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README for **Jar** Medium-fi Prototype

InVision:

InVision is used to run the medium-fi Jar prototype (Check out the prototype here). When using the prototype on InVision, the user will first be shown what areas on the current screen are linked to an action (these areas will be highlighted). Clicking on these areas will perform some action, such as navigating to a different screen.

Hard-coded Items:

Currently, there are several hard-coded features in the prototype. These are listed below:

- All the users mentioned across screens (You are Michael)
- The tasks listed and their details
- The task created when adding a new task
- The notifications received
- The amount currently in the money jar

Wizard of Oz Features:

Apart from hard-coded items, the prototype has one Wizard of Oz feature: The user will receive a "Transfer request" notification on the "All Tasks" screen after they've sent their own transfer request (via the details page for the "Take out trash" task). This is done using InVision's timer feature to navigate to a different screen with the notification after 3 seconds.

Limitations:

Although InVision was great for adding hot spots to areas on screens and linking these areas to actions, there are some things that could not be done in the prototype. These limitations are discussed below:

- Currently, users must click on the next and back arrows to navigate to the next and previous screen. The hi-fi implementation will allow users to swipe left and right to navigate between screens.
- When clicking on the "hamburger" menu, a new screen completely replaces the
 previous screen. The menu should slide to the right and only partially replace the
 current screen.
- When creating a new task, the details are hard-coded and the user does not have the ability to type the name of the task, pick the date on the calendar, or pick a time using the scroller. All of these will be more dynamic and editable on the hi-fi product.

Things Left Out:

There are several features that were not extended in this medium-fi prototype, to maintain user's attention on the three main tasks (creating/assigning tasks, transferring/accepting tasks, and using the jar). For example, when clicking on the "hamburger" menu, a set of options will appear, but none of these options can be clicked. Also, all the functionality for setting up a bank account with the app has been omitted from the prototype.