Phocus ReadMe File
by Team LaserPhocus

The medium-fidelity prototype of Phocus provides a shell that enables users to test all major functionalities of the app. The following paragraphs contain instructions to use the prototype, as well as its limitations.

The first tag on the Home Screen leads one to the Phocus Feed, which contains the updates on friends' Phocus histories and challenges. Here are some sample updates: "Mike phocused for 2 hours!" or "John could not phocus and had to post a selfie", followed by John's selfie. The Phocus Feed resembles the newsfeed on Facebook and Twitter. Note that the medium-fidelity prototype does not yet allow one to view or play photo or video.

The second tag leads one to create a new Phocus session. The user must choose whether she wants to accept a challenge from a friend (clicking the "From Friend" button) or a random challenge set by the system (clicking the "Random" button). The dial allows users to set a time; one full rotation around the dial is 1 hour, and one can rotate as much as one wants. After setting the time through the dial, one can click either the group button or the solo button. The former leads one to the group creation screen, in which the user selects who will be in the group from a list of friends. Then, after the user clicks "Phocus", the user will enter the Phocus session brief page, which will remind one of the time and challenge associated with the session. The screen reminds the user to cancel the session or unlock the phone within 30 seconds. Clicking the solo button leads one first to take a video or photo before the Phocus session brief page.

At this level of fidelity, the prototype does not yet display a dynamic time duration as one turns the dial, nor does it display dynamic time in the cancel screen. In addition, it does not choose random task for the user. It also does not display real friends, and no actual group is created. The timer for the duration of focus also does not exist. Note that the search function is not yet implemented either.

At this level of fidelity, we cannot yet implement the Lock or Unlock button. We pretend that the Lock button is pressed at the cancel screen, and during the session the user unlocks the screen. If one fails to focus in the solo mode, then the photo or video will automatically be uploaded to the news feed. In the group mode, the user will be prompted to take a photo or video after she fails to focus, and then the photo or video will be uploaded to the news feed.

The third tag on the Home Screen allows one to send challenges to friends. One can choose a friend, write the challenge, and then send the challenge. The challenge will show up if the next time the friend wants to focus and selects "From Friends" as the mode of the challenge. This feature is not yet fully implemented in the medium-fidelity prototype.

At the top left corner on the Home Screen, we have a button to the Settings page. This is where users check the Scoreboard, change settings, or sign out. Note that the Scoreboard is simply a

fixed interface at this stage, and the numbers shown are hard-coded. The settings and sign-out pages don't yet function.