CoCo Medium-Fi Prototype
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Through Invision, we have created a medium fidelity prototype of our project idea, CoCo. To operate, simply visit this site: http://invis.io/GY1LZ98JH

However, due to the nature of prototypes, not all of the functionality of the app is working.

Most importantly, users *can* complete the three tasks we've outlined with this prototype. As a reminder these are sharing collections, capturing moments and sharing them, and viewing and voting on submitted moments.

Since many of these functions rely on buttons, which Invision does not deal with too well. We were limited with exactly how interactive it could be. For example, we only have one clip that is available for voting, and even so we have 6 screens committed to the different voting combinations the user can have. This gives the illusion of functionality, but in reality, it is simply a clever form of page navigation. Furthermore, because Invision does not truly support memory, revisiting this page will reset the vote count to its original number. This issue is also apparent when choosing to attend an event; returning to the event page resets the user's choice of attendance to the default, which is not attending.

On top of this, Invision cannot access the phone's camera. Thus, our task of capturing a moment is extremely limited. In fact, we simply have a blank screen with the words "Camera Lens View" to let the user imagine they are looking through the camera at that moment. This is an unfortunate trade off we had to make so that the medium-fi prototype would be complete, even though there is no camera function.

On a similar note, Invision has limitations in which types of gestures it can recognize in specific situations. For example, we originally intended the camera screen to be almost completely blank, with a tap anywhere on the screen triggering a picture and holding the finger down to being the recording process. However, Invision does not support holding down on the screen, so we had to add a slider between camera and camcorder options so that the user can still experience the completeness of the app, even if it was not how we intended it. Similarly, we wanted to add swiping options on the main menus of events as well. A short swipe to the right would bring up the option to remove the event from the screen, while a long swipe would move the screen to adjacent front menu (either Upcoming, Voting, or Archived). However, Invision did not allow swipes and clicks on the same elements to lead to different pages (at least, not in a consistent and reliable manner). Thus, we cannot choose to delete the event, but we did find a faux way of swiping between front pages by using the rest of the screen that is not already committed to specific tasks or functions.