

## dotTrain Hi-Fidelity Prototype README

Thank you for downloading our high-fidelity version of dotTrain! This file contains operating instructions for and functional limitations of this version of the application. Please enjoy!

Note: IPA installation requires iPhone 6.

Operating Instructions for the 3 tasks:

- 1) Make yourself available.
  - a. Open the app and press the large green button
  - b. Swipe left and right on each of 5 topics depending on whether or not you like each one.
  - c. You're done!
- 2) Invite a Potential Match.
  - a. Complete the three steps from task 1.
  - b. Scroll through your matches, sorted by number of common interests, and select one you find interesting.
  - c. Read through their profile. If you find them interesting, tap the conversation button to begin messaging them.
  - d. Press the invite button and wait for them to respond!
- 3) Play a Cooperative Game.
  - a. Complete task 1.
  - b. Complete task 2.
  - c. If they accept your invitation, press the chess icon
  - d. Select the game you would like to play from the menu
  - e. Have fun!

Functional Limitations:

Given the lack of iOS experience of the dotTrain's creators, and the short time frame within which the app had to be created, this version of the app is streamlined for just the three tasks. As such, you'll find the groundwork for several features that have yet to be implemented. First, you'll find that the 'Help' and 'My Profile' buttons are not yet functional. These selections are not needed for proper and easy use of the app, so the dotTrain team chose not to prioritize their implementation. Second, you'll find that when you click the envelope icon in the top right corner of the interface, nothing happens. The thought for this screen was that it would take you to a list of all conversations you are having, a la the iPhone iMessage interface.

Next, the conversation feature is very much simulated at this point. Regardless of what you type, the app will run through a short, hardcoded script.

Then, after you invite a user to play a game with you, you can choose from a list of 3 games. However, these 3 games are all unimplemented, and you cannot actually play these games within the app. The cooperative radio and end ride buttons also do not do anything. Again, these features were not part of our 3 core tasks, but are on the horizon for future implementation.

Finally, the data does not persist across application sessions. This means that each time you quit and reopen the app, or deactivate and reactive yourself within the app, conversations and invitations will not persist.

Thank you for downloading dotTrain, and we hope you had fun tracing through the development of our app!