With that problem in mind, I began working on "Purrfect Pet".

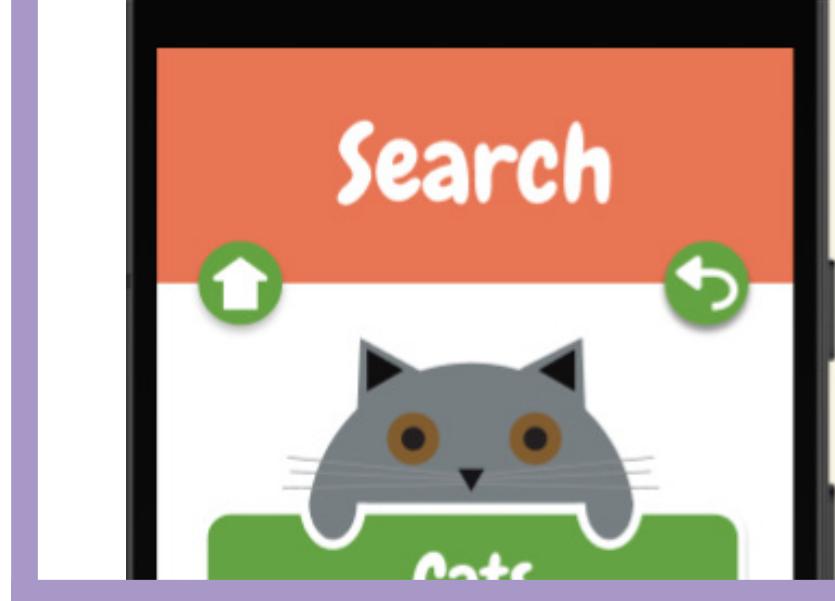
I decided that the app should be broken into three main sections: Quizzes, Learn, and Search. In the Quizzes section, users could take various quizzes to help them determine what type of animal fits their life best based on lifestyle, household size, home size, ages of children, other pets, etc. The Learn section would link users to every type of pet possible, where they could learn everything necessary about taking care of each type, including habitat, typical personality/temperament, food, and how much time and attention they need. The Search section would ask users what type of pet they want to adopt and link them to local shelters and pet stores websites.



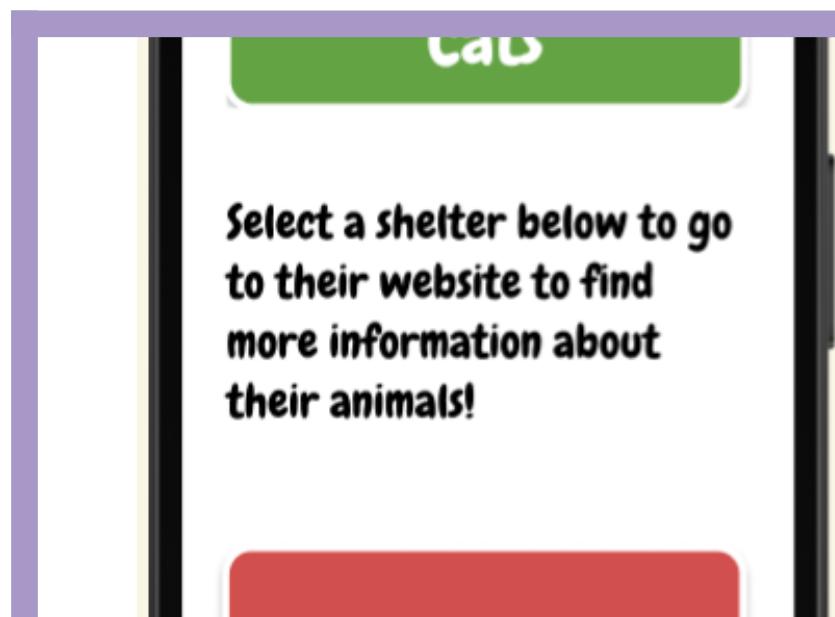


The project dream has since morphed. I'm no longer looking to approach it strictly as a traditional app. Most of the features I originally planned would likely stay, at least in part, but I have been thinking about adding an Augmented Reality element that would become the bulk of the app. The AR features would allow users an as real as possible opportunity to “test” different pets, in real space, in real time, for as long as they need to help them make a decision. For more information about this aspect of my project, please read my medium article discussing the concept [here](#).

Now that this project has been sitting for a while and I've started looking into an Augmented Reality, I see many problems with the overall design. One glaring issue I see is it's not obvious at first glance what the "search" button does. It's there to help potential pet owners find shelters that have the animal their looking for in their area, but it could easily be mistaken for a search function for within the app. A search function like that is missing entirely. If the database of information ends up being as big as I would want it to be, it would be incredibly beneficial to be able to search for "budgie" rather than having to find the budgies by "About" > "About Bird" > "About Budgies". The "About" sections could also use more organization. Right now, the UX is terrible. If I want to just know what types of treats are good for my hamster, I don't want to have to scroll through the entire "About Hamsters" section. The "About" sections could definitely benefit from being broken into sections rather than being one long article talking about everything. The experience would be better if the user could search "hamster snacks" or could choose to view the "treats" section in "About Hamsters".



Overall, I'm still happy with my initial concept and prototypes. I'm excited to keep working on my ideas and eventually getting to a point where not only I'm happy enough with the concept to turn concept into reality but the technology has evolved enough for AR to be able to simulate pet ownership accurately.



Alliance of Adventurers



Alliance of Adventurers is a card game for children based loosely on Dungeons and Dragons, Munchkin, and Magic the Gathering. My goal was to produce a game children love and foster a desire to play traditional role-playing games. Alliance of Adventurers borrows many mechanics from Dungeons and Dragons and other role-playing games with the intention of teaching children the joy these group games can bring in a simple, enjoyable, co-op game with semi-predetermined adventures and pre-created characters.

I felt it was important to emphasize cooperation. Each adventure card is only possible to complete if all players contribute and help each other. So many board games are competitive. The goal is to win. Of course, healthy competition isn't a bad thing, but I felt games, especially kids' games, are lacking cooperative play. In Alliance of Adventurers, each "storypoint" card has a power requirement, requiring red, yellow, blue, and green power. Some cards require more power of one or more colors than others. Each player also has "special ability" cards that allow them to boost their or their friends' power. Unless you're very lucky, most storypoints will require at least one special ability card in order to beat the card and earn the reward.





Alliance of Adventurers is played with several sets of cards. The box includes four character decks with 20 cards each. Each character has a variety of power and special ability cards. Some characters have more power while others have more special abilities. There are also 12 storypoint cards, 5 easy and 7 medium, along with 4 finale cards and 4 creature companion cards. The box also includes 29 colored tokens to keep track of boosted power and a heads/tails token for certain special abilities.

I wanted Alliance of Adventurers to be at least a little educational—but mostly fun. I snuck math into the game by having many of the special ability cards boost power in various ways. For example, some cards add +1 power; others double total power.





This project was bigger than just creating a playable game. I also spent ten weeks designing the logo and brand and building all the packaging. As a result, I now have a high fidelity prototype that I'm ready to take to the next stage.

On December 12, 2019, I had the opportunity to have my game tested in a 5th grade classroom. Overall, my game received positive attention from the students, though a handful found the rules and game play confusing and got frustrated trying to figure it out. Two students refused to try the games my classmates created because they wanted to keep playing mine. One of those students told me twice that I need to get the game published because she wants it.

~Picture(s) of the kids playing the game when I get the pictures to add~



In January, I am going to submit Alliance of Adventurers to the Eagles \$40,000 Startup Challenge. If selected, my game will go through a series of competitions and pitches with the goal of improving Alliance of Adventurers and earning funding to make the game a reality. So, to the little girl who told me twice to get it published, keep your eyes open. It might just happen!