

# Jamalot Readme

## Prototype Operation

This medium-fidelity prototype of the Jamalot application was designed using Sketch and was implemented as an interactive prototype using InVision. In order to operate the prototype, you can navigate to [http://web.stanford.edu/class/cs147/projects/sharing/the\\_knights\\_of\\_jamalot/#page-top](http://web.stanford.edu/class/cs147/projects/sharing/the_knights_of_jamalot/#page-top) and click the link for assignment “#5: Medium Fidelity Prototype.” This will take you to the InVision site hosting our prototype, as well as download the README file onto your device.

While using our prototype, you are able to click through buttons and pages to interact with the interface. The three tasks you can do with the interface is 1) Host a jam 2) Join a jam and 3) Create a profile. In this version of the prototype, not all drop-down menus and text fields are able to be altered, but this will be different in the high-fidelity prototype.

## Wizard-of-Ozing and Hard-Coded Features

The only feature that was Wizard-of-Ozed was the “I’m Feeling Lucky” button on the map page for joining Jams. Clicking this button, in the actual product, would result in the user being suggested a random jam session within their parameters. We couldn’t program this via InVision, though, so we had to estimate by sending people who hit that button to the one Jam Info page we made a mock-up for.

The following features were hard-coded into the prototype

- Jams hosted by other users were assumed to be there (along with the details of those jams)
- The user interacting with the prototype was assumed to have already joined and hosted some jams
- Other users were assumed to exist so that jams had participants and hosts

Enjoy Jamalot! Keep Jammin!