*Harness the power of mobile to instill user positivity, increase gratitude and improve offline interactions through challenges*

- A little about Pass It On
- Demonstration of Prototype
- Response to HE
- Prototype Implementation Status

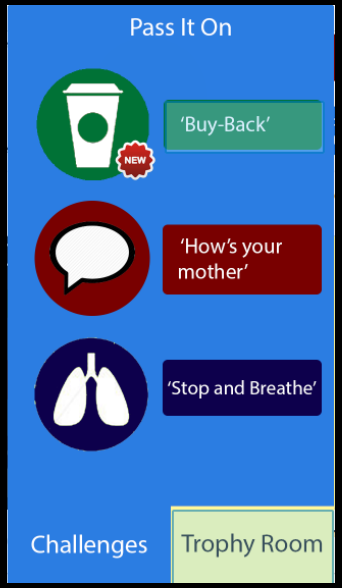
# What are we trying to accomplish?

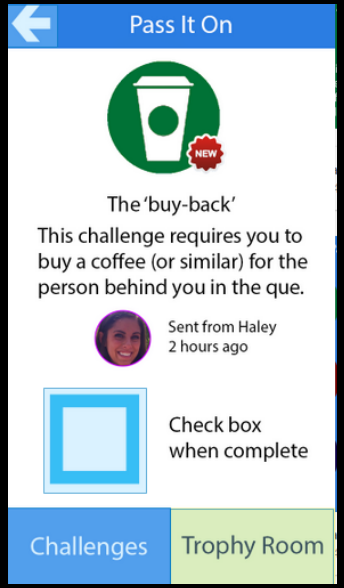
- Overdependence on mobile
- It’s time that mobile empowers us
- *Pass It On* intends to turn one of the 150 average glances at our phone a day into a positive experience for the user

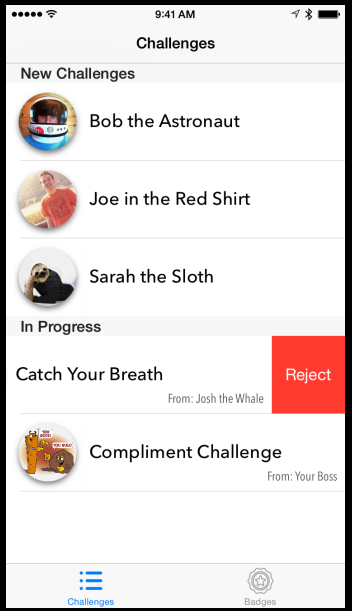
# Demonstration of Prototype

# Response to HE

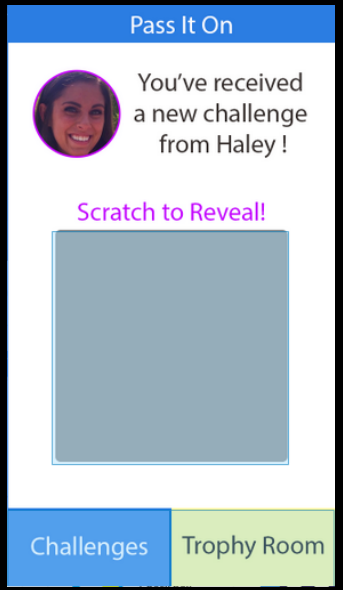
***Violation #5:*** '..I think you should be able to mark challenges as complete directly from the homepage instead of having to tap the challenge and mark as complete from the page with details of that challenge'

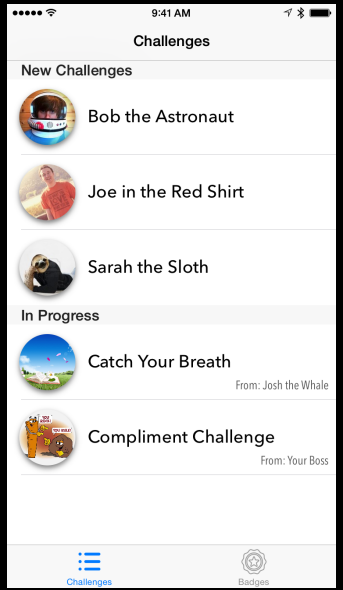


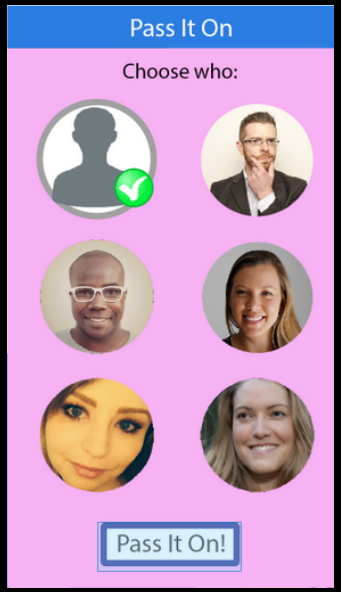



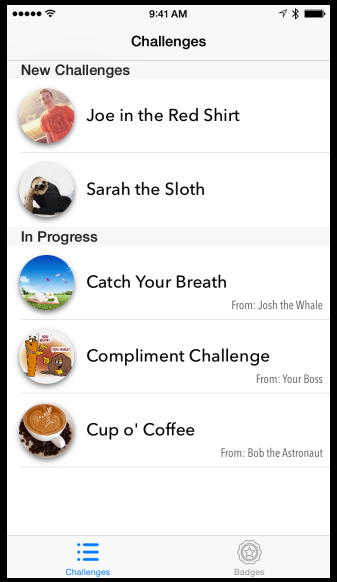
***Violation #6:*** ‘Challenges are easily lost if the user doesn’t scratch to reveal immediately, so it would be helpful to have a list of pending challenges..’

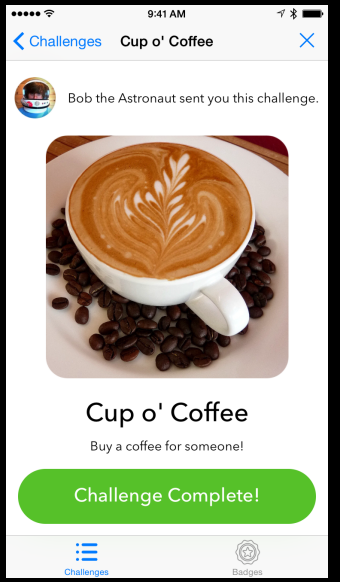


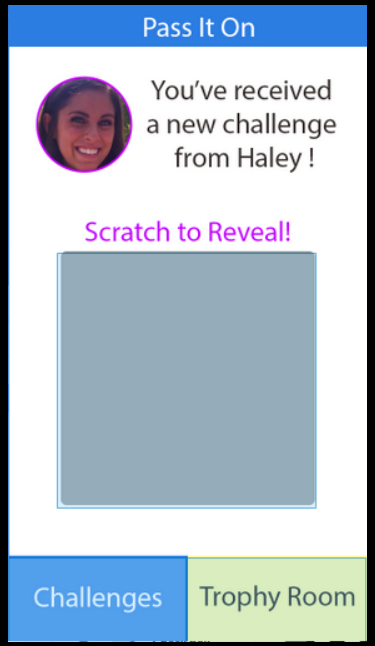
***Violation #15:*** ‘Some profile pictures don’t show actual faces, so pictures should have usernames next to them so that the user can recognize who they are’

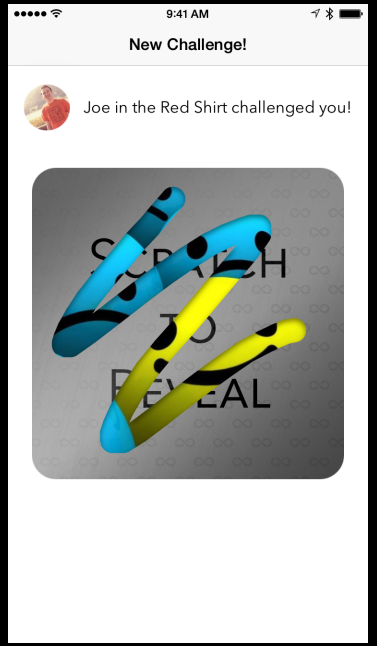


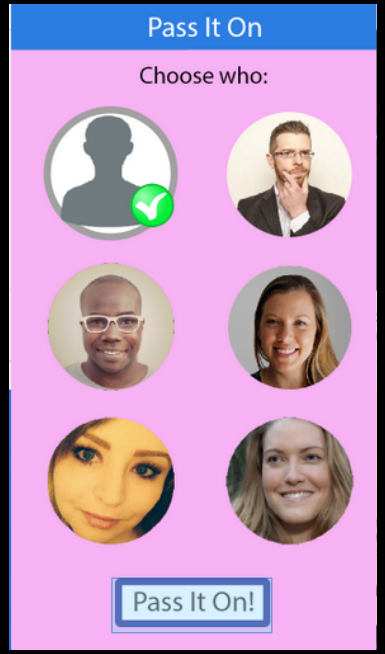



***Violation #11:*** 'It might confuse users if "Scratch to reveal" is still displayed after they've already scratched, so the instruction itself is part of the image that gets scratched away, and is no longer present once the user finishes scratching'

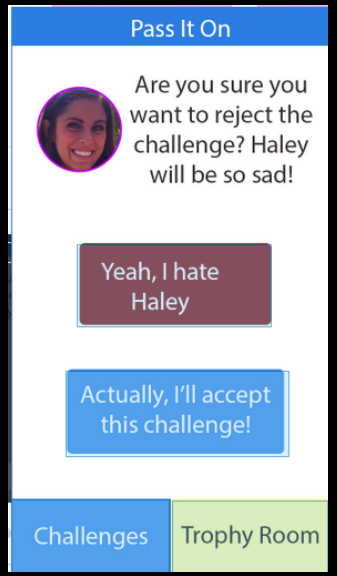


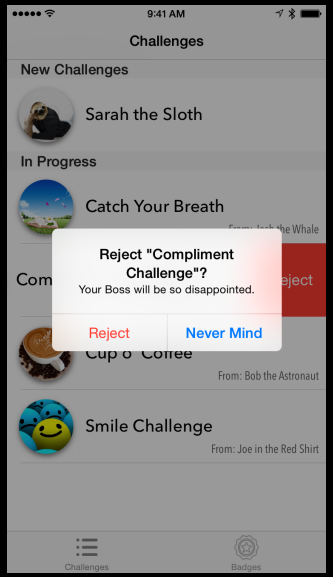



***Violation #13:*** ‘After the user taps on someone to send the challenge to, it would be useful to add a “Cancel” button just in the case the user changes their mind or made a mistake’



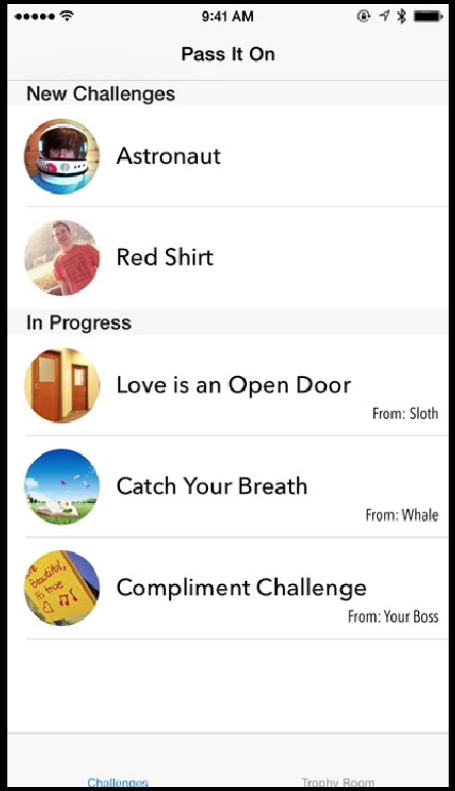
***Violation #11:*** ‘The challenge isn’t specified on the rejection screen, so users can potentially forget what they were trying to reject. This is fixed in the high-fi prototype by including the challenge name on the challenge rejection screen’’



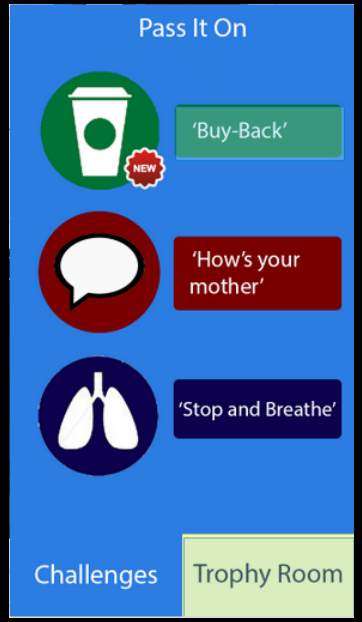



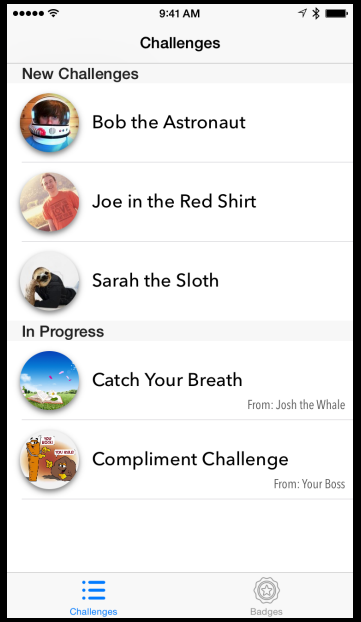
# Overview of Revised Design

Pass It On
'Buy-Back'
'How's your mother'
'Stop and Breathe'
Challenges
Trophy Room

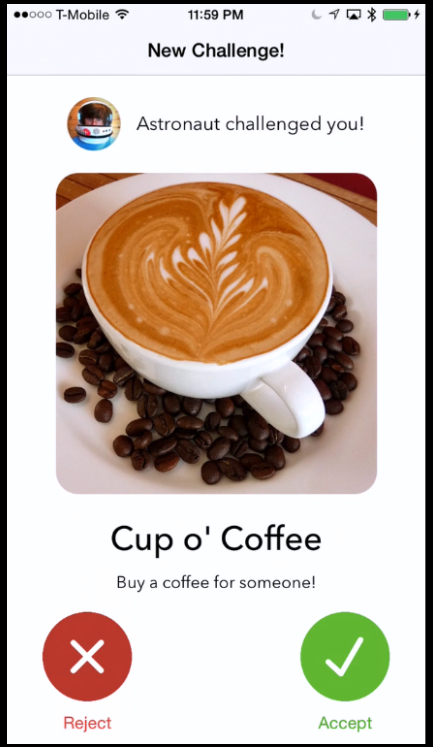

9:41 AM
Pass It On
New Challenges
Astronaut
Red Shirt
In Progress
Love is an Open Door
From: Sloth
Catch Your Breath
From: Whale
Compliment Challenge
From: Your Boss
Challenges
Trophy Room

# Buttons and Apostrophes

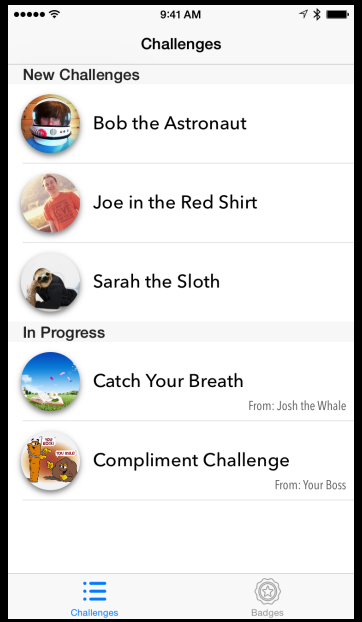


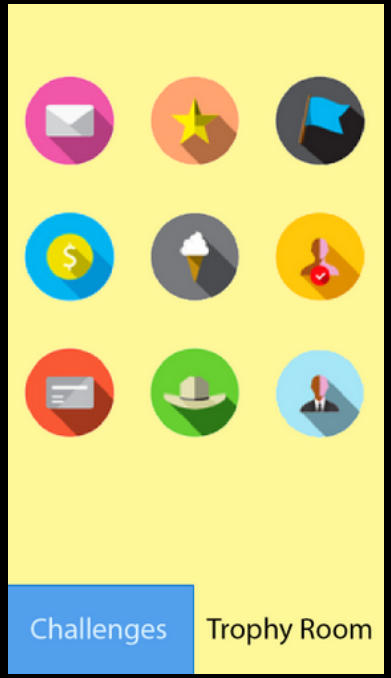
# Labels & Back Buttons



# Trophies vs Badges



# Badge Names & Awarding



# Logic

'Buy Back'
Pass it on!
Congratulate somebody on something they accomplished recently
Completed: Oct 31, 2014
Passed to: (Nobody... yet)
887
...people have completed the challengesince you passed it on
Challenges
Trophy Room

# Prototype Implementation Status

X-Code offered several advantages:

- Segues
- Storyboards
- Ease of adjustment

...but also created limitations:

- Certain features required code to implement and couldn’t be simulated via storyboard
- Auto Layout (un-intuitive)

# Prototype Implementation Status

- All challenge data hard coded
  - Currently no database integration
- ‘Wizard of Oz’ notifications
  - Accelerometer triggered

9:41 AM
New Challenge!
Red Shirt challenged you!
Reject "Smile Challenge"?
Red Shirt will be so disappointed.
Reject
Never Mind
Smile Challenge
Smile at the next 5 people!

# Questions?