



GAMESHARE

Rent, Play, Return - Unlock Endless Gaming!

Team 4

Our Team



Vandana Gandepalli



Ariyana Joseph



Rithindatta Gundu



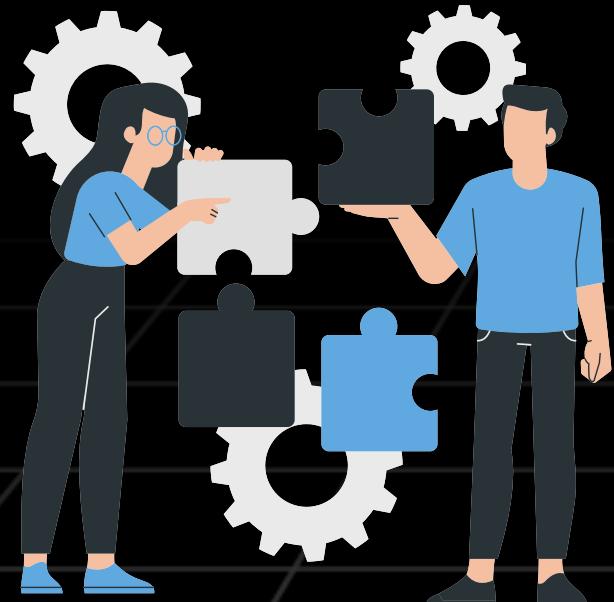
Sai Vikshit Kode

Presentation Outline

- Problem & Mission
- Persona
- Prototype Phases
- Hi-Fidelity
- Demo
- Lessons Learned

Problem

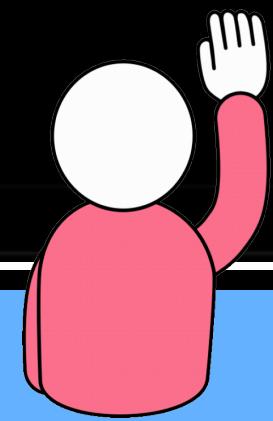
The lack of affordable access and a streamlined rental platform for gaming equipment limits gamer's ability to explore new games and hardware.



Our Mission

To create a user-friendly platform that allows gamers to rent and return gaming essentials flexibly, ensuring an accessible, affordable, and trustworthy experience for all.

PERSONAS



Primary Persona Student



Hello, I am Aditya, a full-time student at USF. I am also a gaming enthusiast. I love to play video games with my friends and participate in gaming contests. I am also a member of the League Gaming Community.

Apps and games



Favourite Games

- Far Cry
- Tomb Raider
- Assasian's Creed
- Cyberpunk 2077
- WWE
- Grand Theft Auto 5
- Counter Strike
- Red Dead Redemption
- Spiderman Game
- Vice City

Demographics

- Age: 23
- Gender: Male
- Profession: Student
- Location: Tampa, FL
- Civil Status: Single

Goals

- Looking to rent gaming consoles for a low cost.
- Meet a new community of gamers.
- Aiming to use rental platforms that are user-friendly, secure, and transparent.
- High-quality rental services that deliver equipment on time

Personality

Communicative

Empathetic

Professional

Pain Points

- High costs associated with gaming, always often restricted from participating in gaming
- Need for secure pickup and delivery options to avoid unsafe interactions
- The majority of the gamers didn't have a common platform to play.
- Not having enough gaming accessories, like controllers, consoled.

Interests

- Traveling to new places
- Meet Friends
- Gaming
- Reading Books
- Designing Websites
- Cycling
- Watching Movies

Quote

" I always wanted to buy a console but never had one due to financial crisis. "

User Scenario

Aditya is a full-time student studying at USF. He likes to play video games with his friends in his leisure time. He is not gaming due to the financial crisis and the increase in the cost of gaming equipment. He is a gaming zealot and always wanted to try new games in the market. He is looking for an all-in-one solution, an app that can satisfy all his gaming needs on a low budget.



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I always wanted to buy a console but never had one due to a financial crisis.

Aditya Madabushi



Secondary Persona

Retail worker



HUNTER

RETAIL WORKER

"I spend most of my nights gaming to unwind from the day"

Demographics:

Age: 29

Gender: Male

Occupation: Retail Worker

Location: Seattle, WA

Civil Status: In a Relationship

Hobbies: Gym, Gaming, Friends

Goal:

Having access to gaming equipment at a more affordable cost to have as many gaming experiences as possible. Being able to share my gaming repertoire with my community.

Scenario:

Hunter is a busy retail worker who enjoys spending time with his friends and working out in his free time. He likes to decompress from his high energy job with gaming. He is an experienced gamer who always wants to try the newest releases and is interested in using an app to fulfill all his gaming needs at a lower cost. He also wants to rent his collection out to the gaming community to make more money that he can invest back into gaming!

Pain Points:

- Deciding which gaming products to invest in without trying them first
- The cost of gaming equipment, which can lead to fewer gaming experiences
- Limited storage space

Interests:

Gaming Community

- Being an active member of the gaming community and helping fellow gamers

Connecting With Friends

- Using gaming to socialize and stay connected with friends

New Releases

- Playing as many games as possible to grow as a gamer

Contact:

Email: hunter113@gmail.com

Phone: (206) 343-2348

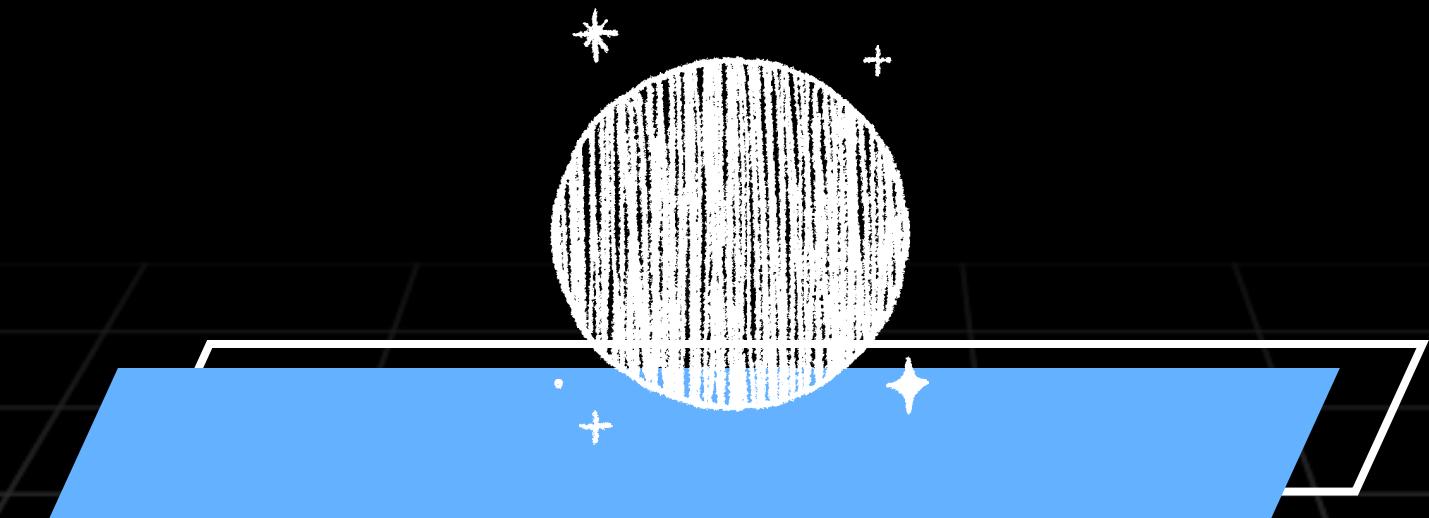


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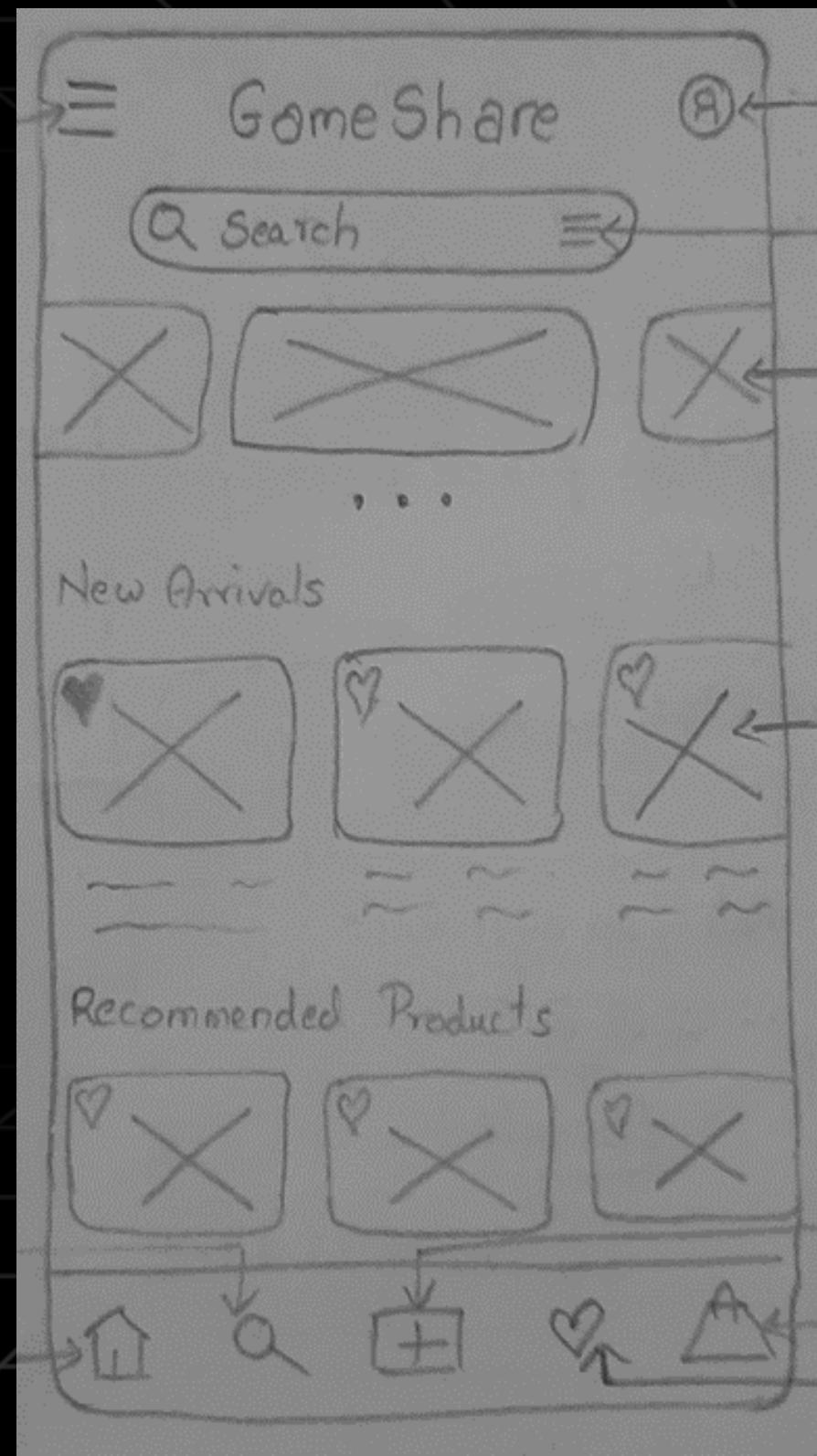
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Hunter

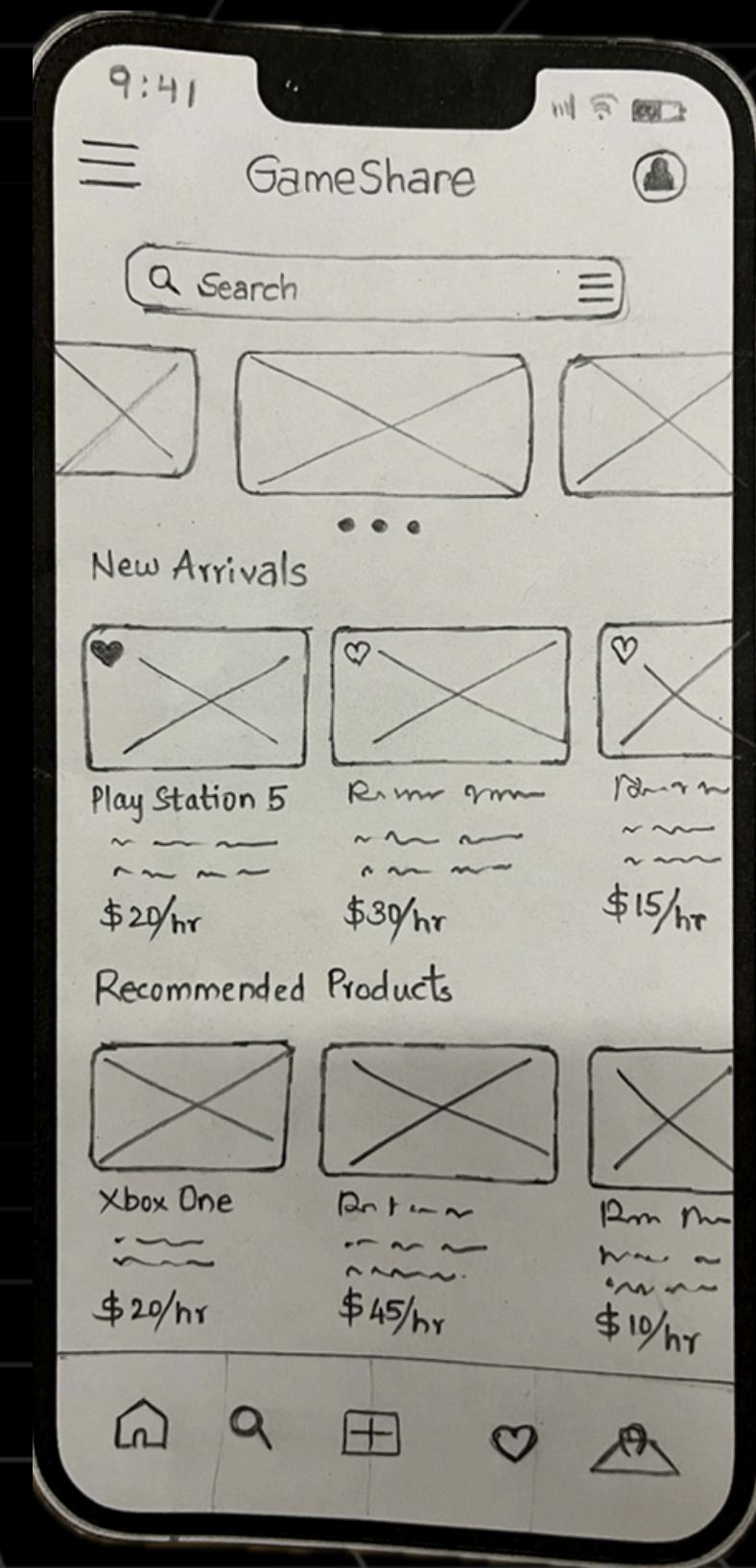
PROTOTYPE PHASES



Sketch

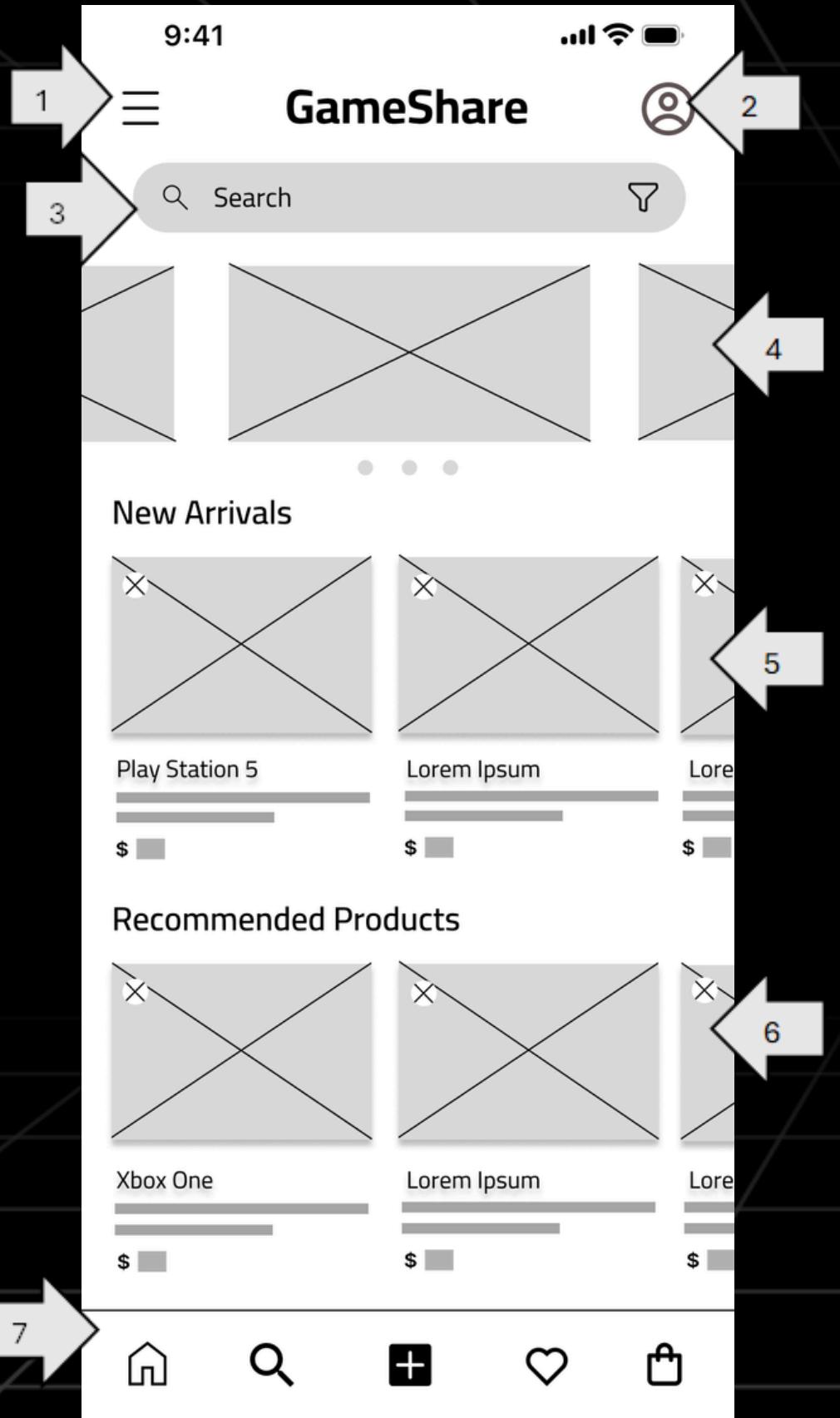


Prototype



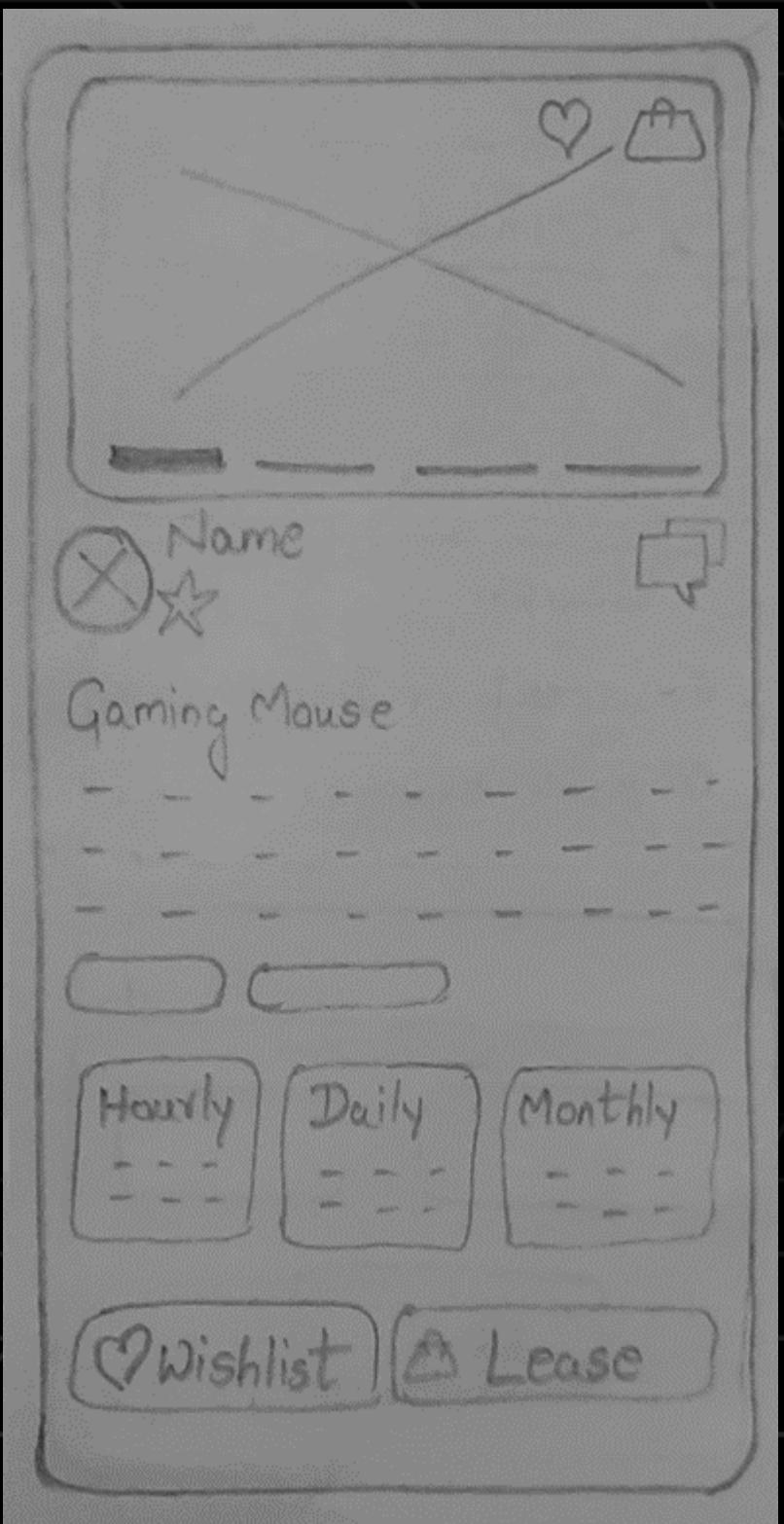
Home Page

Home Page

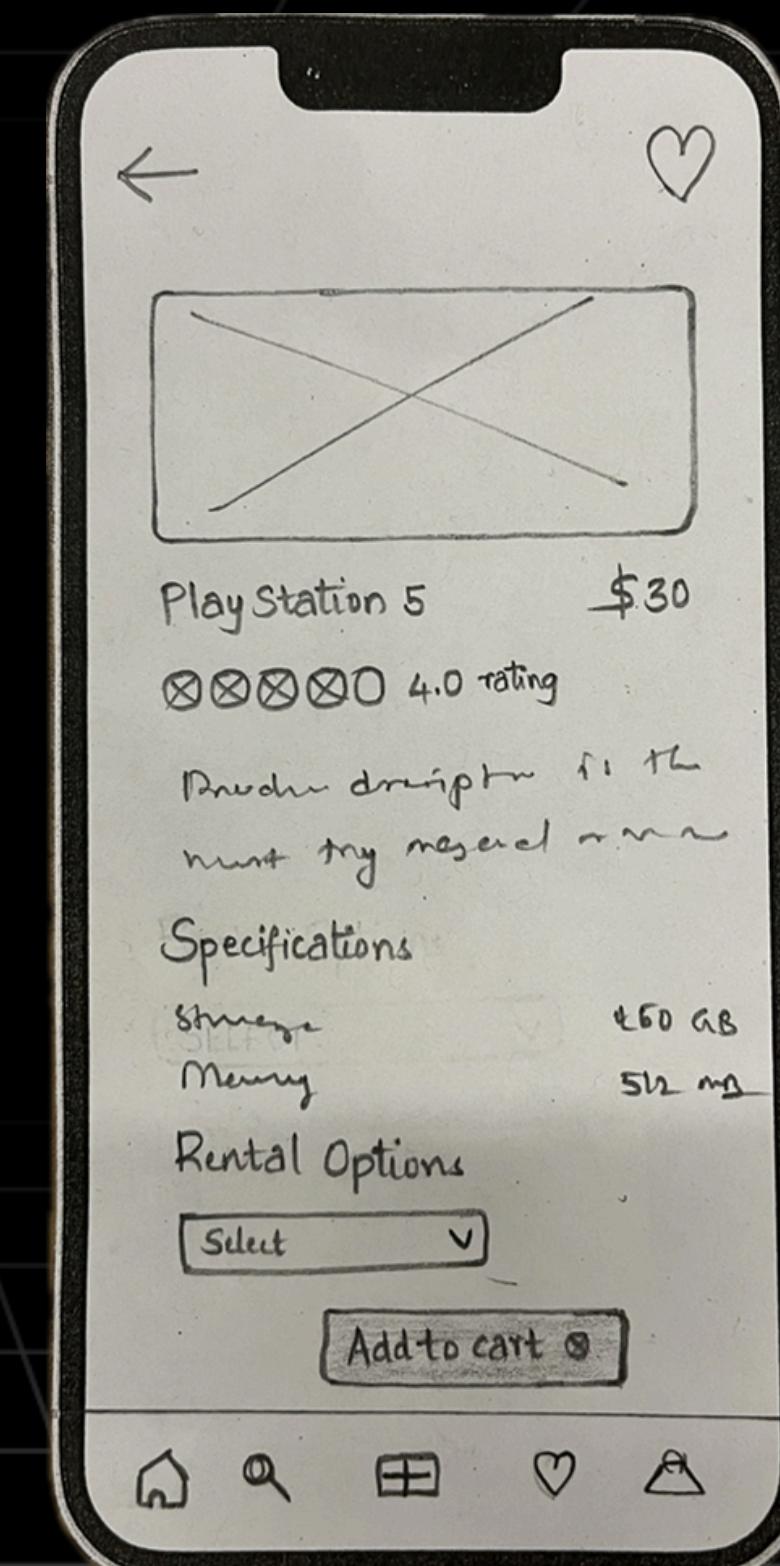


| | |
|---|--|
| 1 | A button to open the side navigation bar |
| 2 | A button that takes the user to their Profile page |
| 3 | A search bar with a filter button |
| 4 | A carousel with featured products that the user can scroll through |
| 5 | New arrivals that the user can scroll through. Each item can be selected, and the user be taken to the product description page. |
| 6 | Recommended products that the user can scroll through. Each item can be selected, and the user be taken to the product description page. |
| 7 | The bottom navigation bar |

Sketch

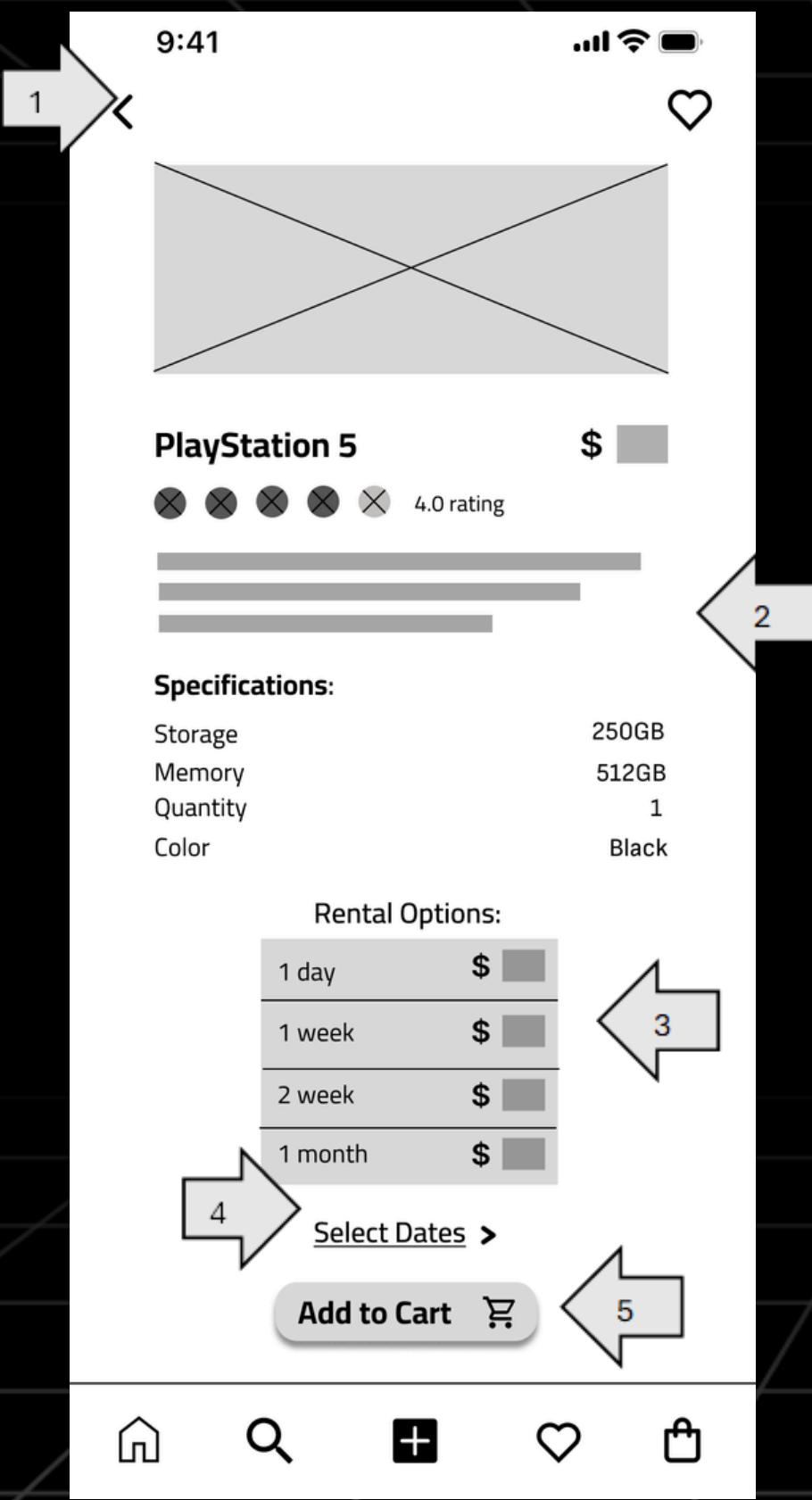


Prototype



Product Page

Product Page

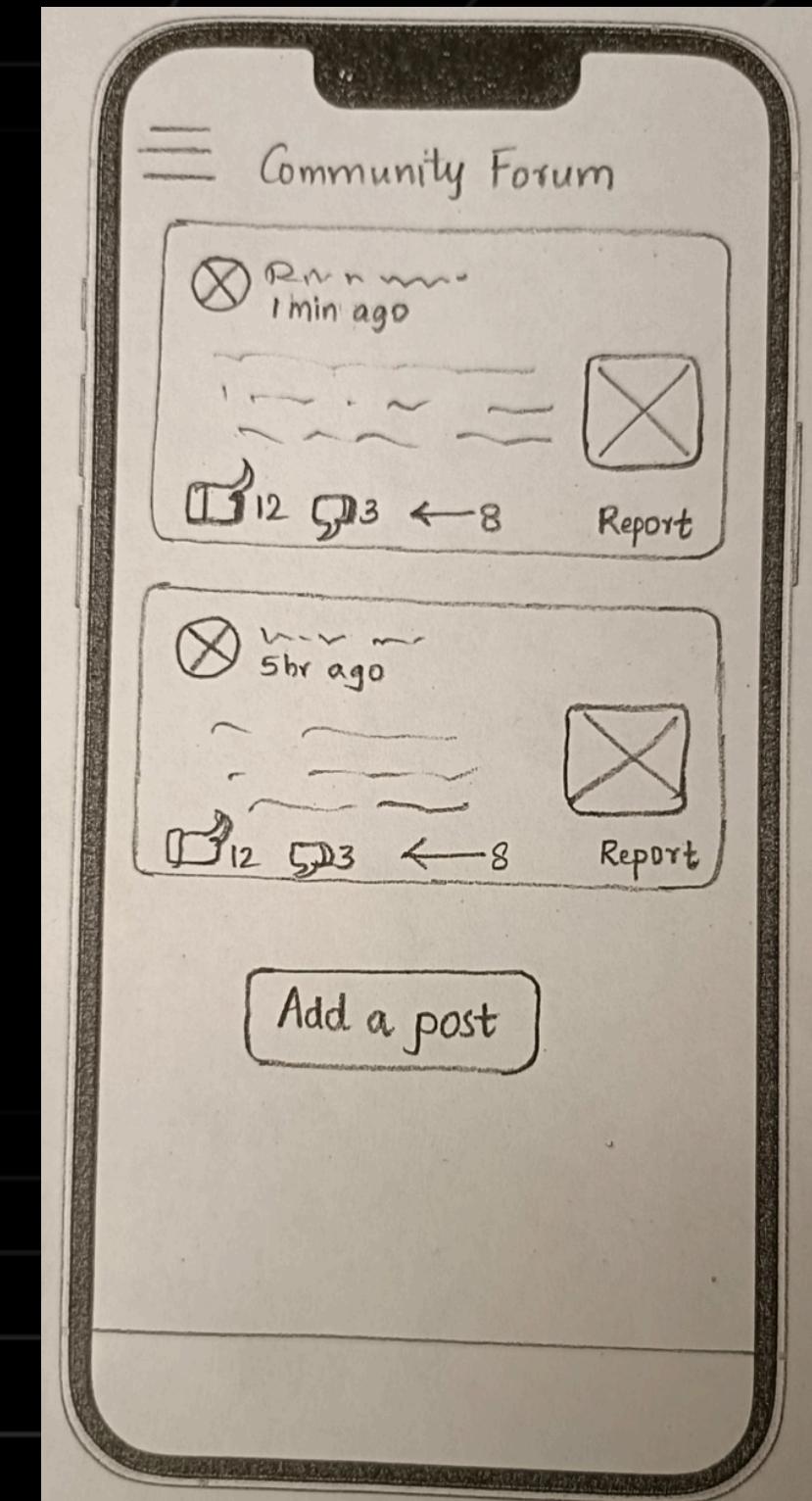


| | |
|---|---|
| 1 | Button to return user to the previous page they were on |
| 2 | Descriptors of the product displayed to the user, including title, description, price, rating, and specifications |
| 3 | Pricing for different time frames displayed to the user |
| 4 | Button that takes user to a date picker to select the rental period desired for this product |
| 5 | Button that takes user to the Shopping Cart page |

Sketch

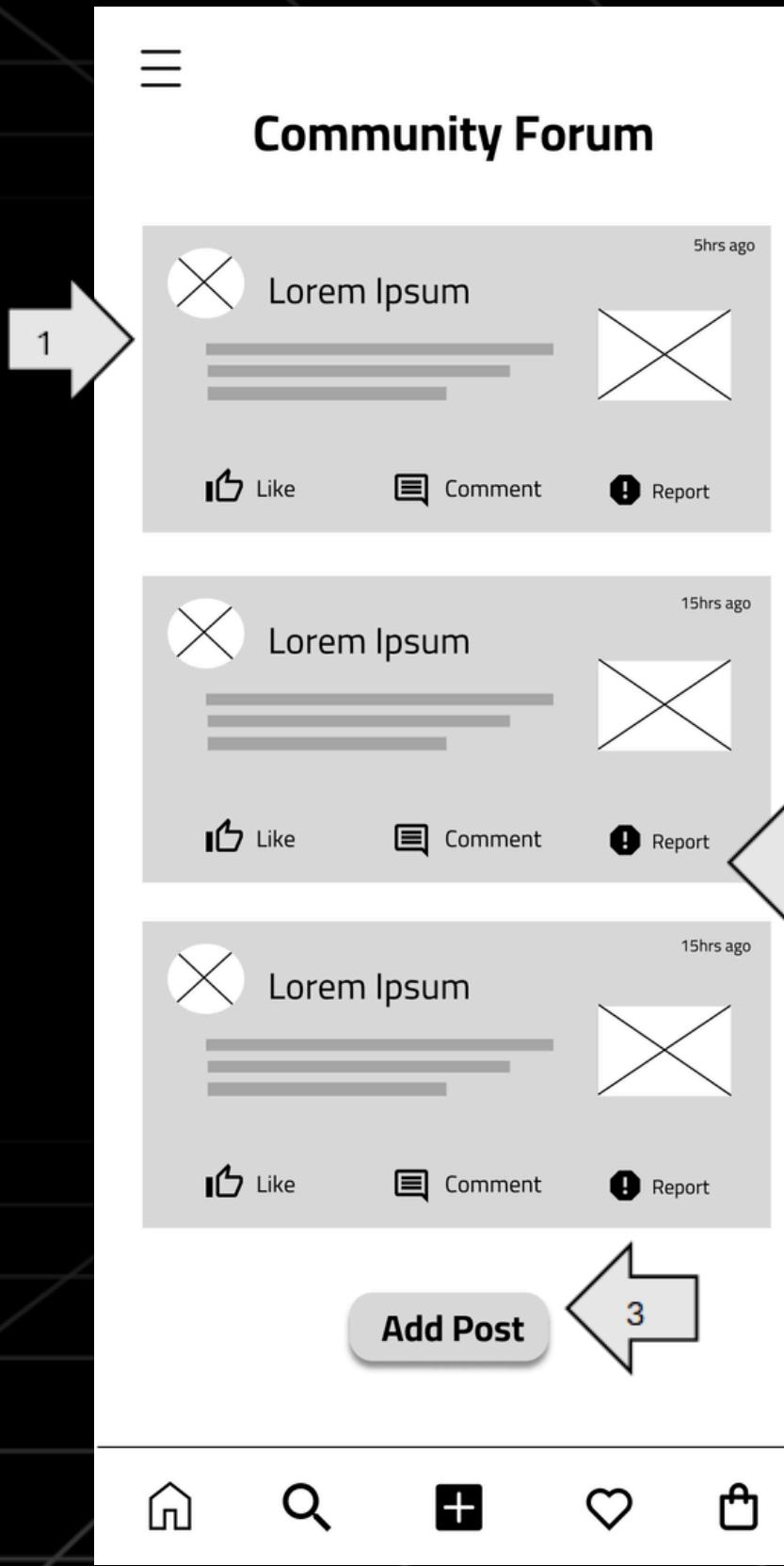


Prototype



Community Forum Page

Community Forum Page



1 Posts from users (earliest to latest) are displayed with their profile picture, header, body, picture and timestamp

2 Like Button darkens when selected to indicate user has liked selected post
Comment button takes user to the Add Comment page
Report button takes user to the Report Post page

3 Button that takes user to the Create Post page

HI-FI PROTOTYPES



Design Elements



Colors:

- Primary: Blue
 - Calm, Trust, Intelligence
- Secondary: White
 - Simplicity, Minimalism

Font:

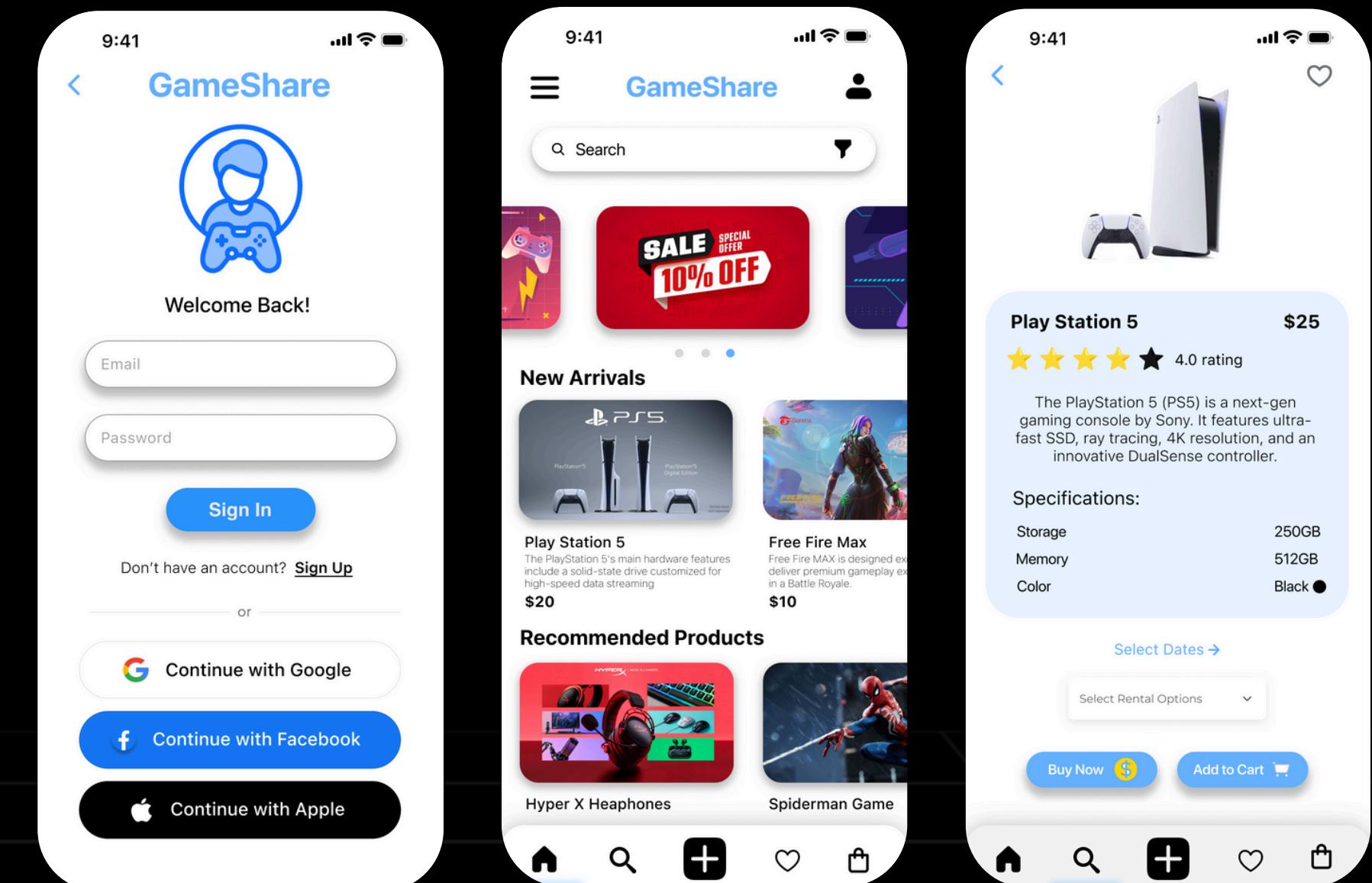
- SF Pro - Light, Regular, Bold

Navigation:

- Main Features - Bottom navigation bar
- Additional Features - Hamburger menu

Interactions:

- Drop down menus, Checkboxes
- Pop-ups
- Buttons



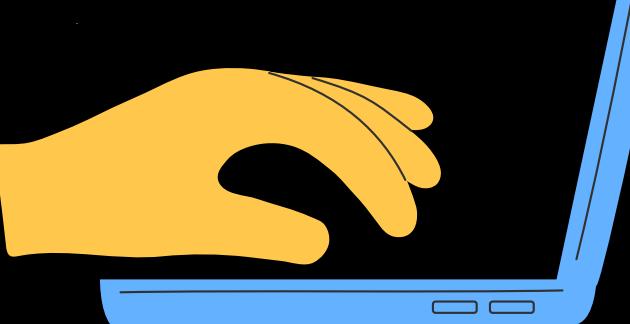
LIVE DEMO!



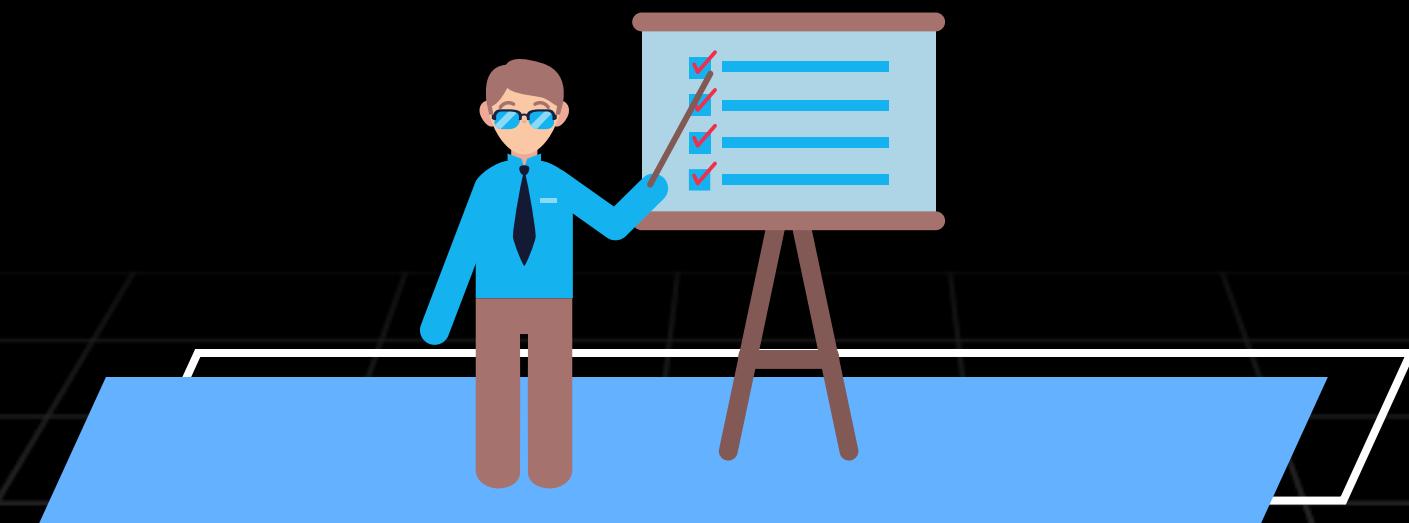
[Figma Link](#)

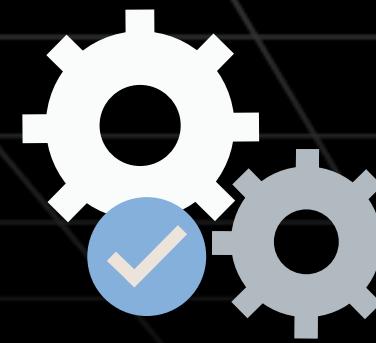
3 User Flows:

1. Search for PS5 and rent it
2. List a product for rent
3. Add a post on the community forum



LESSONS LEARNED





Usability Testing

Affordance

- Highlight mandatory fields
- Disable irrelevant fields
- Make buttons and input fields more distinguishable

Choice Overload

- Less is More
- Reduce cognitive load
- Simplify and prioritize

Labeling

- Utilize both text and icons
- Label navigation bar
- Descriptions for input fields
- Feedback



Overall

Communication



- What has been done
- What needs to be done
- What can be done better

Brainstorming



- Individually and as a team
- Generates new ideas
- Facilitates problem solving

Time Management



- Start early - as soon as possible
- Make a plan and assign deadlines
- Reserve the final day for editing

Dividing Workload



- Divide workload equally
- Ensure each team member is contributing
- Communicate and resolve issues early

THANK YOU

Any Questions?