I. Prototyping Decisions

In creating the Figma prototype, several new prototyping decisions were made as our design became more polished, beginning with our filtering decisions. In terms of the decision of the appearance of the interface we created on Figma, we filtered out a visual color theme to our screens to focus on their functionality. We also decided to represent our screens on Figma to be present in a landscape mode, as our actual device would be present in this mode in order to give the users with a larger screen to touch the buttons and view their pet on. In our content, we included realistic and consistent photos of a sample pet to represent our persona's pet, Rocky. We also included a welcome screen that included our persona's name, May, to add further realism to our content. In addition, the food dispenser screen and the screen of notifying the family included a realistic text conversation and a corresponding appearance of the food dispenser to match the contents of the conversation, where the family member had filled it back up to 100% and the Food Dispenser screen reflected such. We filtered out aspects of the content such as having a video to represent the Live AR and instead replaced it with an image, as we aimed to represent the actual video capturing capabilities by having our "Live" indicator in the top left corner.

Furthermore, in our features and functionality, our prototype was designed to show the breadth of functions to be performed on the interface rather than showing the exact specifics of each function for the home back, texting, food tracking, and gallery. This filtering choice was made as we aimed to follow the Usability dimension of standardization and wanted to keep the features of these pages largely straight forward to what the users have seen on their phone already, such that users can focus largely on their interaction with their pet than on understanding

how to use the device. The screen that did not have much standardization due to its unique function in our prototype was the food tracking page, but we kept this page as one without interactivity and to only view the levels of food, so no added features had to be filtered out on this page. In the interactivity, we filtered out the functions to be able to take a picture, send a message, scroll down on the page, and picking a wallpaper as our focus was on demonstrating the ability to choose to do these features on each screen and delving into the specifics of each of these smaller functions, especially as these features would follow the standardization across other devices.

In our implementation decisions, we decided to create our prototype on Figma at a mid to high resolution, as this interface and related screens is the main center that integrates all of the physical components of our app together. Thus, it was important for us to focus on adding more detail to our digital prototype. As for our physical prototype pieces, we kept it low-mid resolution, where the mid resolution was in creating icons and distinguishing between the buttons on the collar to imagine what a real product would look like. However, due to not having the means to add in aspects such as personalizing a stuffed animal to one's pet or having a real collar with buttons, we decided to add detail to the most relevant components of the collar buttons and the interface being placed on the animal's stomach.