Assignment 6 Readme
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Prototype Link

https://invis.io/CVE98P9M3

How to Use:
Note: the instructions provided for each task are not necessary--it should be intuitive to the user how to do these tasks. However, we've provided them in case the user would like to use specific instructions.

About Our Prototyping Tool
We used Invision to prototype our medium-fi design. The idea is that you can interact with the Invision prototype just like you would an iPhone screen--the buttons on the interface should allow you to interact with them by clicking, and they should direct you to the proper page as the actual product would.

Task 1: Taking a diabetes module to unlock the diabetes quiz
1. From the messages page (which you can navigate to by pressing the link above or pressing the leftmost navigation bar item on the bottom of the screen) either press "finish your lesson" or click on the lessons tab on the bottom navigation bar (looks like an open book)
2. Press Diabetes
3. Press Module 5
4. Press Get Started
5. Press Got it
6. Press Review my Berries to see that on the Modules page the quiz has been completed

Task 2: Taking a diabetes quiz
1. From the messages page (which you can navigate to by pressing the link above or pressing the leftmost navigation bar item on the bottom of the screen) either press "You've got a Quiz Waiting" or click on the quiz tab on the bottom navigation bar (this looks like a pad with a pen)
2. Click on the Diabetes jar
3. Click Get Started
4. Click Next Question
5. Click Next Question
6. Click Finished

Task 3: Redeeming benefits
1. Either click Redeem My Points at the end of the Quiz or go to the profile page (press the profile icon on the bottom navigation bar)
2. On the profile, press Redeem
3. Press Redeem with Your Provider

Limitations:

Because not all of our learning modules and quizzes are fully written and designed at this point in the design process, not all of the quiz and module berry and jars are clickable--only one of the diabetes modules and quizzes is currently explorable on our prototype. The quizzes and modules are also much shorter than they will be in reality--they only have one or two pages for the moment, purely stand-ins meant to convey our design.

We also do not support answering questions on the actual quizzes or providing a legitimate score after the quiz, since the questions are only samples and it was too complex to model each tree the user could potentially go down when taking a quiz with proper prototype screens for each one.

In addition, due to Invision's inability to remember any sort of data, there are sometimes instances in which you could take a module or quiz and the prototype would not seem to remember that you had done so (i.e. it would not be reflected in the graphics of the interface that you had taken the module or quiz).