



## **README for High-Fidelity Prototype**

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### **General Usage Notes:**

We implemented our high-fidelity prototype in Swift using Xcode, the standard integrated development environment for creating native iOS applications. As of this writing, we used the latest version of Xcode (7.1.1) to date. Chapter is available for iPhone 6 devices running on iOS 8.0 and above. Running Chapter on earlier versions of iOS or alternate screen sizes may result in unexpected behavior.

### **Installation Instructions:**

Chapter can be downloaded by going to the Design process section of our [team website](#), clicking on the High-Fi Prototype box, and downloading the .ipa file. Opening the .ipa file will launch iTunes. Connect your iPhone to your computer, and click on the phone icon to access your phone's settings. In the sidebar, navigate to "Apps" and find the Chapter app. Click on "Install" and then "Apply" to install the app to your phone. The app is now ready for use.

### **Operating Instructions:**

Our prototype has the goal of helping users find locally curated activities and document personal memories. Upon opening the app, the user is taken straight to the Play screen, where the first activity to do is presented. The following sections explain each of the three main tasks accomplished by our app in detail.

#### **Task 1 - Do**

*Finding interesting activities to do at a location (i.e., Stanford).*

Tapping on the green checkmark button activity brings up the actual activity screen, which includes 1) a map of the activity, 2) other people who are currently engaging in the activity, 3) the option to add media (picture or video) of yourself doing the activity, 4) the option to rate the activity, 5) the option to add a tagline/description of what you did, and 6) Finish and Quit buttons. Tapping on Finish will result in the activity being saved to a corresponding chapter (in the above example, the football game activity will be saved to the Stanford chapter). Tapping on Quit will result in the activity being canceled. The activity will then be re-shown to the user at a

later time on the Play screen. Tapping on the red “X” button will result in the app suggesting a new activity for the user. Tapping on the yellow bookmark button will save the activity for later consideration. The activity will then appear on the “Saved” page. An activity will be removed from the “Saved” page once it is completed.

## **Task 2 - Suggest**

*Suggesting interesting activities to do or places to go at a location.*

A user can suggest an activity by pressing on the button with the Plus sign on the bottom of the screen. This will take the user to the “Suggest” screen. Here, the user can add a new activity for others to do. The user provides a name, description, picture/video, and location for the activity, along with the intensity level and an estimated time for completion. Once all of these fields have been filled in, tapping on the “Done” button adds the activity to the user’s list of suggested activities. These activities are displayed as a list on the “My Suggestions” page, which the user is brought to automatically after tapping on the “Done” button. The user can also access this page at any time by pressing the “Review” button on the bottom screen navbar and going to “My Suggestions”.

## **Task 3 - Review**

*Creating a story of memories at a location.*

Pressing the Review button on the bottom screen navbar takes the user to a screen with “My Chapters” and “My Suggestions”. The “My Chapters” screen displays a list of chapters in the user’s storybook, with each chapter being associated with a location and the various activities the user has done at that location. Tapping on a specific chapter brings up a list of activities done at the location associated with that chapter. Each activity is labeled with a name, picture, and tagline that the user wrote while doing the activity.

The “My Suggestions” screen displays a list of activities the user has suggested. Each activity has an associated name and picture, and tapping on an activity brings the user to the activity’s details page.

## **Limitations:**

To simplify implementation, we employed some techniques to still showcase the app without a full backend. Because we had a limited amount of Play activities, when a user plays through these activities, he/she will eventually be brought to the same activities again. Ideally, the app would have many Play activities such that no user will actually finish playing through all of them. When the user accepts the activity (clicks the green check) in the Play screen, he/she is brought to the Doing Activity screen, which shows a map, Others Doing, etc. The map currently is set to an arbitrary location, and the profile pictures in Others Doing are all hard-coded. Ideally, a user could click on the profile icon and see a profile. The rating in the Doing Activity screen is also for show, while the rating displayed with an Activity is hard-coded.

Furthermore, the activities suggested to the user are tailored to Stanford. Ideally, the app would be location-sensitive and suggest activities for the user to do based on his or her present location. Furthermore, the profile page currently suggests Chapter will use those parameters to give better tailored events. That is the ideal case, and currently we simply use the same list of a few Activities for users to play through.

For future work, we identified a few major features that we would like to eventually support. In our current implementation, we do not support real-time messaging between different users. Thus, users who are considering an activity cannot chat with users currently doing the activity, and users doing an activity cannot chat with other users who are also doing it. Additionally, we have not yet implemented the ability for users to share selected activities within their Chapters to other users through social media (Facebook, Twitter, etc.). Although this was not one of our three tasks, this would be an interesting and important feature to implement in the future with a large user base. For social networking, we currently have a user profile proof-of-concept through the Profile button the navbar.



Enjoy!

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