Muse README

I. Prototype Link
https://marvelapp.com/2ig77hh

II. Implementation
The prototype was built with Figma, a collaborative interface design tool. We chose to design for the Nexus 6P since our next prototype will be developed in Android. Figma was useful because it allowed the team to work on it simultaneously. One shortcoming of Figma was that it lacked UI templates and onboarding support.

The prototype runs on Marvel. Marvel makes it very easy to give functionality to the prototype by allowing us to place "hotspots" around the app that indicate where the user can take action (e.g. tap, swipe). One shortcoming of Marvel is that there is no way to visualize the overall flow of the prototype without clicking through individual hotspots. It is easy to get lost in the task flow.

III. Operating Instructions

General Use
If you click anywhere on the current screen, Marvel will highlight clickable areas in blue. Click on these areas to navigate to other screens or initiate pop-ups in the prototype.

Home screen
The home screen displays all of the active chains in the app, represented by a visualization of the last link in the chain (e.g. drawing, painting, poem, audio clip).

Viewing active chains
Tapping on a chain allows you to view it more closely or contribute a link to it.

Profile page
Tapping the profile icon in the top right corner brings you to your profile page. The profile page displays all of the chains you have started. Tapping "View" allows you to invite another user to contribute a link.

Starting a new chain
Tapping the plus floating plus icon in the bottom right corner allows you to start a new chain. Tapping on "Write" allows you to create the first link, give the

chain a title, and set the number of links you envision it having. In a higher fidelity prototype, you would be able to create the link in other ways such as attaching a photo of an art piece you create or recording a musical piece.

IV.   Limitations

Since the concept behind Muse is that the users generate the content, the users and content in the prototype are hard coded.The prototype does not support real content creation or interaction with other users. Gestures and animations are limited to the abilities of Marvel.

This prototype was built with Figma and runs on Marvel.