

NightOwl High Fidelity Prototype ReadMe

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Requirements:

Our app is usable on an iPhone. It was developed with an iPhone 5, but should run properly on any device running iOS 8.

Installation:

Double clicking on the .ipa file in Finder on a Mac should add it to the iTunes library. From there, plug the device into the computer and navigate to that device in iTunes. On the left side of the iTunes window, select apps under the device information. The option for NightOwl should be there. Select install and then sync the device. The app should be runnable from the device.

Usage Directions:

Upon opening the app, you will notice a profile is created for you and some classes have already been added. A published, final app would have a user set up their profile and their classes, but we have chosen to land you on the page of a returning user so you can jump right into the first task.

The following instructions will guide you through the three main tasks.

Task 1: Become available/write a status (Medium)

- 1) Select a class by tapping on the class name.
- 2) When taken to a screen prompting you to enter your location and a status, do so. A location is required, while a status is optional but highly recommended.
- 3) Tap post to set your location and status. The class should appear with a purple check in the home screen.
- 4) You can update the location or status information by tapping the main part of the cell and editing the information.
- 5) You can deactivate selected classes (make yourself unavailable in them) from the update screen. Advanced users also have the option of hitting the check mark on the home screen to deactivate a class.
- 6) Note that you can select multiple classes and set a different status for each. Locations, however must be constant for all, since you cannot be in more than one place at a time.

Task 2: Reach out to classmates (Complex)

- 1) When you are satisfied with the classes you have selected, you can tap "Find NightOwls". This button is only selectable when there are classes selected, and it is grayed out until then.
- 2) On the next screen, you see a list of people working on the same classes nearby. This list is sorted by location, and shows the other user's location and status. Note that if you have more than one class selected, you can toggle between the classes with the

horizontal picker at the top of the table. Swiping left or right on the table itself will also enable you to toggle between classes.

- 3) Selecting any user allows you to send them a message.
- 4) Hit send to send the message. (Note that send can only be pressed if there is text in the message box.) The X button in the top right will take you back to the previous screen without sending a message.
- 5) Tap the messages tab to view your conversations.
- 6) You can also send messages from the messages tab. Any message you send will have a response 3 seconds later saying, "Sounds good!".

Task 3: Update list of current classes (Simple)

- 1) Select the Me tab to view your profile and the list of classes you are enrolled in.
- 2) Tap the + button to add more classes to this list.
- 3) You are taken to a list of classes. Every ExploreCourses class is available, and you can use the search bar to narrow down the search. Tapping a class adds it to the list of enrolled classes and returns you to the previous page.
- 4) Classes can be deleted by swiping left on a cell and hitting delete (standard iOS table functionality). A user can delete multiple classes at once (as they would perhaps want to at the end of a quarter by pressing the edit button).

Other Non-Task Related Functionality:

- 1) You can message your classmates that you have already connected with from the message tab. Note: the prototype does not allow for the sending/receiving of actual messages, but you can view an example conversation and receive one static response to any message you send from the Messages tab. Right now, if the app is closed and reopened, conversations started from the Home tab do not persist, as we do not have a backend in place for the app.
- 2) The top right of the Me tab has a more icon. We created this icon to show where settings, credits, and a logout button could be accessed from, although it is not live in this demonstration.
- 3) All icons (home, messages, etc.) within the app were created by the team.

Limitations In Implementation:

Because NightOwl depends on the existence of multiple users, we are currently unable to implement the complete functionality of the actual application. Instead, the high fidelity NightOwl prototype shows most of the interface elements of the final app, but relies on hard coded data for information that would come from other users. This includes users nearby and users in message history. Responses to messages have been hard coded as well, such that all messages sent from the messages tab have a default response within three seconds that says, "Sounds good!". Finally, we have hardcoded in the class data, as the current year's ExploreCourses class list (obtained from a curl request on the website in late November). We do not redownload the latest data each time the app launches.