Tream Crowdsourcing: High Fidelity Prototype

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Our high-fi prototype was implemented using a variety of tools, including Xcode, Swift, Parse, CocoaPods, and Font Awesome. You can access our prototype by downloading the .ipa file from our [website](#) and by opening the file.

Our prototype is a fully functional application that allows users to complete three main tasks: Start a Project, Join a Project, and Work on Projects.

When first opening our application, users can either log into their account if it exists, or they can sign up for one (Figure 1). For the sake of a demonstration, we suggest that you log into an existing account (Username: vnguyen2@stanford.edu Password: halothree) we have created since that "user" already has projects they're currently working on. If you created a new account, you wouldn't begin with any projects in your **My Projects** page, so you would have to either start or join a project before being able to view a project in that folder. In addition, for convenience, once you have logged into your account once, you won't have to re-enter your login information each time you relaunch the app unless you've chosen to log out.

Figure 1. Login Page

Now, let's look at one of the main tasks of the application: start a project. When you open the app, you're brought to the **My Projects** page (Figure 2), which doubles as the homepage. In the upper right hand corner, there is a plus sign icon that brings you to the **Start Project** page. On this page, you list all the details of the project you are creating, such as project description and which team members/skills are necessary for the project. In addition, there is another way that you could reach the **Start Project** page. There is a menu icon in the upper left hand corner. If you tap on that, you get to a slideout sidebar menu. One of the options is "Start Project." Affording the user multiple ways to access the **Start Project** page makes it easier upon the user to complete the "start a project" task since the option is accessible no matter how the user chooses to use the application.
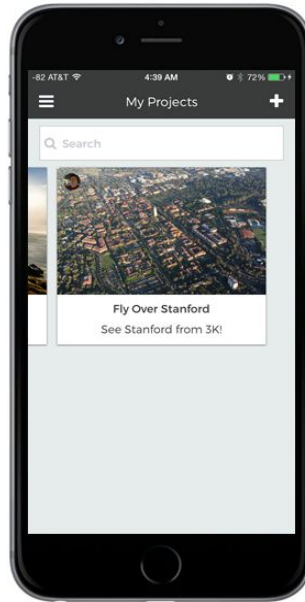
Figure 2. My Projects Page

Another of the main tasks is to join a project. If you begin from the **My Projects** page, you can click on the upper left menu icon to access the slideout sidebar menu (Figure 3). You then have the options to "Search" or "Browse" for projects that could interest you. If you search, you type in key words or names of projects, and the app will list all the projects with that name. If you choose to browse, you are brought to a list of project categories. So far, we've only created projects that belong under the category "Random," so you could browse through projects there. All other categories are functional, though, so as soon as a project is started that belongs in any of the other categories, you can browse that category. If you click on a project that you're not already a member of, you can read about the project details and fill out an application to join the project. Once you have applied, this project is listed under "Pending Applications" on your **Activity** page (which is accessible through the "Activity" option on the slideout sidebar menu), and you can withdraw your application when you want. Then, the creator of the project can view your application on their **Activity** page under "Applications For My Projects." If they hire you, this project is now listed in your **My Projects** page.
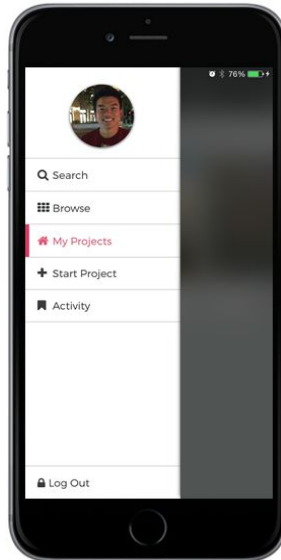
Figure 3. Slideout Sidebar Menu

Finally, if you want to work on a current project, you can click on that project from your **My Projects** page. You're then taken to a list of tasks that need to be completed by certain deadlines (Figure 4). This is a key concept of working as a team: division of labors. There is a set of icons at the bottom of the screen. The leftmost is "My Tasks," and if that is selected, you will see all the tasks that pertain to you. If you click on the next button "All Tasks," you will see all tasks for the project whether or not they pertain to you. If you need to add a task, you can choose the next icon, which is the "Add" button. Also, if you finish a task, you can check off the checkbox next to the task. You can also click on the task to read about it in more depth or change the status of the task from Complete to Incomplete, or vice versa. You can also choose to delete the task. Finally, you can communicate with your team through the message icon on the bottom right. This redirects you to a Slack channel to message with your team. For the sake of this project, though, we found it unnecessary to close our application to pull up the Slack application, so we simulated this process by showing a loading page that says you would be redirected to Slack.
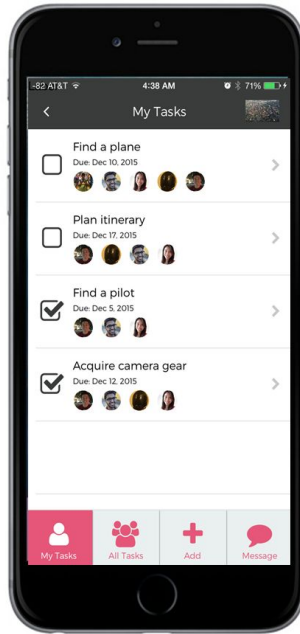
Figure 4. Tasks Page

We hope you enjoyed using our application!