

# mWork Hi-Fi Prototype ReadMe

*Instructions for Using the mWork Hi-Fi Prototype*

## Installation

Download the mWork high fidelity prototype Android .apk through the following link:

[mWork Android Hi-Fi APK](#)

**On a Computer:** Connect an Android mobile device or an Android emulator and install via drag and drop or the ADB shell.

**On an Android Device:** If you are already on an Android mobile device you may click the link to install directly. You may need to update your mobile settings to developer mode to install the debug-apk.

## Signup

The sign up process for the mWork app has only basic email and password validation. It will check to see that you have an email containing an “@” sign and “.” in the appropriate places and that a sufficiently long password is entered.

After entering appropriate credentials (there are no additional checks) a user can either “sign in” to go directly to the application or register to go through a signup process.

The app tracks a user being “logged in” for a given session of the application, but does not save or check actual credentials across sessions.

After logging in. A user can “log out” under the “More” tab. This logout wipes the logged in boolean and thus simulates credentials being wiped.

## Task Navigation and Task Completion

After a user is logged in, they can navigate tasks in the application by choosing one of the six categories of tasks:

**One Handed** - The example task here is picture discrimination. A user can tag photos “yes” or “no” as to whether they are a dog. The picture database is simulated with a client side database of animal photos.

The application tracks how many tasks (and what reward) the user receives for a given session of single handed tasks.

**Two Handed** - Two handed tasks encompass a set of pairs of questions for the user to complete with basic validation to ensure the user has entered a certain length of text. The questions are drawn from an example database and change each time the user inputs a new set of answers.

**Secluded and Timed** - Secluded and timed tasks are simulated with question tasks similar to the two-handed tasks. The difference is that they are multi-page tasks and require successive answers before rewarding the user a larger monetary reward (but only if they complete the entire, longer set of questions).

**Traveling** - Traveling tasks are represented by a picture taking task. A question prompt and photo button allow the user to take a picture then decide whether to submit it for a reward or retake it.

**Random** - Random tasks generates a question task for the user to take. A later iteration would provide more randomized possibilities.

## Payments

The payments prototype process has straightforward hardcoding to give a feel for a working process in the future. After clicking through the payments tab, one can either check a list of tasks and payouts or cash out current earnings.

When clicking to cash out current earnings, a user is prompted to choose a service through which to receive a payout and then can enter appropriate credentials.

There is no validation at this stage of the prototype since it is not connected to a backend.

## Extra Features and Notes

The logout feature of the application is a nice touch simulated by using a singleton class in the Android application. Furthermore, we used a number of hacks on the Android system to get speedy “toast” notifications to update users quickly on their earnings to provide the feeling of “gamifying” the one handed tasks especially.

The “More” tab Profile, Help Center, and Terms & Policies pages are not implemented since they were not important for the main application tasks.