Medium-Fi Prototype ReadMe

Link to Prototype
https://pr.to/PA4QM9/

Proto.io
We selected proto.io to design our prototype after trying several of the prototyping tools listed on the course website. Proto.io makes it easy easy to add elements--navigations and tab bars, icons, buttons, ect.--and interactions between elements to the iPhone "screens". In general, the interactions were simple to create due to a drag-and-drop interface. One time-consuming limitation was that these had to be manually added to every screen; thus, any change to the top or bottom bars had to be made across the app to each screen individually. Another limitation was that many similar screens had to be created, whereas in code, one screen could have been used. For example, the pie chart screens for each friend had to be made separately, but in a real app, one base pie chart screen could be made with parameters for the information being displayed passed into it.

Operating Instructions
Task 1: Set goals for quantity / diversity of articles (simple)
- Click on the pie chart (the home screen of the Me tab)
- Click edit for one of the categories of articles
- Change the goal with the selecter and press done
- The goal (number at the end of the progress bar) will change

Task 2: Compare and compete with other users (medium)
- Click on the Friends tab
- You will see a ranking of you and your friends, and where you stand in that ranking
- You can change the ordering of that ranking
- Click on one of your friends, you will see the breakdown of their articles
- For the friend Leslie, you can click on a section of her breakdown to see the articles she's read from that section
- For the other friends, they have set their privacy to not allow you to see their articles

Task 3: Ensure that the user is aware of his/her own biases (complex)
- On the Me screen, view the pie chart and then click on it to see more detail
- Look at the breakdown of articles
- From here you can click on trends button which shows you a graph of your reading over time
- From the breakdown screen you can also click on the progress bar for each category to see the articles you have read for that category
- Click on the conservative bar, then click the ? icon to see why the article was classified as such
- You can click Open on the article to read it in "Safari"

Non-task related functionality
- From the breakdown screen, you can click on Badges to see awards you have won

- In the settings screen, you can update settings, including the privacy settings about who can see your information

Limitations
- While proto.io has some variable functionality, it is not great, so parts of the app that usually would change remain fixed for our medium-fi prototype. For example, changing the goal for the number of articles to read will change the number displayed but not the width of the progress bar. This occurs because there is a bug with dividing and multiplying variables in proto.io; for more context, see support post at
https://support.proto.io/hc/en-us/community/posts/207859198-Slider-Variables

- The prototype does not update with new articles being read, so the information in it is static. Our real app will be changing constantly as the user and their friends read articles, so it will change significantly over time.

- None of the screens within the prototype app contain content that requires scrolling. This was a deliberate choice - we don't think scrolling is a key part of our interface, and adding enough content to enable scrolling on some screens might distract the user from other parts of our interface.
  In the real app, there would be enough content to require scrolling on on the badges screen, and on the screen which displays a list of friends.

- The prototype app does not support push notifications; however, we've identified several uses of push notifications that we'll target in the real-world app. Namely, **progress reports** - e.g. "You've read 3 liberal articles this week! You're halfway to your weekly goal!" - as well as **reminders** and **award notifications** upon winning a badge.

- proto.io only supports one interaction at a time, while our app interface has several actions which iterate through multiple screens. When on of these actions is executed on the prototype, proto.io attempts to quickly iterate through several screens sequentially, and as a result the app can look glitchy at times. The real-world app would support skipping over screens, and would not need to iterate through all of them, so it wouldn't have this glitchy appearance.

- Not all of the articles have information about why they were classified a certain way - only the conservative article (read by the user) has this functionality. This was done for simplicity, to reduce the number of screens and the amount of research we had to do to create the prototype

Wizard-of-Oz / Hard-Coded Features
All of the friends and rankings are hard-coded. In addition, both the articles that the user has read and the articles that their friends have read are also hard-coded. On the Add Friend page, the friend "Sarah" that the user is adding has also been hard-coded.

We hard-coded these interactions with friends, rankings, and articles to maximize simplicity, so that the app could very quickly be seen in its state where the user had been on the app for a period of multiple weeks (so they had friends and article history) rather than having an empty friends and article list, which will happen when the user first opens the app.