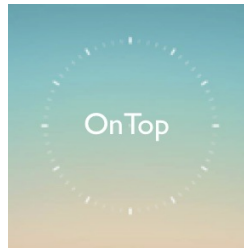


## Medium-Fidelity Prototype Tests



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**Documentation/Website:** Pascal Odek

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### Problem and Solution overview

Many people make the excuse they "don't have time" for many tasks, for example working out and doing laundry. But despite their excuses, there are often many empty pockets of time in the day at variable hours that would actually accommodate these workouts and other forms of self-improvement. Goals and schedules can be integrated with these open pockets of time to make people improve themselves. Many apps are designed to only take up small parts of peoples' days, e.g. when sitting on the toilet people might play Angry Birds. But what if they did useful, productive things in that time? Enter OnTop. Our proposed solution will find these open pockets of time and show them to the customer, also suggesting tasks to do at that time based on location and preset goals. Using this product, the user will be able to accomplish more in a day and stay on track for those goals.

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### Tasks

We made few changes to the actual nature of the tasks, but made them more visible and accessible (see "revised user interface design").

Again, the tasks are:

1. Schedule a task (medium complexity, high frequency)
2. Invite a friend to the task (high complexity, medium frequency)  
*We allowed the user to invite multiple friends to the task as well as cancel it.*
3. Turn on the "Do-Not-Disturb" feature (low complexity, low frequency).  
*We made it much more obvious when it was on.*

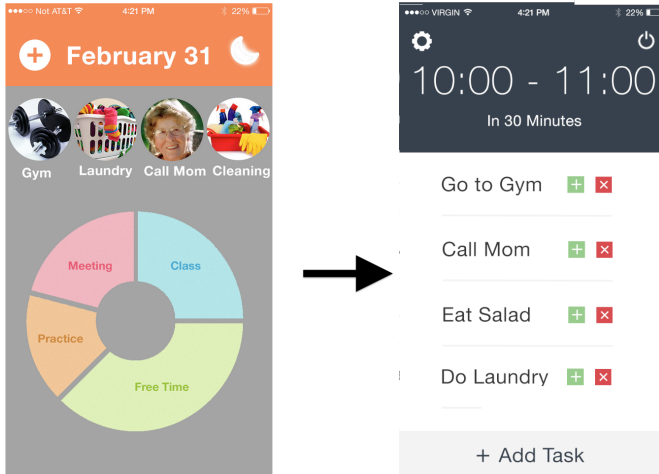
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### Revised Interface Design

We completely reworked the interface based on the user tests and what we learned in lecture about color and user interface design.

First off, the color scheme has changed from orange/grey/white to a cooler and cleaner green/blue/white/grey. We decided that the orange was a bit too garish and the grey was a bit too boring. While none of our testers commented on this, we made the decision as part of our redesign. The users focused more on functionality than aesthetics in their comments, so we didn't really incorporate as much feedback as we would've liked for that. We also removed a lot of icons and made text larger in our redesign to make the interface more readable and exude more of a sense of control.

Our main user complaints included that they didn't understand the pie chart in the center of our old home screen. Part of the problem with it was that people didn't understand if it was actually linked to times of day, or proportions of the day spent doing particular tasks. We decided to change that focus to show the next time the person was free. The time could also swipe left and right to see other free periods to make adding individual tasks more focused, as pictured below.

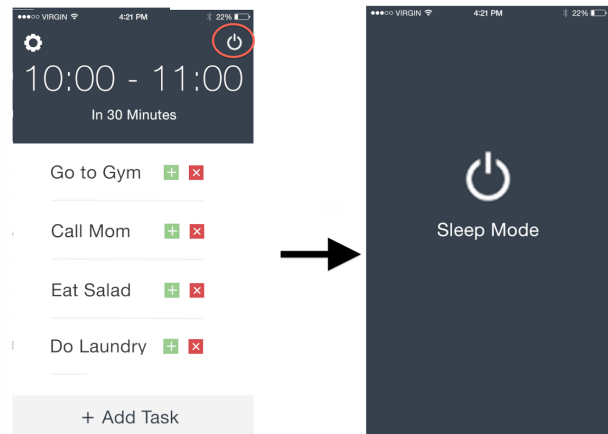


Once the user decided on a task, the particular task would expand on the same screen and actually stay on that screen. We decided to keep the home screen as the central aesthetic and not bring up too many extra screens to confuse the user. When the user chooses a task, the chosen task now expands on the same screen.

We also originally were going to have swiping for the favorite tasks on the top in the old prototype. However, because that seemed confusing to some of our testers, we decided instead to have the list of task options be built like a stack, where the user could swipe left to remove it from the list and bring up more options from the internal library of tasks.

None of our testers seemed to see or use the "add task" button we had in our old app (the plus sign in the upper left corner of the home screen), so we made it large and at the bottom of the new home screen, making it very evident what it was.

Several of our users had trouble finding the do-not-disturb button. We reduced the number of graphics on the home screen and changed the crescent moon to a power button to make it more evident for what it was. All the pictures on the home screen may have just cluttered it up, so we cleaned it up to make the icons easier to see. We also made the response more obvious (see right).



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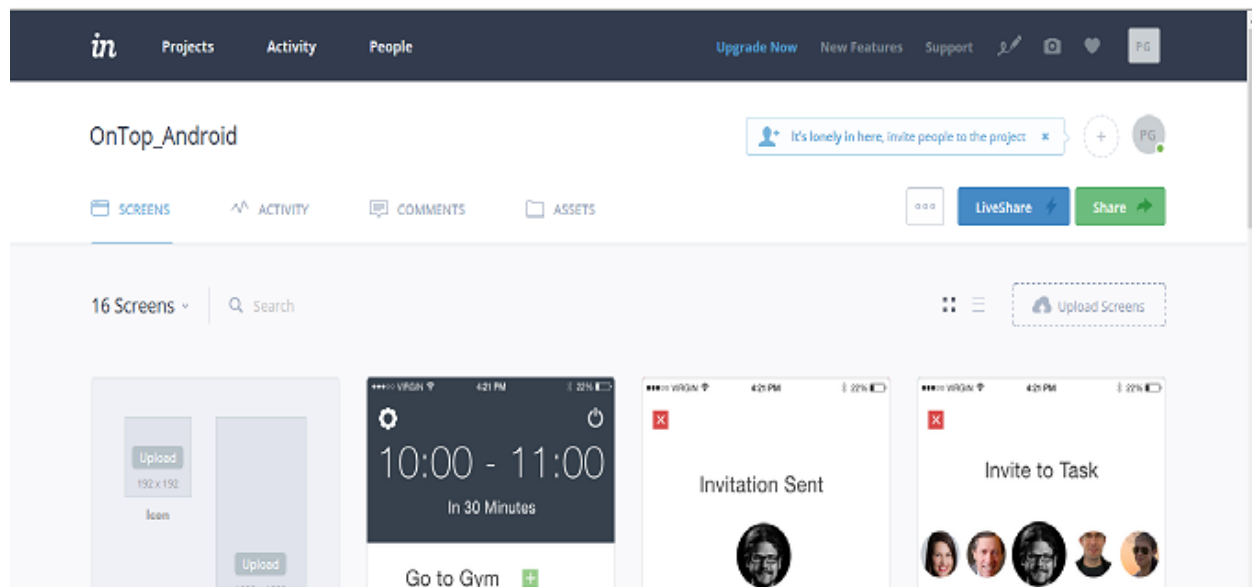
## Prototype Overview

We used InVision for the prototype. It transforms the screen images that we designed on PhotoShop into interactive prototypes. The tool provided different animations and transitions like tapping, swiping left and right, etc. However, InVision caused problems when we had overlapping transition regions. For example, we had to separate out the tapping and swiping regions on our home screen. We wanted to add new task from our home screen by clicking the small green '+' buttons, but these buttons were also a part of the overall swiping region to pop the top task choice off of the rising task stack. When we tried to implement the swiping and tapping simultaneously, InVision started to work inconsistently.

Secondly, the tool did not support entering or changing any data. For example, when we tried to implement custom task creation, we had to put filler text in those boxes and use a predesigned, static screen for that section of our prototype. The user wouldn't actually be able to create custom tasks in the prototype; it's something we'll probably have to leave for implementation.

Another issue we had when building the prototype was that it was incredibly difficult to change the home screen. If we wanted to do anything like that, we basically would have to remake all the links between screens because InVision won't remember the previous links associated with the last picture. This meant that we couldn't iterate much on our screens once we had stuck them into the prototype already.

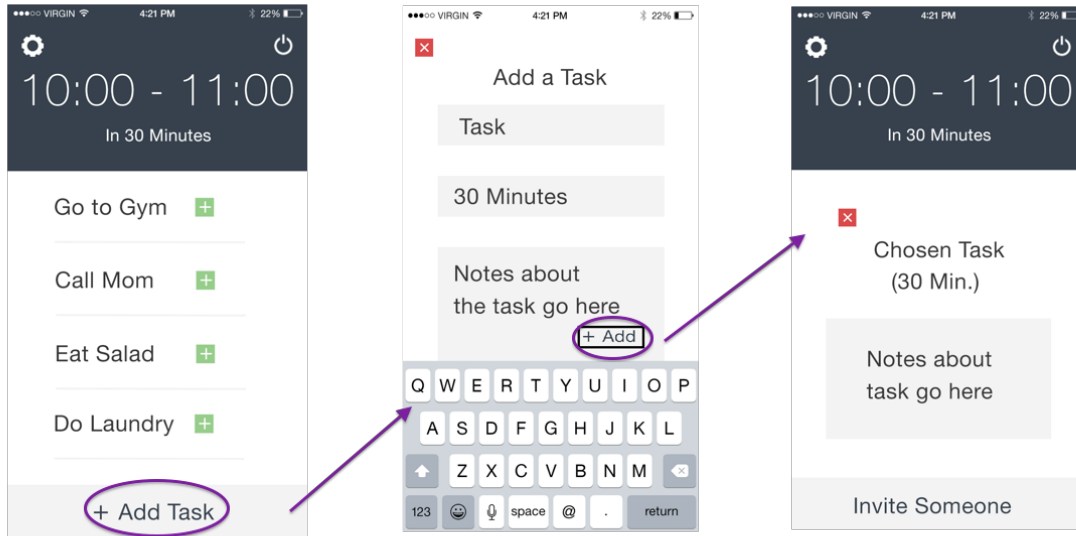
We showed all 3 tasks of our design in our current prototype, but we did not make some of the screens very specific. When we press the add task button, it takes us to a screen that says "Chosen task" instead of the specific name of the task. We also did not implement the cancelling of invitation sent to friends. It would be a message displayed on the screen saying that the invitation has been cancelled. We also did not implement a settings page for the app. We didn't use any Wizard of Oz techniques or hand-coded features in this prototype.



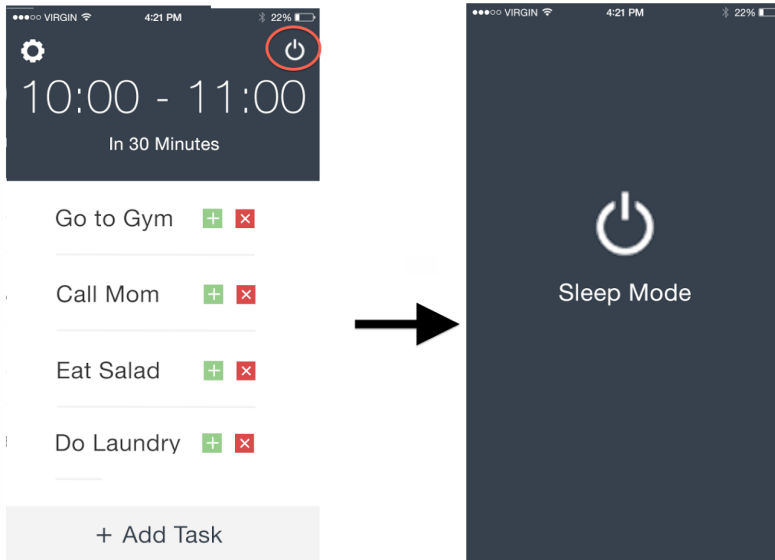
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## Prototype Screenshots

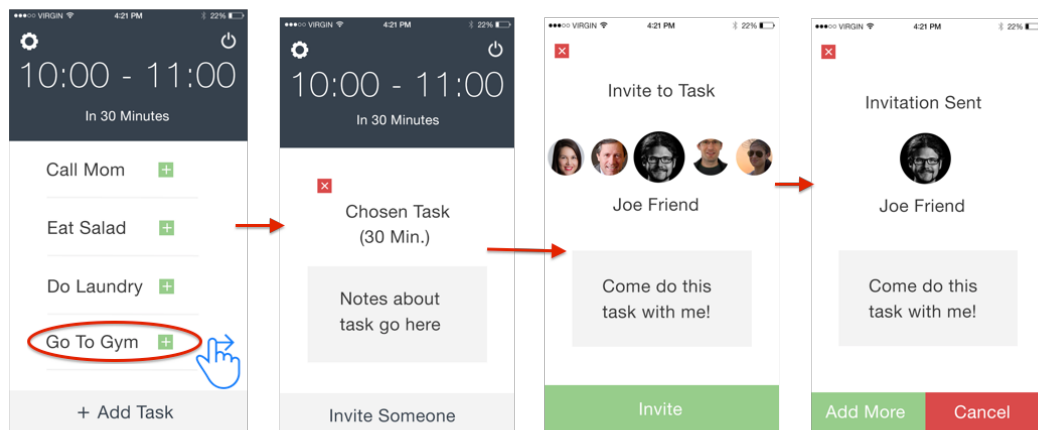
### 1. Add Task



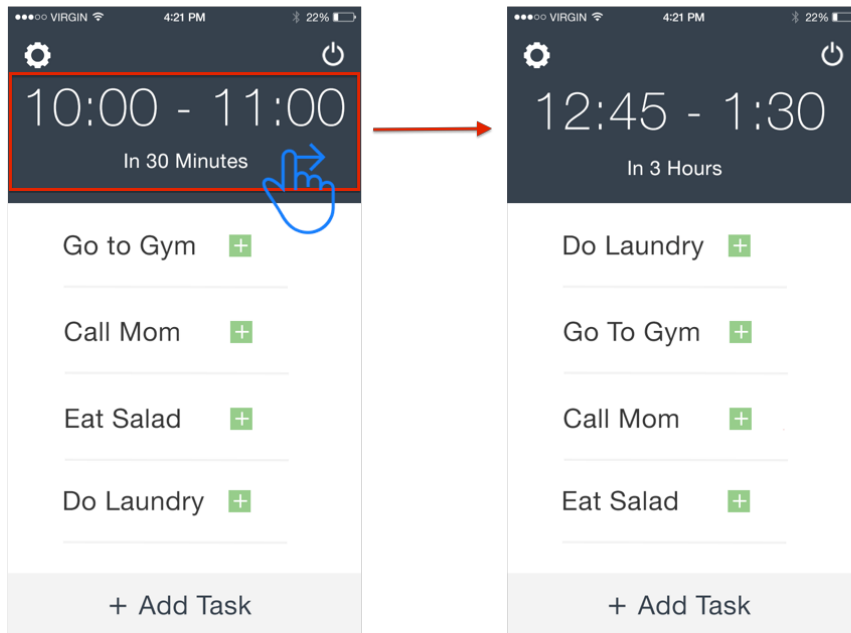
### 2. Do Not Disturb



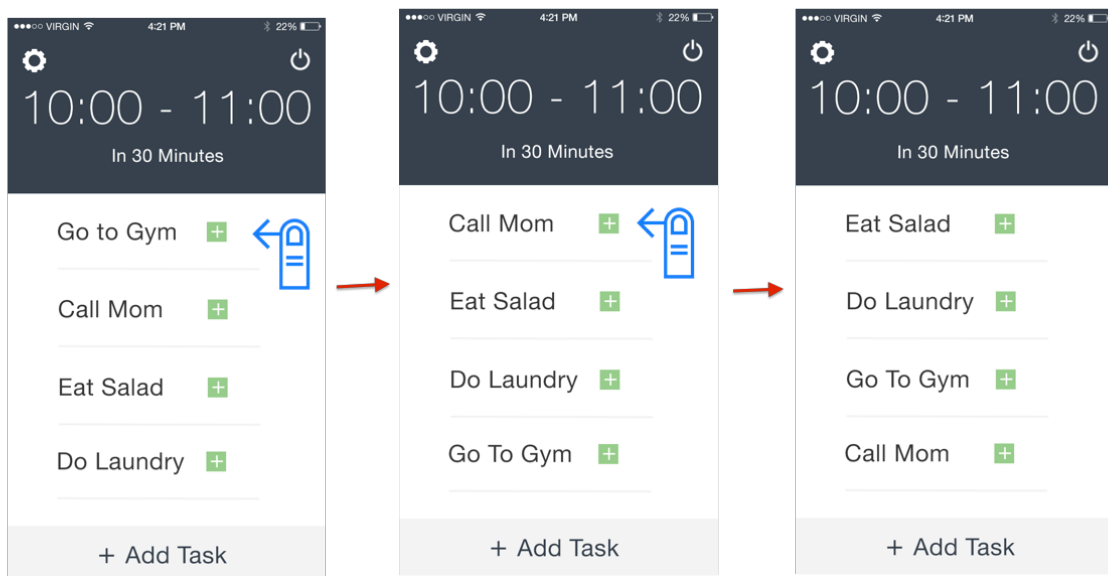
### 3. Invite New Friends to the Task



### 4. Time swiping Action



*5. Swiping through possible activity choices*



Prototype Link: <http://invis.io/PW1M2QTF>