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Milestone 4: Justification Report

Parent Screens:

1. **Quest**
    a. **Overview** - Our iterations for our home screen and quest overview went through many changes since we could not decide where we felt things should go. We first had quest related stuff at the home page where you could view all your children as well as their active quest and quest history. However, after some consideration it would not make sense to put it there since we can see it in a place that made more sense; the quest overview page. Instead of viewing their quest and history, the home page will instead show current quests, and if you want a more in depth look and potential change something, you go to the quest overview page to look at each child's quest details, as well as being able to look at the calendar and creating a new listing.
    b. **Assign** - In the assign page, our main approach was to make sure we put everything you would need to think about when creating a task for someone to do. The main three parts are the when, what, and why. The when and what are self explanatory, but the why is in regards to the reward(s) for completing said task before the deadline.
    c. **Ongoing** - The ongoing screen shows the current quests that the parent has requested. It displays the title, who is assigned the task, reward, reward amount, and a deadline. The user (parent) is able to interact with each quest and can modify things if needed. For our low-fidelity design we have it to where they can see the quest progress and if their child has submitted a picture proof which they can confirm or deny by interacting with the quest elements. This is taken from basic research from existing applications that have a

quest-like navigation in the RPG gaming style. Parents require this screen to quickly see the tasks they sent out so they can reference it if needed.

d. **Calendar** - The calendar screen on the parent side has a simple and straightforward approach. This screen on the parent-end will work similar to how a calendar functionality would work on an application such as Canvas. This screen would display a calendar of the parent's child; on that calendar would display the "quests" that the child has done throughout the month or on-going quests that the child still needs to complete. If there are multiple children in the family, the parent could have the option to click a drop-down menu to look at a specific child's activity for the month. There is also a drop down menu for the month; giving the parent the ability to view past months and the activity of their child in those months. We believe that this could be helpful for parents due to the fact that they would be able to monitor a child's activity in terms of quest completions. In addition, the parents could make judgement-based decisions based on the activity level of their child. At this time, we have decided to have a drop down menu for changing months; as we continue into the second phase of the course changing the calendar from a drop down to scroll-based similar to Apple calendar may be an option depending on implementation.

e. **Completed** - This screen is to show recently completed quests that can be ordered by newest or oldest. This is a statistic-like thing that shows a user a visible representation of work done total, and the parent can reference this in case of a mix-up with children or just to reference other similar quests that they can use as a baseline if parents want to create new quests. This idea is taken from games where it shows your match history of games

played or showing a list of completed quests in general. This provides quick access to see past qu

2. **Stats** - The statistics screen in the parent view is a very straightforward approach to displaying information. The horizontal black lines are intended to represent detailed user information that will be made available to parental figures. This includes statistics like completed quests, collaborations, user level, username, and any other information that may be relevant. We believe this will be useful to parents so they can set real life goals for their children or simply track progress for improvement. At the top they are able to scroll through and select which user's information they want to display
3. **Moderation:**
    a. **Generic** - This screen represents configurable settings that affect the child users. The main notable one we want to tackle is screen time and it is the only one we currently have designed. We are choosing to allow parents to control users' screen time in the app itself in order to use the game functionality as an incentive to complete quests.
    b. **Screen Time** - Here we see a bar graph-style display representing one user's screen time throughout the week. There are two toggle style options that allow the parent to be notified when screen time is reached and to lock the user out of the game in order to motivate them to complete their quests. It is also to limit the amount of time children are spending playing the games. At the bottom is a counter that can be increased or decreased to set the limit on screen time.

Child Screens:

1. **Home** - For our child's view of the app, we wanted to make sure everything was as simple and efficient as possible. Our child can range from 10 or so years or even a few years old, so

our layout and schema should remain simple and easy to navigate for the essential screens the kid will be using. You can access everything the app offers in one page. You mainly see your avatar upfront to see what you have created and to show it off, as well as your todo list and experience bar.

2. **Game** - While this screen is the main draw of gamification and the children's engagement, it's still undecided what style of gameplay we're going to go with. For our low fidelity model we chose to represent the gameplay with a simple vertical scrolling plane firing game. The plan is to add future monetization avenues in future iterations of the product as well as increasing the intertwining of gameplay and questing for a more cohesive experience and increased incentives for engagement.
3. **Quest**
    a. **Quest Book** - This screen is primarily based on Frame 18 from our paper wireframes. It shows information about each quest such as requirements, deadlines, and rewards for the quest. This is important as it provides a visual representation of the quest requirements to the user. We have also added a button that allows users to submit a photograph upon completion so parents may review it. This enables us to build features like moderation into the core functionality of the app. A user will wait for a parent to decide if the completion of a particular quest is acceptable.
    b. **Visual Calendar** - The calendar on the child-end of the application works pretty much like the parent-end. The calendar screen allows for the child to track what "quests" they have done already and any upcoming quests that they need to complete. We wanted to make the calendar screens for both child and parent sides easy to use and comprehend. We made the decision to implement the screens so that both parents and child can view

activity/productivity throughout the month(s). In addition, from our user research it was mentioned that the interviewees used either calendar apps alone or applications with a calendar implemented within the app itself contributed to the screen being made. With this screen it could help children keep structure with their “quests”.

4. **Profile**
    a. **Profile** - In our paper based low fidelity designs all of our potential profile pages included an avatar, as one of the most mentioned feedback during some informal interviews was that many enjoy customization of some sort. So we made sure to carry over the avatar and the ability to customize it and the background to our final low fidelity figma design.
    b. **Visual Stats** - We determined tracking stats and giving users the ability to look at it was important because another piece of feedback that we received from earlier was that users liked seeing marked improvements overtime and the stat screen can help track that.
5. **Social** - With the leaderboard screen it provides a competitive aspect to the application. The screen is simple and easy to comprehend, this page will have two tabs that the child can alternate between being a “friends” tab and a “global” tab. The information that will be displayed on the leaderboard will be the user's position number on the leaderboard, the username, and some form of points accumulated by completing “quests”. We made the decision of having a leaderboard based off of the user research interviews that we conducted earlier this semester. From those interviews we gathered that interviewees had mixed feelings about leaderboards; some liked the idea and some had no feelings about it. Now that we have taken a pivot, a leaderboard may be more intriguing to a younger demographic.