Knock: Hi-Fi Prototype

Our high fidelity prototype is a native iOS application written in Objective-C and built in Xcode.

Limitations:

1. The conversation that takes place when the user chats another user is fake. The other user will respond asking for a meet request after the first message is sent, but will not respond to any messages after the first.
2. While coordinating a meet-up location, we only support search queries for "food," and have hardcoded the search results that appear in the callout.
3. Our app uses 16 hard-coded user profiles, 1 being the user's and the other 15 separated into the categories of Friend, Friend of Friend, and Stranger.
4. As our prototype is not connected to Google Maps API or Apple Maps API, it is unable to generate real navigation routes from the user's current location to the meetup location. Instead, as the meetup locations are also hard-coded, a specific meetup route is hardcoded for each meetup location.
5. As the prototype is currently not being used in a foreign place, the user's location is hard-coded as an area within Berlin, Germany. The locations of the other people shown in the app are also hard-coded using geographic coordinates. Our app calculates the accurate distance in miles between the user and the people nearby; this distance is shown on the profiles.
6. Our app flows ends after the location suggestion is accepted.

Operation Instructions:

Please make sure you have Xcode downloaded on your computer, and then open the XCode project inside the downloaded zip file. Then compile and run the project by clicking the "play" button at the top left corner. Please only run the app on an iPhone 6s simulator, because the UI is configured for that screen size.

Once the application has built, you are free to play around with the application as you wish. We support dynamic page flows for the following three tasks:

1. Find a person nearby who you'd like to meet with
2. Message the person
3. Coordinate a meet-up location