



Medium-Fi Prototype README File

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Application: WellWatch

Prototyping Tools:

Sketch 3 (UI Design from Bohemian Coding), InVision (Web & Mobile Prototyping)

Operating Instructions:

1. Our prototype opens on the home screen and welcomes the new user, where it prompts you to begin the set up of the WellWatch application. The user only has the option to click to proceed with set up or exit the app.
2. Upon clicking the set up button, the screen links to the main chat client screen, with a message from WellWatch that tells the user how to set up the app. The screen has icons at the bottom to show the current mode of use (chat) and the option to switch into the calendar view. Exiting before completing setup by switching to calendar view leaves the chat client in its current stage of set up.
3. The chat client allows the user to sync/import their calendar to WellWatch so that the app knows their daily routine. The user can respond yes or no from an auto response or click for a recommendation. If the user declines, the calendar will be blank initially; however, for the prototype, we assume the user has imported the calendar for later screens in the app, since we were unable to customize the screens by doubling the number and having a number of separate screen flows for each custom setting of the user.
4. After this set up completes, the app prompts the user to try asking for a custom recommendation by clicking the recommendation bar. Clicking elsewhere causes the app to highlight where the user is supposed to click.
5. When clicking the recommendation bar, "Give me a recommendation" It does not show the range of possible activities, but simply gives the user one option. Clicking again will switch to another new recommendation.
6. The recommendation will be limited to one of two hard coded options we have UI designs for in our prototype. They are not supposed to be an exhaustive list or show all of the possible options available.
7. At that point, the user can either accept or decline with "Sure!" or "Maybe later!". If they say "maybe later", the window links to another with the chat client responding "No problem". If they accept the activity, the image links to a chat screen prompting the user to begin.
8. The user can click the chat message to get to the activity page.

9. On the activity page, the user can click a video of the activity and link to another screen, which can only be exited by clicking "back".
10. Alternatively, they can click to begin which will link to a screen with the timer down to 0. They can then click either "finished" or "back" to return to the chat client.
11. The user can also click the usual calendar button below to switch to a different mode.
12. Once they click back, they return to the chat client screen, which prompts the user to rate the activity they finished, by clicking one of the stars.
13. The star rating is limited to one pre-set option, which gives five stars when clicked.
14. The prototype then prompts the user to add the activity to their calendar, with a yes message appearing if the user states "yes". If the user then switches to calendar mode, they can see the activity on their calendar.
15. After rating the activity, the screen loops back to the chat client screen, where the user can click for another recommendation if they wish.
16. The user can also link back to the home screen although this is simply an image at this stage.

Limitations & Wizard of Oz Techniques:

1. The app and prototype has only a pre-set text input "Give me a recommendation" bar and responses to choose from "Sure" or "Maybe not". We had initially considered custom text input; however, this was too difficult for the prototype, given that we would need to include custom screens for a number of different text input from the user.
2. When the user clicks the "Give me a recommendation" bar, the prototype will show a sample recommendation but is not expected to show all of the many recommendations available. We only have two different activities loaded into the chat client for this prototype.
3. Our prototype does not show the full message history after the user clicks a different link. For example, if the user clicks give me a recommendation twice, the chat client history will go blank and link to a screen with just the activity recommendation to make room for the next text. This also allows our prototype to function without showing the exponentially large number of possible combinations of inputs that could have been input to the chat client to that point.
4. The current InVision prototype has a weakness in its calendar flow - when you select whether you want to import your calendar or not, the app only remembers that choice for the immediately following screens. Navigating elsewhere, it assumes you have already imported your calendar. (Otherwise, this requires insane numbers of duplicates of flows. This issue can be easily resolved when we build the iOS app itself)
5. InVision currently misrepresents some of the colors in the app (eg, the colors and exact aesthetic displayed in the prototype test link below are different from our actual images).
6. The app only has two activities available for the prototype, and the app will cycle through them linearly since we cannot randomize them for our prototype. These activities are: taking a walk and meditation. These 2 activities (with both the calendar reminder screens & "spontaneous rec" screens) along with the calendar import, already compose 34 unique screens. We could not have a larger number of screens or full customization options for the user since this would require a duplicate

number of these screens for each combination of customization options, resulting in an exponentially large number of additional screens.

7. Our prototype does not include detailed content from 3rd party providers for the activity recommendations and how to them. Additionally the screens do not have live video but simply an image.
8. Our prototype does not incorporate location technology or links to maps given the difficulty of featuring this in photo images alone.
9. Our prototype does not have any social media integration or knowledge about whether your friends are nearby for a “social break”. We left out this activity and others that needed location technology or friend information, but this info could be hard coded in or have location technology enabled for the hi-fi prototype.