Drop is a gamified water use awareness and reduction application to encourage more sustainable behavior.
Where we’re going...

- Our app concept and revision
- Heuristic Evaluation results
- Updates to the design
- High-fidelity prototype status
Problem: Water Use is Abstract

- Especially in a drought
- Know but don’t care
- Care but don’t know
Solution: Care for your Garden

- Gain “drops” for saving water
- Grow plants and a virtual garden
- Interact with other users
Heuristic Evaluation: Severity 3 & 4

2-3: User control and freedom
hamburger menu doesn’t appear on all screens

2-7: Flexibility and efficiency of use
checklist navigation is buggy (buttons don’t work)

2-1: Visibility of System Status
“check” on various screens has different meaning

2-5: Error Prevention
only one box for email and password
Heuristic Evaluation: Others

2-5: Error Prevention
How does a user “spend” a drop?

2-4: Consistency
formatting for “My Checklist”, “New Tasks”, and “Completed Tasks” doesn’t match

2-2: Match between system and real world
When users “uncomplete” a checklist item, what happens?

Also a few others: add signout, make all buttons look the same, fix text alignment
Revision

- new navigation: bottom and side nav bars
- emphasis on consistency
- clarity of icons on actions: not just checkboxes
Revision

● labels
  ○ current drops, total drops
  ○ “tasks” vs “actions”
  ○ “login” vs “go to Drop”

● icons rather than words
Prototype

- iPhone application
- xCode/Interface Builder
- Complete MVC skeleton
- Just no robust backend
Prototype

- Complete “shell” implemented
  - not demonstrable now
- Fleshed out “simple” task
  - Navigate to plant from other screens
  - Click watering can to water plant
  - Current drop count reduction
Prototype

- Missing “medium” and “complex”
  - Earn drops with actions, customize garden
- Missing full support for actions
  - Add a custom action
  - Redo/undo completed actions
- Missing robustness, multiuser, storage
  - Minimal error-checking
  - No database
Prototype

- No Wizard-of-Oz
- Hardcoded login & history
- Enter to intermediate state
- Limited action items and plants