

docket Readme ([prototype link](#))

HOW TO USE:

For this medium-fi design, we used Invision to prototype. The Invision page emulates the iPhone screen; the computer mouse emulates the user's finger.

Invision highlights clickable areas; users can click on buttons, bars, etc. to navigate between pages, toggle between options, expand sections, etc.

WIZARD-OF-OZ & HARD-CODED FEATURES:

We have no Wizard-of-Oz techniques, but we do have hard-coded content. Since **docket** is a social platform for projects, we created mock users, mock projects, mock project stages, mock descriptions, etc., to simulate a full user experience.

LIMITATIONS:

Due to limitations on InVision, some user gestures and animations were left out or simplified. For instance, in the final implementation, users will be able to click icons AND swipe to navigate between screens. Furthermore, in the final implementation, almost all pages have parallax scrolling with stackable headers. Other animations, such as transitions between the Following/Follow button and Private/Public button, will ultimately be smoother to improve user experience.

To focus on our three tasks and simplify taskflows, we left out several pages, including onboarding, profile pages, the following page listing users followed, the new project page, the add media functionality on quicknotes, and the settings page. We also have only one project for our host user, a_camus, also to simplify taskflow.