TechWise README

Operating Instructions

Our prototype on Figma is split into separate flows for each task. As such, when you open the prototype (we recommend using a computer or an iPad given the dimensions of the screens), there will be four flows on the sidebar — "Onboarding", "Shopping Flow", "Inventory Placement Flow", and "Work Flow". In order to operate the prototype, you will need to complete and/or explore each task individually by selecting the corresponding flow on the sidebar, rather than assuming that all of the buttons on any given screen correctly map to another functionality associated with a different task than the task you are on the flow for.

Limitations

Due to our prototype being split into different flows for different tasks, there are certain buttons that might work in one flow but do not in another, since the app is not entirely linked across all of the tasks. For example, the inventory button is not clickable once you are in the store in the shopping flow since it is less relevant for the task of learning about and purchasing technology, whereas the inventory button is clickable in the inventory placement flow.

Because state is not saved across Figma, things like the amount of money in your wallet do not persist across tasks. For example, if you earn money via a puzzle, or if you spend money on a piece of technology at the store, the amount of money you have in your wallet as a result does not persist when you move to another task.

In certain situations, you may only be able to click on one or a specific set of options given a larger amount of available options. This is because we only have screens for those specific options, but we envision other options that are not currently clickable to map to very similar screens in terms of layout, with the content being more specific to that option. For example, when you are in the inventory for the inventory placement task, only the smart TV is able to be installed and placed, even though there is another technology in your inventory (desktop). The flow would be the exact same with the desktop, just not available in the current prototype. In a similar vein, our prototype may not support an option selected to actually take an effect specific to that option — for example, in the onboarding flow, you are given the option to choose between different themes, technologies that they would like to learn about, and learning goals. We imagine this to allow for personalization of the game based on these choices, but currently, no matter what option is selected, the prototype does not take these into account.

Lastly, there are buttons that are meant to be clickable but currently do not map to anything. For example, clicking the gear on the top right corner on the Home screen does not do anything, but we envision a settings page opening up that allows you to personalize settings that might make the game more accessible to you. Most of the interactions of buttons that are not clickable are either available in other tasks or can be reasonably assumed in terms of what action it performs.