

README

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i get you

[Prototype Link](#)

Tools:

We used Sketch to create the screens and InVision to link our prototype together so it's in a usable form when we do eventual prototyping interviews. InVision can be accessed on either mobile or on computer to go through the experience, but the visual backdrop is a phone screen so that users will be in the mobile mindset when going through it.

How to use:

Navigate to the link above and use the mouse to click through screens. Users can click on most buttons and options, but only the first story and to share with text or picture/video. If they choose to click on a part of the screen that's not hooked up as a transition, the hotspots where you *can* click will be highlighted in blue, so that you can be guided through the experience. Users can lay around with different flows and features as you go through.

Hard-coded features & their limitations

All of our user input text and the text of stories that people see on the screen is hard coded because we can't generate the prototype with live input that the users are entering. Also, we hard-coded some of the options that you choose, like moving the user to switch to anxiety when they switch topics and pre-setting some of the filtering option. This means that some of the buttons are not selectable, so it doesn't portray the actual user experience. We also have no back-end at this point, so it's necessary to add in content on the screen so the user can understand the types of content they might be interacting with. The scrolling, loading, and navigation functionality is also performed with the prototype instead of actual user action, making it seem somewhat unnatural. This will be addressed once it is converted into a living app. We also left out some potential screens including user onboarding and different filtering screens so that we could focus primarily on our three main tasks (sharing stories, exploring/viewing stories, and sharing feedback and reactions).

Design changes from our low-fi that are incorporated:

We moved to mobile instead of web and recreated mobile screens and then moved them to sketch so that we could begin working on the new mobile experience. We included more types of feedback (emojis + phrases) to represent feedback we got in studio last week. Stories also get their own screen when clicked on to prevent overload of information when all of the stories are on the screen, this also includes a streamlined story gallery to take out the confusion of navigation with a better simulation of content. We also removed the intro click-through screen and go straight to the story gallery so people can experience what they will be sharing before they choose to share themselves.