



## Tream Crowdsourcing: Medium Fidelity Prototype

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Our medium-fi prototype was implemented using [proto.io](https://proto.io), a common tool for building interactive mobile app prototypes. The prototype is embedded in our website [here](#).

In our medium-fi prototype, we provided the necessary functionality for users to complete the three main tasks that our app enables: Join New Project, Start New Project, and Work on Current Projects.

When you first open the prototype, you are automatically logged into your Tream account. We made this design choice since most modern apps have the option of automatically logging you in. The homepage that you're brought to is the **Current Projects** page. You can scroll through the list of your current projects and see which ones have notifications (these are hard-coded in our prototype, but in our actual app, they would be live and changing). In a fully implemented version of our app, you would be able to click on any project. For this prototype, though, only the "Make a Website" project is available for you to click on. This limitation was chosen because of efficiency. It is unnecessary to make all options available when one is sufficient to demonstrate the task flow for working on a current project.

Before we click on the "Make a Website" project, let us explore other features of the homepage. In the upper left corner is the icon for the side menu bar. Clicking on that reveals your profile picture and name at the top of the menu bar, and underneath these are buttons labeled "Current Projects," "Start New Project," and "Join New Project." You can click on any of these. The only thing on the side menu bar that cannot be clicked on is your profile. In the actual version of our app, though, you would be brought to your profile page where you can edit personal information. Now, if you click on the "Current Projects"

button, you will be brought to the **Current Projects** page which is where you were before since this page is also the homepage.

Now, if you click on the plus sign on the upper right corner of the page, a popup appears on the screen with the buttons “Start New Project,” “Join New Project,” and “Cancel.” If you recall, the buttons “Start New Project” and “Join New Project” were also on the side menu bar. This design choice is to make it as easy as possible for the user to carry out these tasks. Now, from this popup, click on “Start New Project.”

You are now on the **Start New Project** page. On this page, you can type and fill in the necessary text areas, and you can choose to save your project for future editing or submit it in its current state. After you save or submit, there will be popups that notify you that your project has been saved or submitted.

If you submitted a new project, you will be automatically brought back to the **Current Projects** page where your new project would be listed if it were the fully implemented version of our app. For this prototype, though, we didn’t implement this. Doing so would require a database for storing information, which is beyond the scope of this prototype. If you didn’t submit a project, you can navigate back to the **Current Projects** page by clicking on the back button in the upper left corner of the screen.

Now, from the **Current Projects** page, you can either click on the menu bar icon on the upper left or the plus button on the upper right to get the option of joining a new project, our second major task. You are taken to the first of the **Join New Project** pages. This page contains project genres, and for this prototype, you can only click on the “Technology” genre button. As we have mentioned before, it isn’t necessary to implement similar buttons when implementing one is sufficient for demonstrating the core features of our app. Now, if you click on the “Technology” button, you will see a scrollable list of project descriptions relating to technology. Clicking on the “Make a Website” project button will take you to a more detailed description of the project, including specifications, current team members, and desired skills in prospective team members. If you are interested in joining the project, you can click on “Join Project” at the bottom of the screen. After doing so, you are taken to an application that you can fill out. Similar to the **Start New Project** page, you can save or submit your application by clicking on the appropriate button at the bottom of the screen. After you submit an application, you will be brought back to the description page of the “Make a Website” project again, except now you can’t click to join the project. It’ll display that you have a pending application instead. Now, in the real version of the app, you could click back and explore other projects or genres, but for this prototype, let’s navigate back out to the **Current Projects** page.

On the **Current Projects** page, click on the “Make a Website” project. This is a project you’re currently working on. There is a tab bar at the bottom, and its default setting is “Calendar.” This means that your project calendars are displayed on the screen. You have two calendars: one with only events/deadlines that include you and one with team deadlines (to get a sense of overall progress on the project). You can toggle between the two different calendars by clicking on either “Individual” or “Team” at the top of the screen. Also, in the upper right corner, there is a plus sign. Clicking on that allows you to fill in and create a new event/deadline. On the full version of this app, your new entry would be added to your calendars. Now, the other button on the tab bar is the “Work.” We saved this for last because in the fully implemented version of our app, clicking here would open the Slack™ app for you to work on your project. To simulate this feature on our prototype, we show a screenshot of the Slack workspace, and to be faithful to how our app would actually work, you actually essentially exited our prototype since you would now be in the Slack app on your phone. (There isn’t a way to get back to the prototype from this screenshot, FYI, due to the limitations of this med-fi prototype).