level up.
High-fi Prototype Checkpoint

level up.

Build essential skills, one experience at a time

Team Intro

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Problem

Students and Early Career Professionals often face challenges in developing essential interpersonal skills critical for career growth. These skills, which are rarely taught in traditional classroom settings, cause stress and uncertainty in navigating one's career path

Solution

level up. breaks down the challenge of building soft skills into bite-sized experiences across four key areas. With personalized daily challenges, the chance to explore and compete with friends, and tools to track your growth, users are able to develop career enhancing skills, one experience at a time.

Table of Contents

01
Heuristic Evaluation Results

Qualitative Summary

1) Concept
- Unintuitive App Flow
- Limited context and documentation for onboarding
- Inconsistent terminology –use of "task" and "experience"

2) Aesthetics & Layout
- Inconsistent Buttons
- Difficulties differentiating buttons and experience cards
- Colors did not match with each other
- Text hard to read

3) Experience Cards
- Full card component was excessively large
- Too many clickable buttons–overwhelms user
- Not consistent with visual hierarchy

4) Complex Task Flow
- Unable to view your received and sent challenges
- Unable to send multiple challenges to friend/ send multiple friends a challenge

5) Profile Page
- Lack of information –does not have profile name
- Limited freedom, unable to change profile picture or name

6) Navigation
- Screen navigation was too quick to read
- Pop-ups were not smooth
- Some screens lacked back, next, and/or exit buttons.

went through all 101 violations as a group

Statistics: Violations by Severity

32
severity 3/4 violations
29 addressed

69
severity 1/2 violations
55 addressed

H8: Aesthetic & Minimalist Design (22)
H4: Consistency & Standards (20)
H1: Visibility of System Status (13)

Statistics: All Violations

Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	3	4	2	2	2	13
H2: Match b/w System & World	0	5	2	0	0	7
H3: User Control & Freedom	0	0	1	6	1	8
H4: Consistency & Standards	0	6	9	4	1	20
H5: Error Prevention	0	0	2	0	0	2
H6: Recognition not Recall	0	0	4	2	1	7
H7: Flexibility & Efficiency of Use	0	1	2	3	1	7
H8: Aesthetic & Minimalist Design	0	12	8	0	2	22
H9: Help Users with Errors	0	0	1	0	0	1
H10: Help & Documentation	0	0	1	0	0	1
H11: Accessible Design	0	2	1	3	2	8
H12. Value Alignment & Inclusion	0	0	3	1	1	5
Total Violations	3	30	36	21	11	101

02
Revisions for High-fi
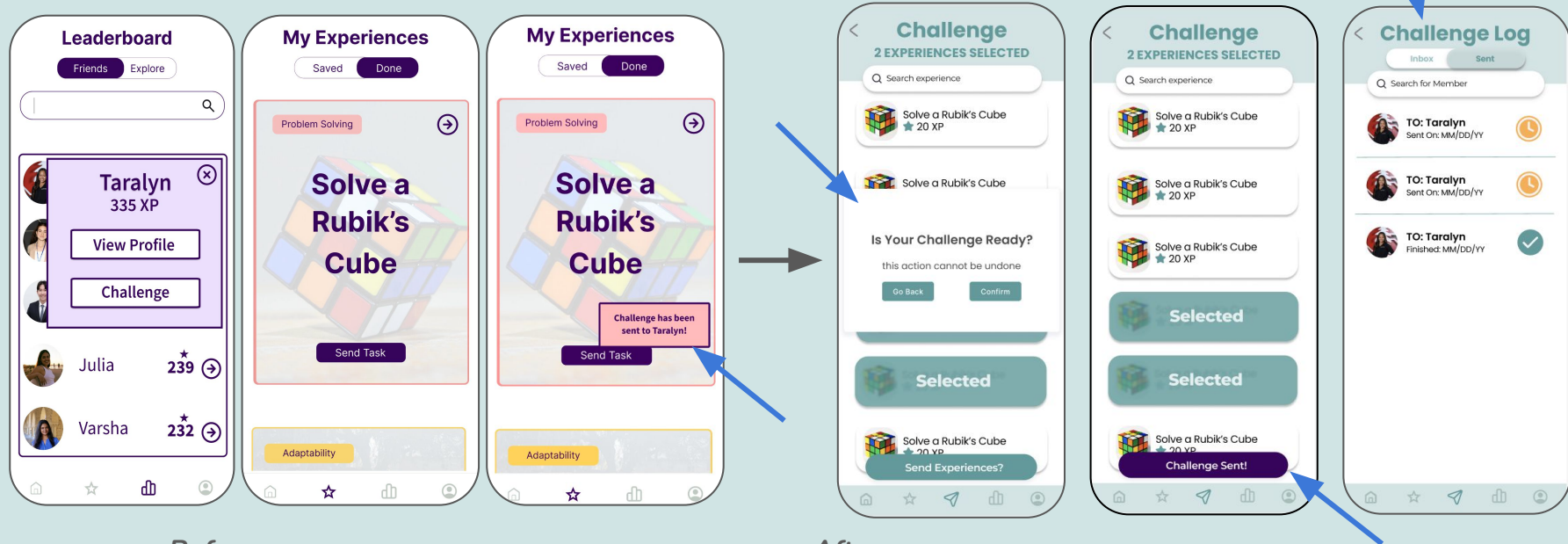
Summary of Changes

- **Entirely revamped our design:** flow, aesthetics, navigation, and functionality
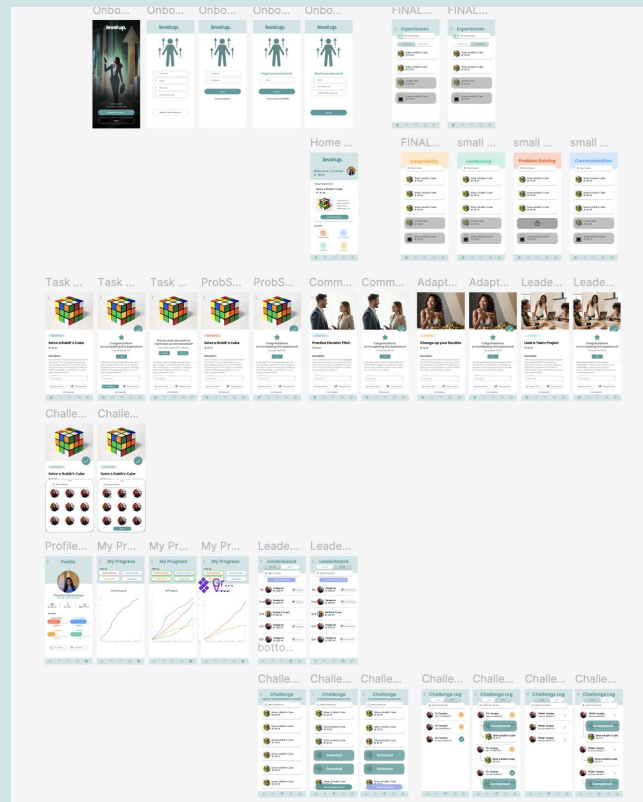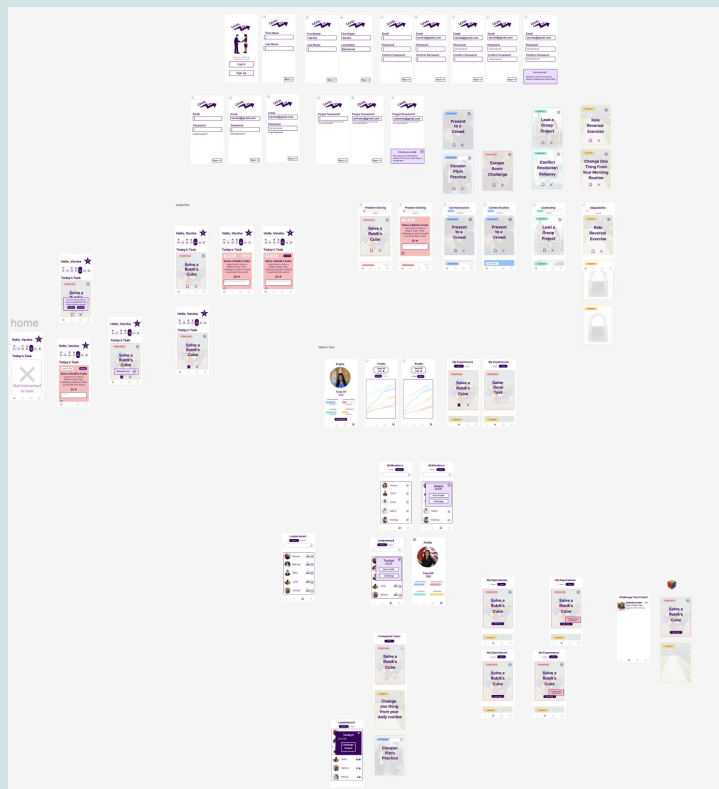
H1: Visibility of System Status

Severity: **4**

Violation #8: Timeout for challenging a friend is too fast

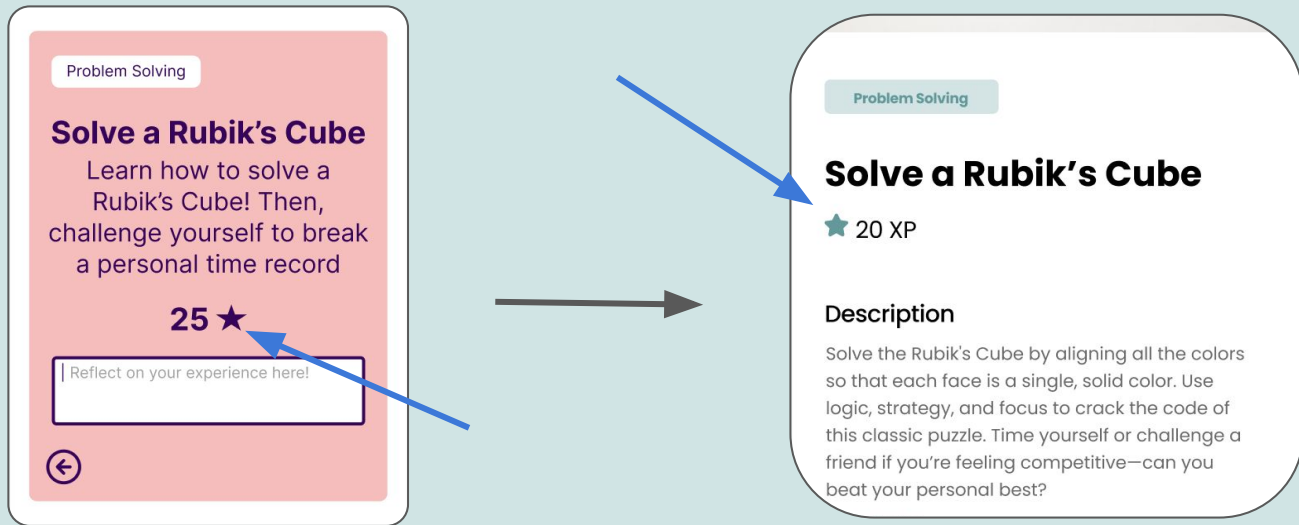
Before:
Timeout after sending a friend
a challenge is 2s

After:
Confirmation popup does not automatically force timeout until
user confirms. Timeout increased to 5s and send them to their
Challenge Log where they can see their sent challenges

H1: Visibility of System Status

Severity: 3

Violation #17: Star symbol for indicating XP is confusing and does not have values
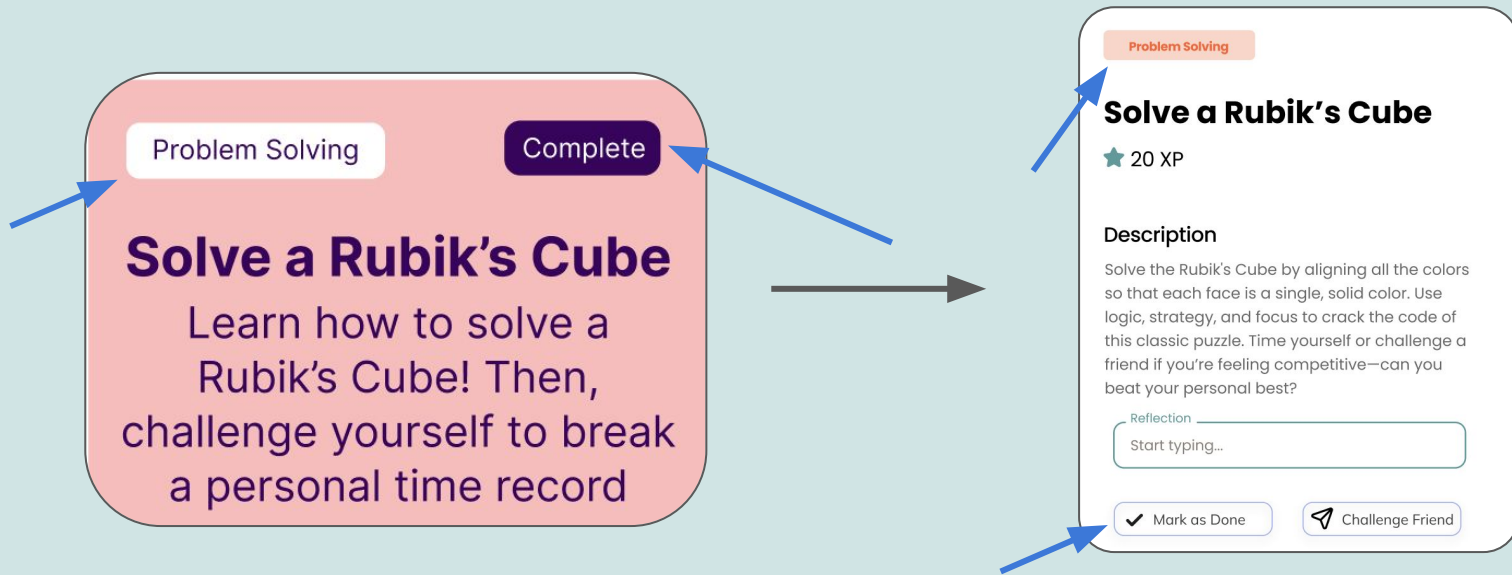

Before:
Just Star & Value to imply XP

After:
Add "XP" to indicate that stars represent XP and the experience provides 20 XP

H4: Consistency & Standards

Severity: 3

Violation #79: There are tags that look like buttons: The "Problem Solving" on the task box has a box around it, making it look like a button

Before:
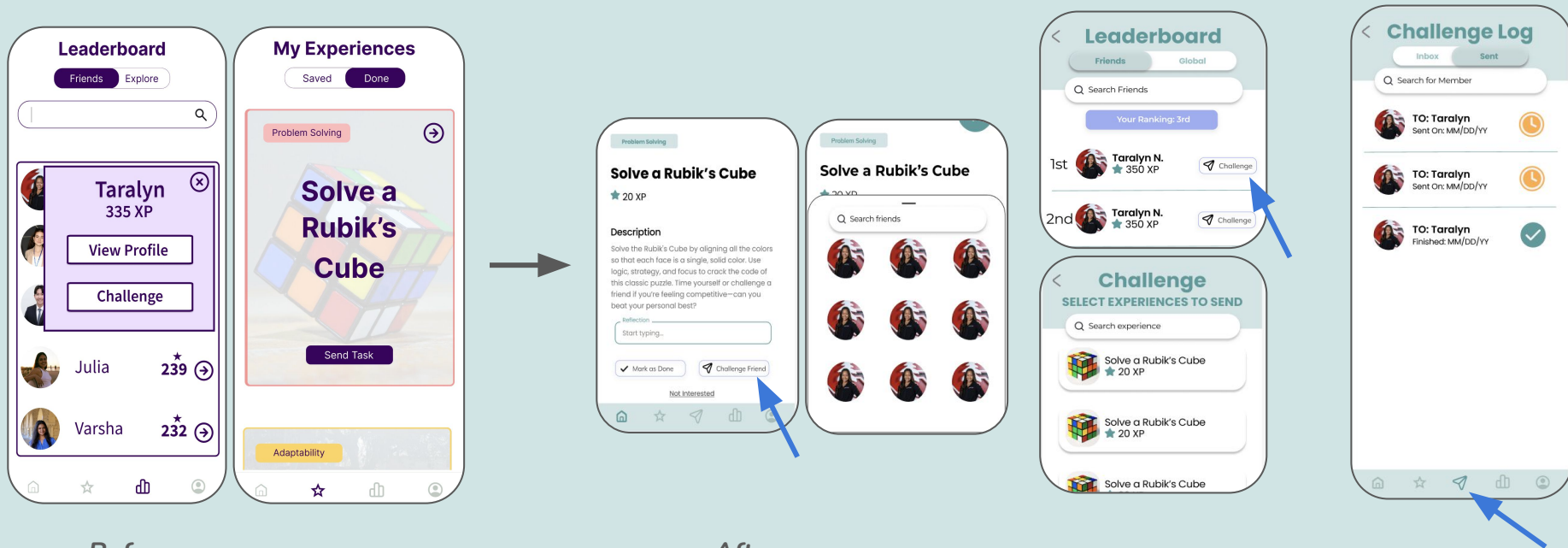Problem Solving Tag looks the exact same as the Mark as Done/Complete Button

After:
Problem Solving Tag is different color and size compared to Mark as Done/Challenge Friend Buttons

H7: Flexibility & Efficiency of Use

Severity: 3

Violation #24: Challenge a friend task flow is very unclear and is unintuitive

Before:
Challenge Task Flow can only be accessed through Leaderboard and directs to a secondary My Experiences Screen
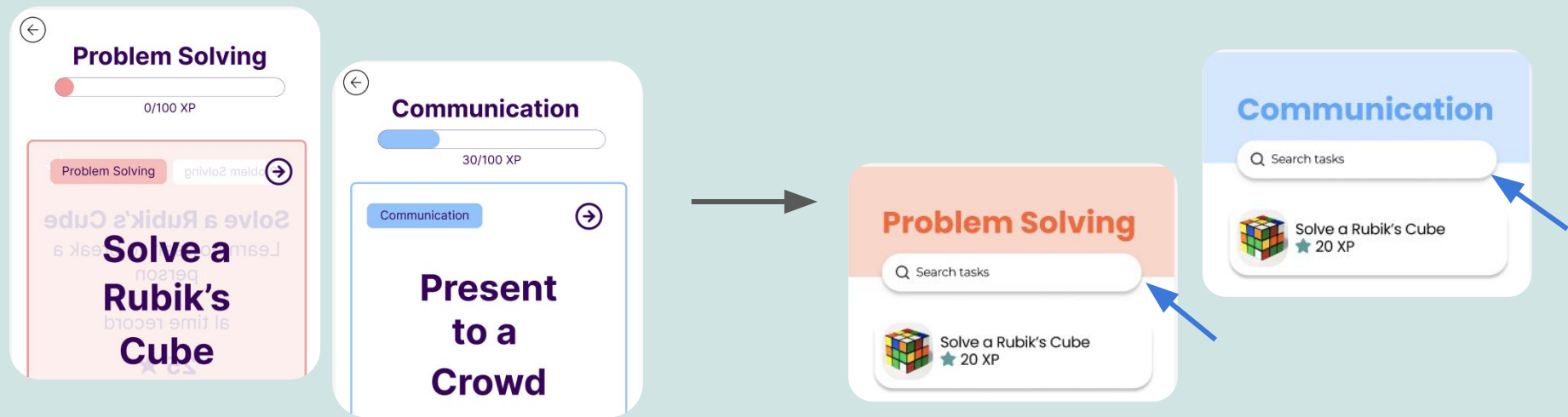
After:
Challenges can be accessed in 3 ways: There are two ways to send challenges – through an experience card screen or through the leaderboard – and the middle icon on the dashboard accesses the Challenge Log where sent and received challenges are displayed

H7: Flexibility & Efficiency of Use

Severity: 3

Violation #44: No Search bar inside each of the skill areas

Before:
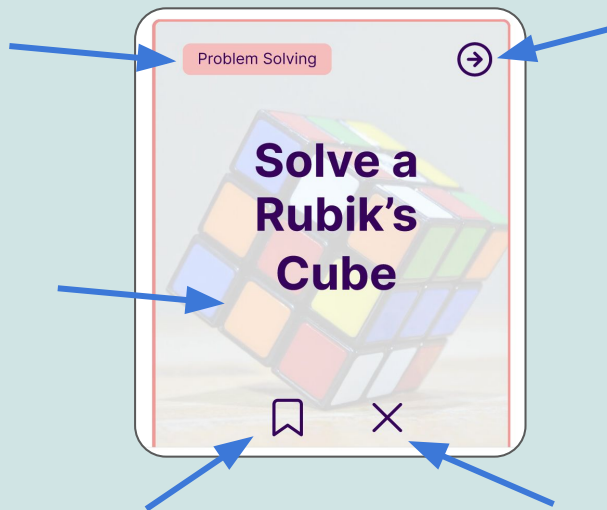Skill areas screens did not have search bar for experiences

After:
Search bar have been added to all skill or experience list screens
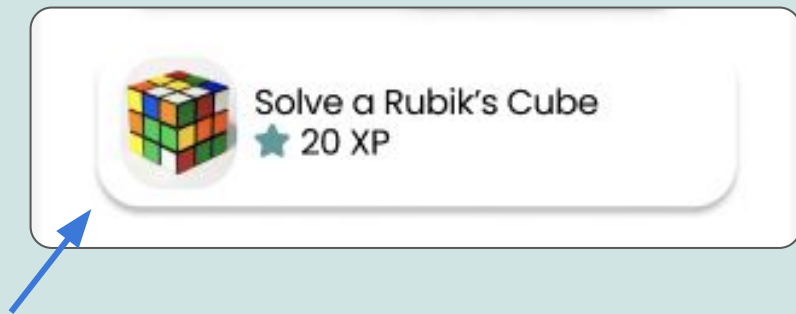
H8: Aesthetics & Minimalist Design

Severity: **4**

Violation #82: There are 5 things that look clickable on the task card

Before:
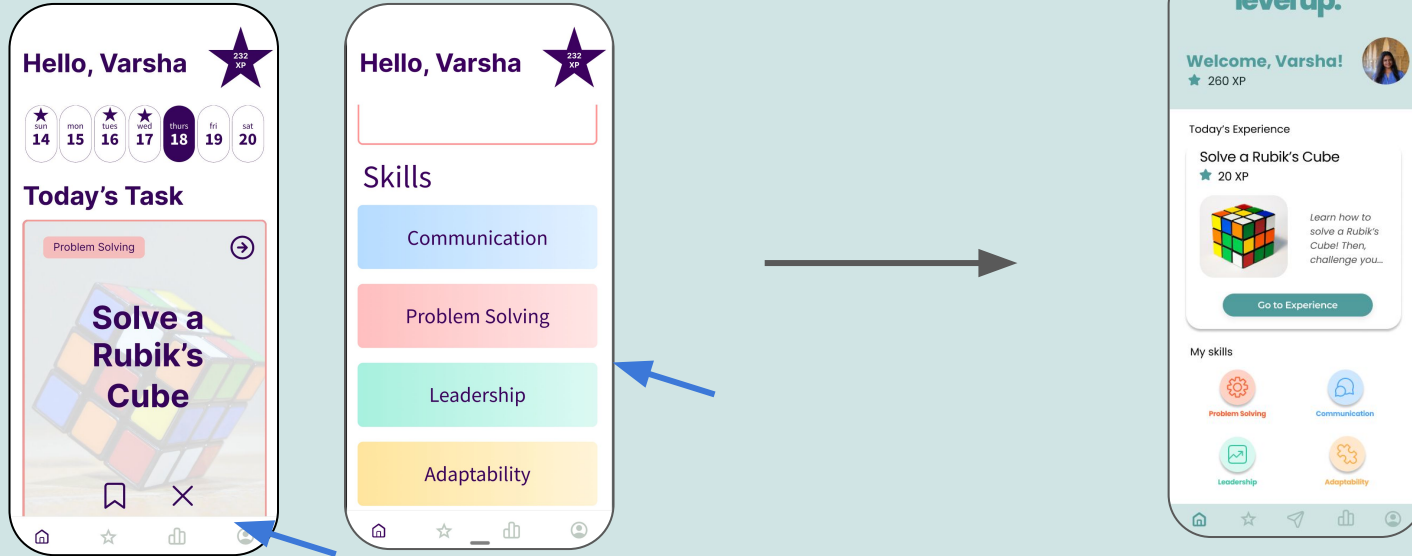Task Card has multiple clickable buttons, makes it confusing for the user

After:
Experience (Task) Card is a smaller interactable element that aims itself as a whole to be a button to click

H11: Accessible Design

Violation #84: Scroll to access the buttons for today's task, it does not fit the screen on the home page

Before:
Today's Task Card is cut off in the home screen, skills buttons are hidden below it and scrolling is required to see them
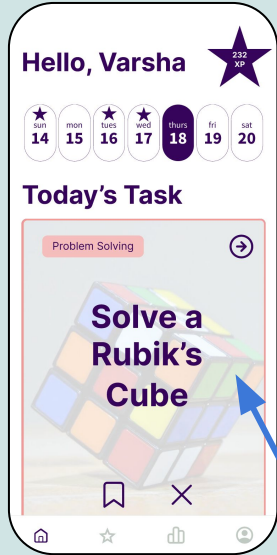
After:
Today's Experience is made smaller to fit all elements and buttons on the screen. No need to scroll down to see skill buttons now
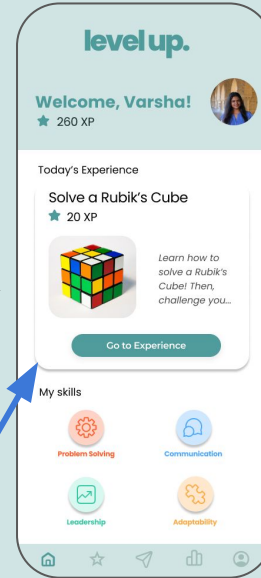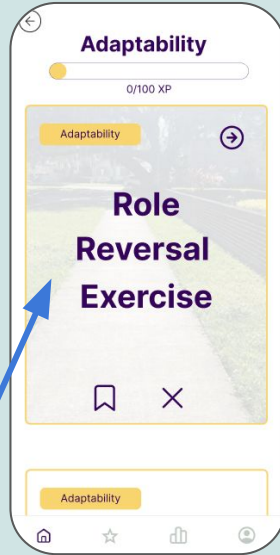
H11: Accessible Design

Severity: 4

Violation #83: Task Cards are too big and cover the screen, Text on Task cards takes up ¼ of the screen
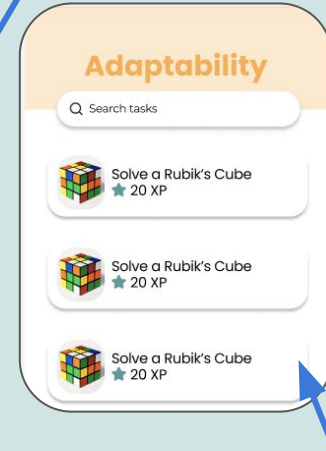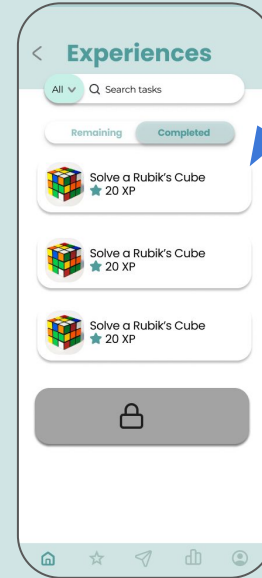

Before:
Task Card is too big and covers the whole screen, can one see one task card at a time

After:
Experience (Task) Card is a smaller on both home screen, experiences screen, and specific skills screens

Violations we did not revise

Heuristic	Severity	Description	Justification
H12: Value Alignment & Inclusion	3	The user is not able to choose what skills they would like to improve.	We believe in the future, there is opportunity to add more "skill" categories. These categories encompass the core skills and all contain a wide range of experiences for the user to accomplish.
H6: Recognition, Not Recall	3	The task cards only have a vague title, and you need to flip it over to see the rest of the information.	By sizing down the experience card and transferring the description to a separate screen, we believe that short title that gives the general idea of the experience is what the user would like to see.
H3: User Control & Freedom	3	Button functionality on task card and leaderboard seems unnecessary – clicking anywhere on card/section leads to flip or navigation	We believe that accessing the details of an experience is central to our value proposition, users should be able to intuitively access it

Progress Towards Usability Goals

Efficiency

- We received good feedback from both our Low-fi testing and Heuristic Evaluation, leading to refinements that improve efficiency.
- Differentiated between clickable buttons and tags to ensure **reduced friction** in app flow
- Made terminology more clear, proving sufficient **context** along the way
- Challenge task flow made complete and **intuitive**, allowing users to send challenges to friends in two ways.

Enjoyment

- Since most violations fell under "Aesthetics and Minimalist Design", the revamp addressed many of these violations are once, leading to a more enjoyable user experience
- Took inspiration from other designs to make the overall look more aesthetically pleasing
- Used components that were more visually appealing and consistent
- Took a **less is more approach** when it came to color usage and button size

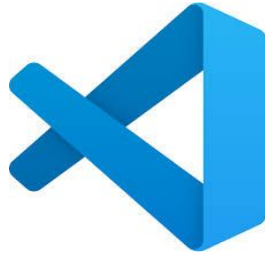# 03
High-fi Implementation

Tools Used
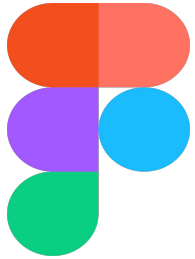
Figma

Design
Components

Expo Go
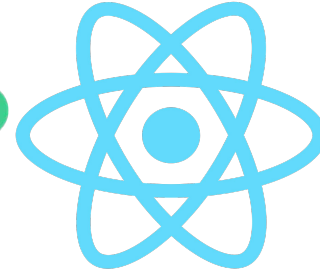
Sandbox
Environment

VS Code

IDE

Supabase

Backend
Data Storage

React Native

Application
Framework

GitHub

Collaboration

Implemented Features

- We implemented the simple task flow (accessing a new task).
- Home screen implemented
  - Experience list for each skill
- Experience screen implemented
  - Toggle between completed and remaining experiences
- Profile screen front end
  - Profile statistics front end
- Experience cards navigate to details screen
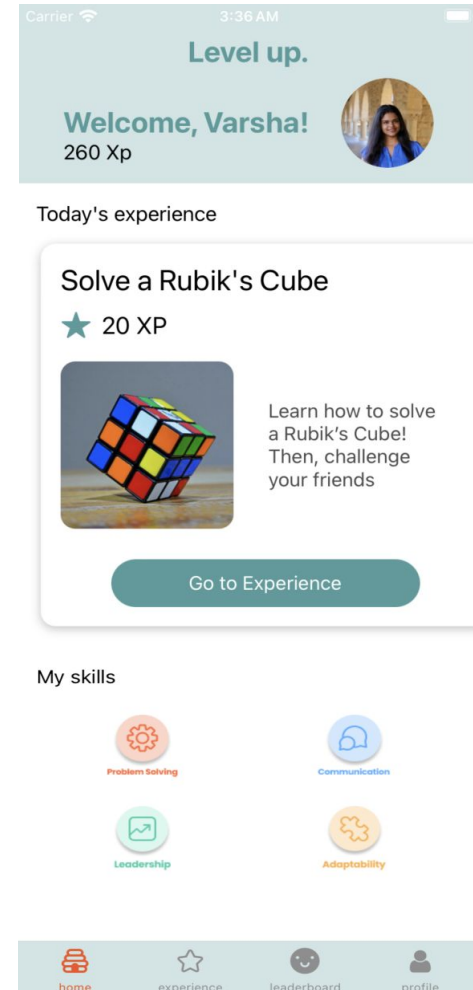
Wizard of Oz Techniques

- Currently a closed system
- Today's Experience recommendation

Hard Coded Aspects

- One logged in user
- The list of remaining and completed experiences
- Skill / XP progress on profile and home header
- Photos on experience card (all Rubik's Cube)
- Task detail screen

Partially Implemented Medium Task Flow
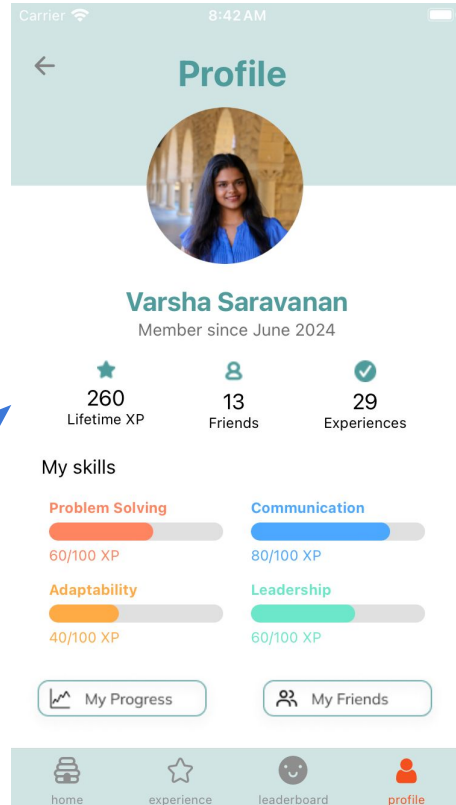
Added personal stats on profile
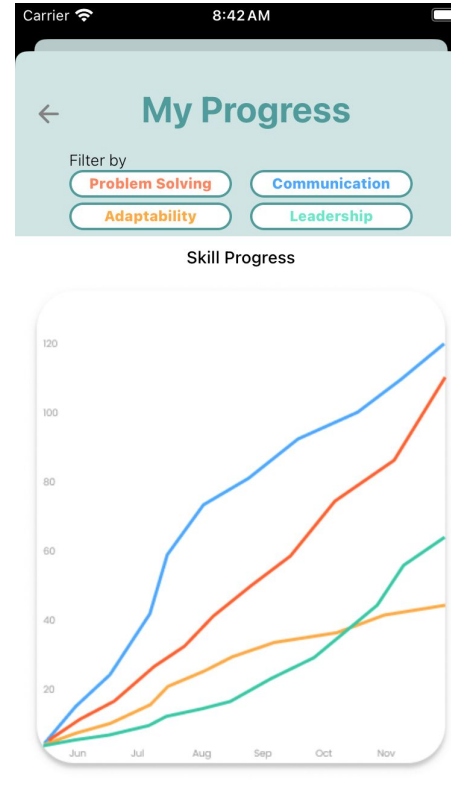
Ability to filter by skill and view progress graphically

Unimplemented Features & Concepts

- We will continue to build our Medium task flow (track progress over time) and will implement our Complex task flow.
- Users will be able to track progress through XP's, skill-wise progress bars, and the skills graph.
- Users will be able to compete by sending one challenge to multiple friends or sending multiple challenge to one friend (two ways).

Questions/Issues

- Unsure how to add images to our task cards via Supabase. Currently, we have the Rubik's cube image for all cards to prevent hard coding images into respective cards.
- Unsure how to pass in variables to screens to map each task details page
- We have not determined how to create interactions for the "Not Interested" feature

Our Plan

Redo Figma

Code simple task

Code medium task

Code complex task

Finishing UI touches

Poster & Pitch

04
Demo of Task Flow

Level up.

Welcome, Varsha!
260 Xp

Today's experience

Solve a Rubik's Cube
⭐ 20 XP

Learn how to solve a Rubik's Cube! Then, challenge your friends

Go to Experience

My skills

05
Appendix

Updated Med-fi design: Link

Other High Severity Violations

H1: Visibility of System Status [3-4]

- <u>Timeout for challenging a friend is too fast</u>
- <u>Star symbol for indicating XP is confusing and does not have values</u>
- Profile page has inconsistent exp values
- Trend charts not labeled

H3: User Control & Freedom [3-4]

- <u>Button functionality on task card and leaderboard seems unnecessary—clicking anywhere on card/section leads to flip or navigation</u>
- No confirmation before sending challenge to a friend or sending a friend request to a stranger
- Unable to reverse uninterested tasks

H4: Consistency & Standards [3-4]

- <u>Task box have frames that make them looks like buttons</u>
- Task screens do not all have the complete button
- Saving tasks flow is broken
- Stars are used interchangeably with saving tasks and XP

Other High Severity Violations

H6: Recognition, Not Recall [3-4]
- Task cards only have a brief title; there is no description unless flipped.
- Does not make sense to click on friend's profile to challenge them
- Unclear what to do after clicking challenge as user is brought to task list without sufficient context/what to do next is unintuitive.

H7: Flexibility & Efficiency of Use [3-4]
- Challenge a friend task flow is very unclear and is unintuitive
- No Search button inside each of the skill areas
- Not interested option is very limiting
- Navigating to separate page to get to saved skills

H8: Aesthetics & Minimalist Design [4]
- There are 5 things that look clickable on the task card, but only a couple are actually clickable
- Bookmark and X buttons on task card do nothing in skill section screens

Other High Severity Violations

H11: Accessible Design [3-4]
- <u>Scroll to access the buttons for today's task, it does not fit the screen on the home page</u>
- <u>Task Cards are too big and cover the screen</u>
- Back and Next buttons are hard to click in friends and login/signup pages
- Trend graphs are are lines with low value contrast

H12: Value Alignment & Inclusion [3-4]
- <u>Users are not able to choose what skills they would like to improve</u>
- Images needs to have less bias and stereotypes associated with them