

In our implementation of the hi-fi prototype, we wanted to focus on creating an optimal user experience. We implemented a very simple backend that consisted of arrays, and used hard-coded pre-determined projects to provide “curated” content for each user’s Explore feed. We also provided pre-populated projects for the user to treat as their own projects so they were not required (but are still able to) to create a new project from scratch, as that was not one of our tasks. Any data that was created by users’ actions in the app is reset upon closing the app, as we store the data locally with our simple backend.

The prototype allows users to interact with the app with a combination of both tapping and sliding motions. Elements that are able to be tapped are displayed in the teal color, while content that is displayed in grayscale will not do anything when tapped. The sliding motion can be used both to scroll downward through pages as well as to navigate to and from the hamburger menu instead of tapping on the menu icon. When a user slides the page to the right, the hamburger menu will appear, and when the user slides the page to the left, the menu will disappear.