

We made our mid-fi prototype using InVision. We implemented the tasks that we asked our interviewees to perform when we tested our low-fi prototype. We used Adobe Photoshop to design all of our screens. Before testing, please put your phone on landscape orientation lock.

For any screen, to view what is clickable, tap once anywhere on the screen that isn't hotspotted (linked to another screen). From the home screen, you can go to the menu by clicking the icon on the top left, add an inspiration to your ideaboard by clicking on the green plus sign on the top right corner, view a recent project, or view your ideaboard. Only "Haider – A short play" is hotspotted in the current projects list, the full deadline button is not hotspotted, and the ideaboard icons are also not hotspotted.

Clicking on the green plus sign in the top right corner will go to the "New inspiration" screen. The green button is still accessible, but will lead to the same screen. This is because we used a template for InVision, and so is on every screen. Clicking on the "Add Snapshot" icon in the middle is designed to allow users to add a picture, audio recording, or video as the basis for their idea. This idea can then be added to the ideaboard by clicking on the "Add Inspiration" button.

In the menu, "Search" and "Community" are not yet implemented. The menu button is accessible on every screen for convenience. The "New Project" button will lead to a screen to add information for a new project. Once the project is created, it will lead to the Mind Map screen, where the user can add tasks and ideas for that project. InVision does not support hotspotting multiple gestures in the same area, so we could not implement the double-tap gesture to map to the "Node-Action Popup Screen" and implement the single-tap gesture map to the "Edit Node" screen. As a poor workaround, we instead hotspotted the bottom half of the node to go to prompt the "Edit Node" screen. The "Edit Node" popup has 4 icons. The topmost icon, the green plus, is the only icon that we have implemented thus far, and allows the user to add a node to that node. The multidirectional arrow icon will allow the user to move the icon around as they see fit. The trash can icon will delete the node. The last icon will allow the user to share this node with another user.

The icon in the top right is the deadline view for the project. The deadline view focuses on giving the user an accurate visual representation of their deadlines to help streamline their workflow. The user can revert to the Mind Map view by pressing on the icon in the top right. The user can also add a deadline here by pressing on the "Add New Task" button. Pressing the "Add Task" button will successfully add the task onto the node.

The user can also review his current projects. These projects are accessed by going to the menu and clicking the "Existing Projects" tab. The user can then select the project to view or add a new one.

The Jazz Symphony project was left unimplemented. Once a user clicks to view one of his current projects, the actions and views described in the previous paragraph are also supported here.