Parcel Med-Fi README

Parcel is an app designed to allow users to send photos that can only be opened in a specified location to their friends. Through Parcel, people can share photos in a new way, as well as share things like recommendations for new places. medium fidelity prototype was built using POP on an iPhone. The prototype allows only for the completion of our three tasks:
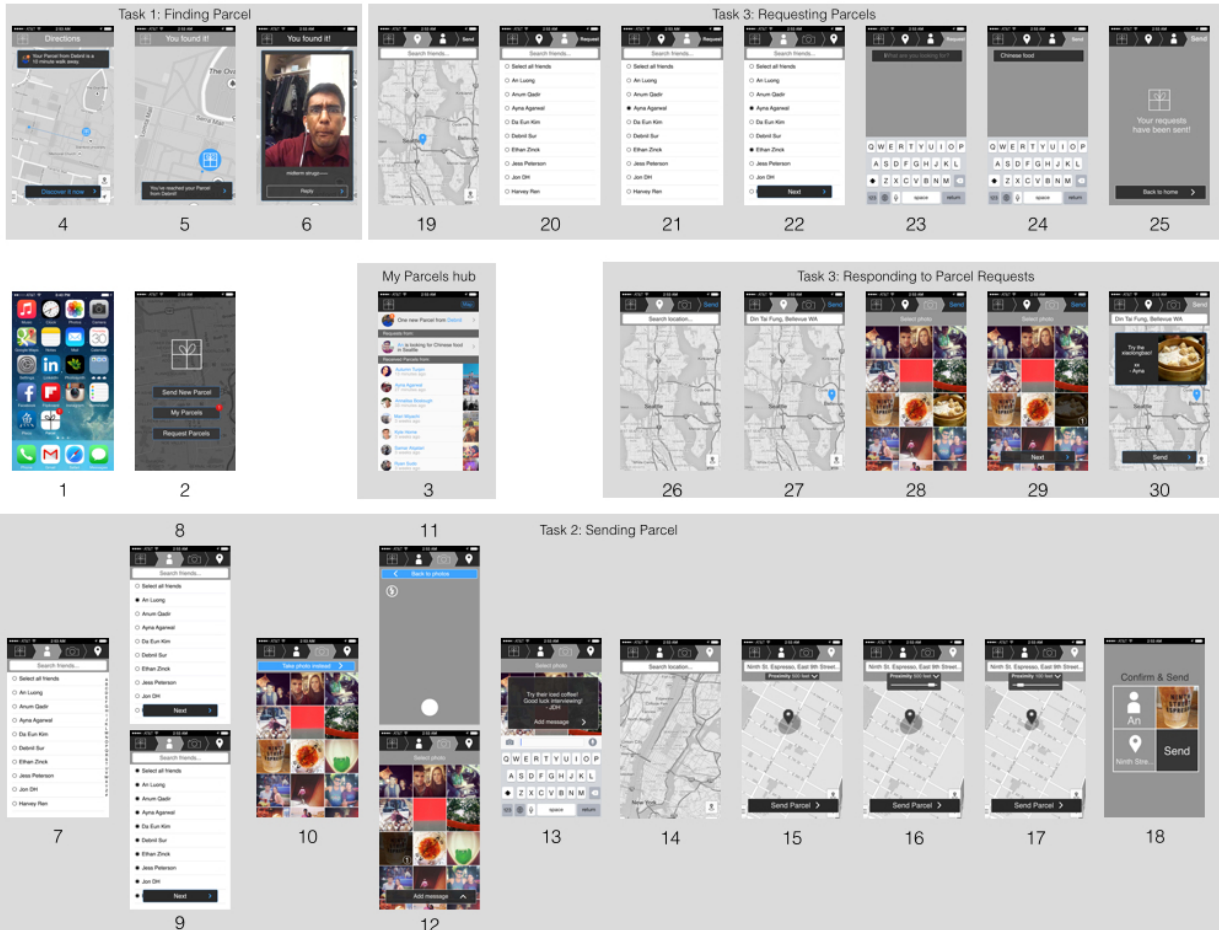
Task 1- Simple: *I want to check what media was sent to me from my friends and family.*
(Receive the unopened Parcel from Debnil)

Task 2 - Moderate: *I want to remind someone of a memory that we shared in a location by sending them a photo related to that place.*
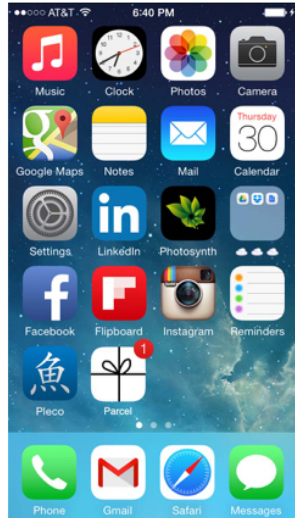(Send An a Parcel of a photo of iced coffee to Ninth St. Espresso, Manhattan)

Task 3 - Complex: *I want recommendations from my friends and family on things to do and places to see in a certain location.*
(Request recommendations for Chinese food as Parcels from Ayna and Ethan to be sent to you in Seattle.)

It is limited in that no other functionality is implemented beyond the tasks in parentheses above (for example, no other buttons work in Task 2 besides An's name). Below are operating instructions.
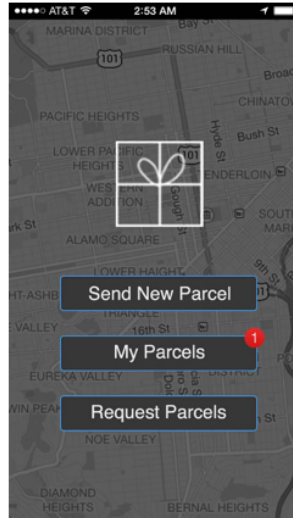
Complete layout:

Task 1: Finding Parcel — screens 4, 5, 6

Task 3: Requesting Parcels — screens 19, 20, 21, 22, 23, 24, 25

Screens 1, 2

My Parcels hub — screen 3

Task 3: Responding to Parcel Requests — screens 26, 27, 28, 29, 30

Screens 8, 11, 7, 10, 9, 12

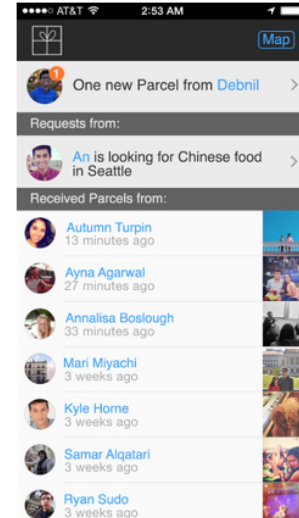Task 2: Sending Parcel — screens 13, 14, 15, 16, 17, 18
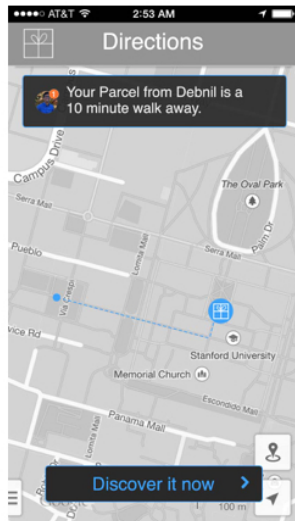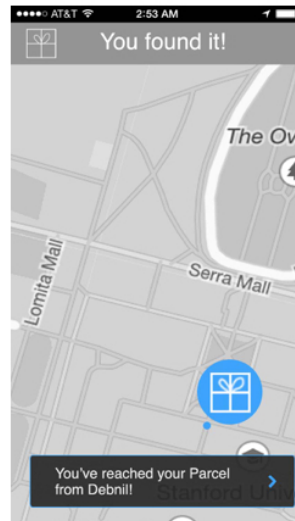
Main screens:

1

2

3

1. Mock iPhone home screen, click the Parcel app logo to open the application.
2. This is the main Parcel page for users to navigate between functions. "Send New Parcels" takes users to screen 7. Clicking the "My Parcels" button takes users to screen 3, and "Request Parcels" takes users to screen 19.
3. This is the "My Parcels" screen for users to see their unopened Parcels, Parcel requests, and previously received Parcels. Not implemented is the ability to click on old Parcels to see more information and the associated message and location. Clicking on "One new Parcel from Debnil" takes users to screen 4, and "An is looking…" takes users to screen 26.
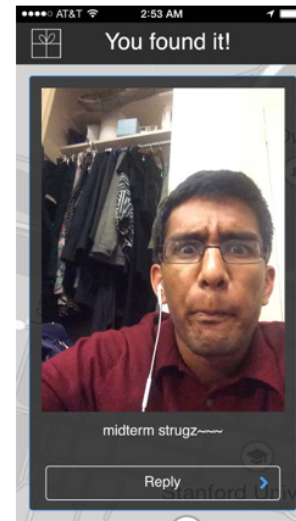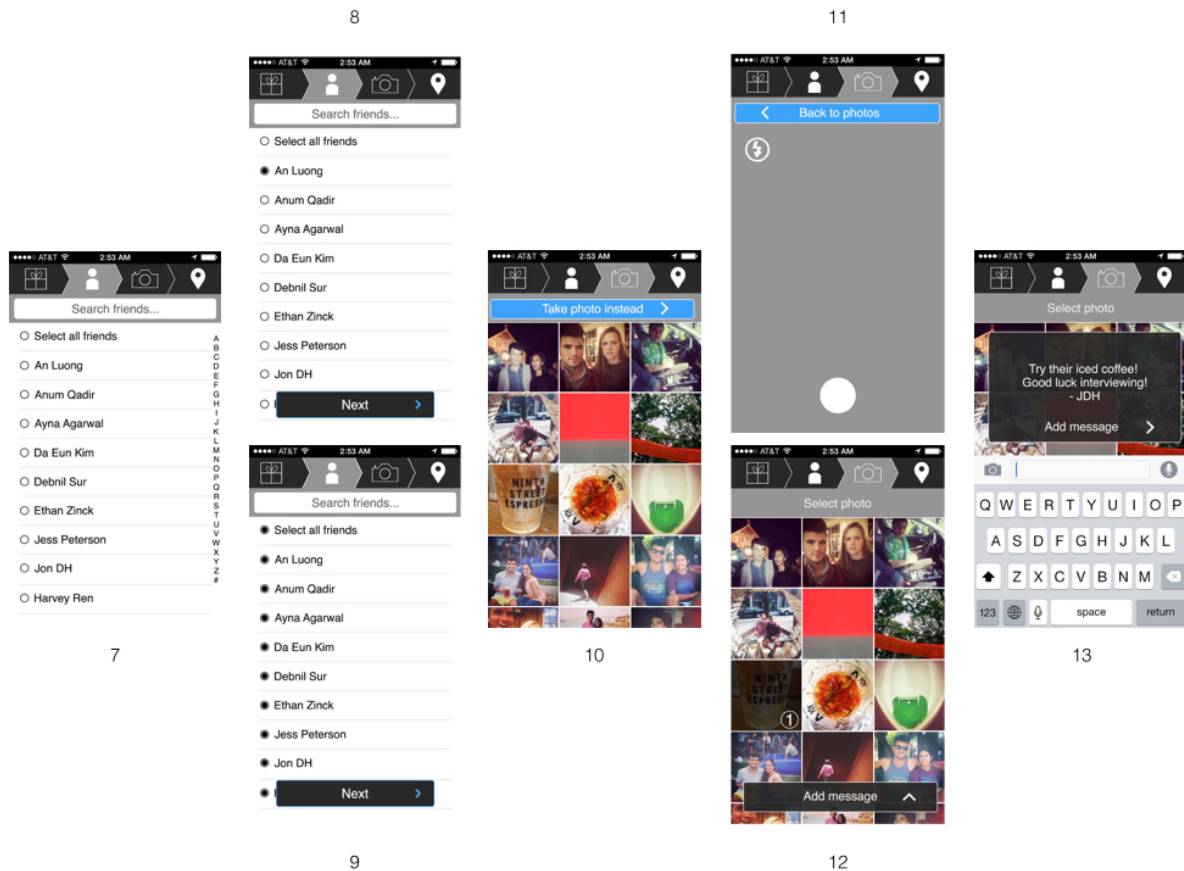
TASK 1: Receiving a Parcel

4

5

6

4. The first screen specific to Task 1, the top Parcel logo will take users back to the home screen (#2). Clicking "Discover it now" will take users through screens 5 and 6 to find open the Parcel sent by Debnil.
5. The black button on the bottom of the screen takes users to screen 6. The Parcel logo at the top left returns to home.
6. Revealing the Parcel from Debnil with his message, the "Reply" button at the bottom of the screen (not implemented) would take users to another sequence for them to reply to Debnil by choosing a location and photo. The person (Debnil) would already be set.
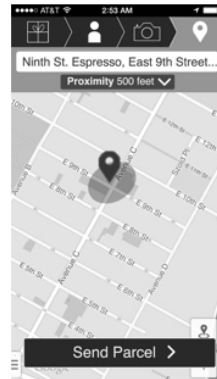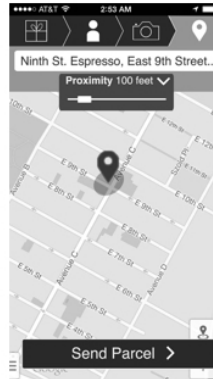
TASK 2: Sending a Parcel

7. A list of contacts (from the user's phone) is shown with a search bar (functionality not implemented). Clicking on "An Luong" takes users to screen 8, and "Select all friends" takes them to screen 9. The top bar in screens 7-13 indicate where in the process of sending Parcels they are.
8. Clicking "Next" takes users to screen 10.
9. Clicking "Next" takes users to screen 10.
10. For this prototype, only the photo of the iced coffee is implemented. When that photo is selected, it appears selected in screen 12.
11. Camera function, (not implemented) which would allow users to take an original photo to send as a Parcel.
12. Clicking the "add message" button at the bottom of the screen opens screen 13, with a keyboard.
13. At this point users would be able to include a message with the photo Parcel they are sending.
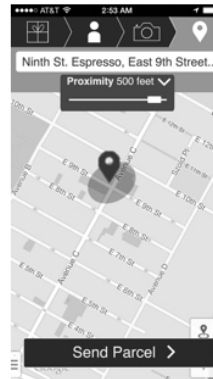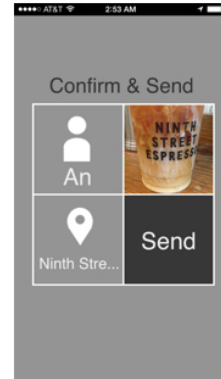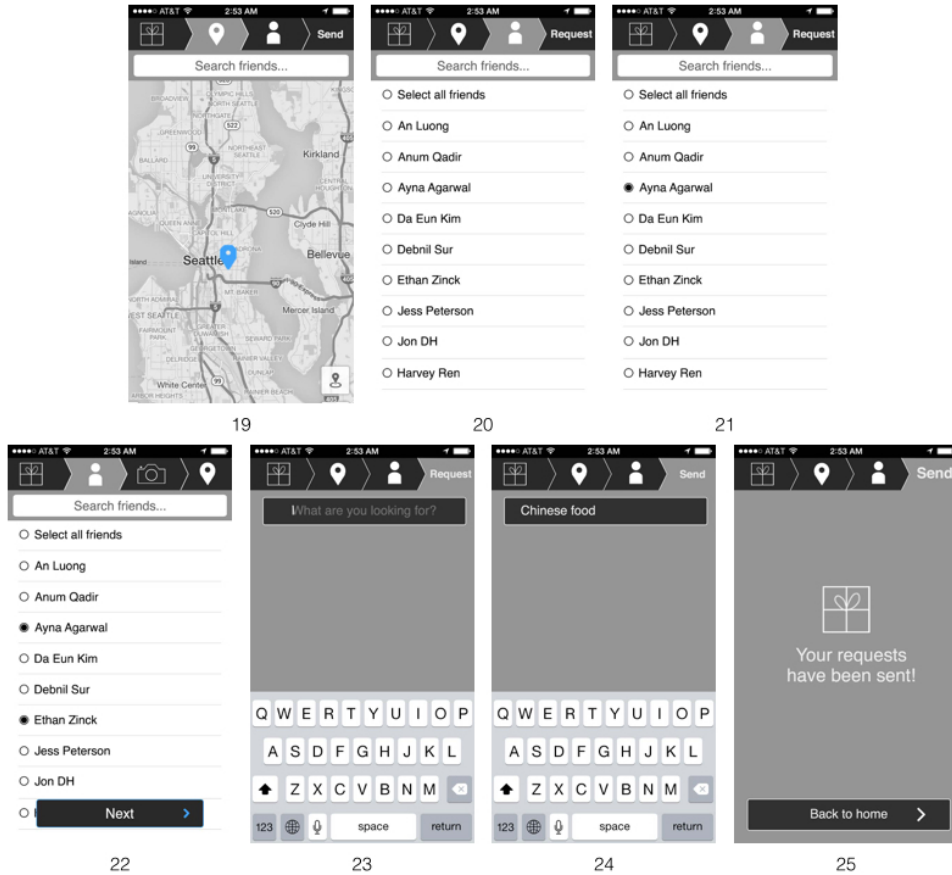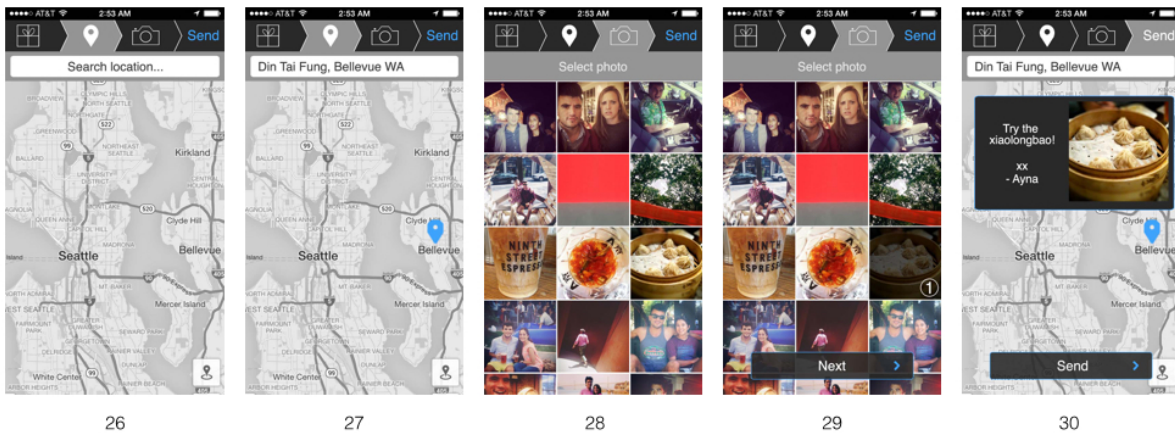
| 14 | 15 | 16 | 17 | 18 |

14. The final step in the sending Parcel process, users can still leave this workflow to return to the home screen with the Parcel logo at the top left of the screen. Users can either click the map to drop the pin (not implemented) or click the search bar to type in an address.

15. Once Users have typed in an address, that location is shown on a map and a button appears for proximity. If users click on it they are taken to the drop down in slide 16. The "Send Parcel" button at the bottom of the screen would let users bypass this step and send, skipping to screen 18.

16. Sliding the bar in the Proximity window would change how close recipients have to be to their Parcel to be able to open it.

17. This screen appears when the user has slid the bar on screen 16 to the right.

18. This is a confirmation screen with all of the inputted information from the user. Clicking each of the three squares would take the user back to that part of the sending process; the top left square "An" would return the user to screen 8, where they could change their Parcel's recipient(s), the top right square with the photo would return to screen 12, and the bottom left would return to screen 15. The "send" button takes users back to the homepage, screen 2.

TASK 3: Requesting Parcels

19   20   21

22   23   24   25

19. This screen allows users to select the precise location of where they would like their Parcels sent to. Throughout this task, the top left Parcel logo returns to the home page and each icon takes users to that part of the process.
20. A list of contacts from the user's phone, clicking "Ayna Agarwal" will take users to the next screen. Users can also search to find their friends faster (not implemented).
21. Select "Ethan Zinck" to go to screen 22.
22. Pushing the "Next" button at the bottom of the screen takes users to screen 23.
23. Pressing the query bar below the top line of icons takes users to screen 24.
24. Pressing "send" at the top right takes users to screen 25.
25. Pressing the "Back to home" button at the bottom of the screen takes users to screen 2.

TASK 3, PART 2: Responding to Parcel requests

26. This screen takes users to the general location that the requester had specified. The "search location" bar allows users to type in a place that they have in mind to recommend the requester.
27. In this screen, a pin is dropped at the place specified by the user.
28. The next step is choosing a photo. The user will select a photo of their choice that is relevant to the task/place at hand.
29. Once chosen, the "next" button will show up at the bottom, allowing users to proceed to the next step
30. The final step of of this task is to write a personal message to the requester. Once typed, the user can now hit "send," sending off this Parcel to the user that had made the request.