



Kelsey Josund, Megan Lu, Matthieu Rolfo

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