



Quest

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Introduction

Value Proposition

- Break New Ground. Meet New People. Tighten Your Community

Problem

- Many people find it very hard to look up, participate, and find the local community that they're interested in without fear and concern of safety.

Solution

- With Quest, we ease all the process by gathering all the existing verified communities, pinpoint the exact locations, and broadcast your activity through your trusted social network all in one platform.

Overview

- Heuristic Evaluation Results
 - Revised Design + Fixes
- Prototype
 - Tools
 - Features + To-Do
 - Wizard of Oz + Hard-Coded Data
 - Issues
 - Demo
- Summary

Heuristic Evaluation Results

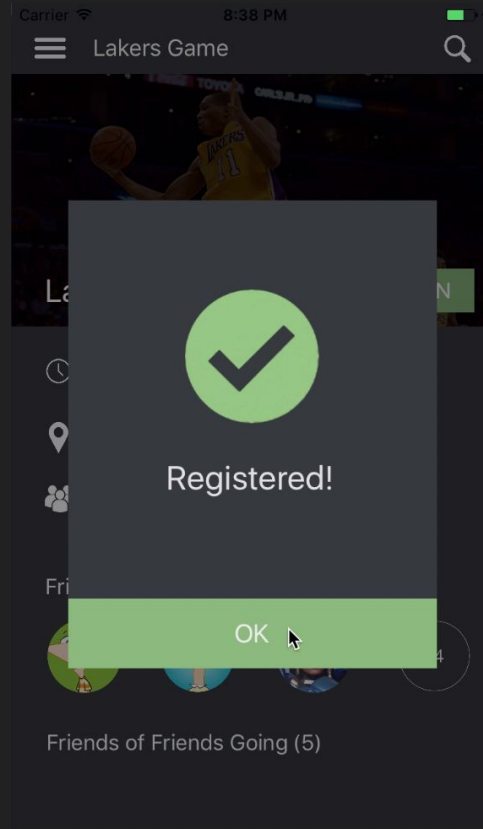
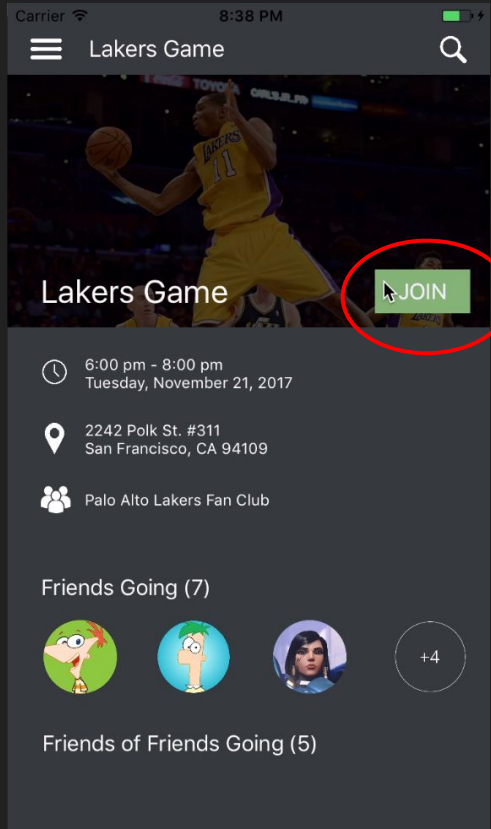
Heuristic Evaluation Results

[H9. Help users recognize, diagnose, and recover from errors] / Severity 3

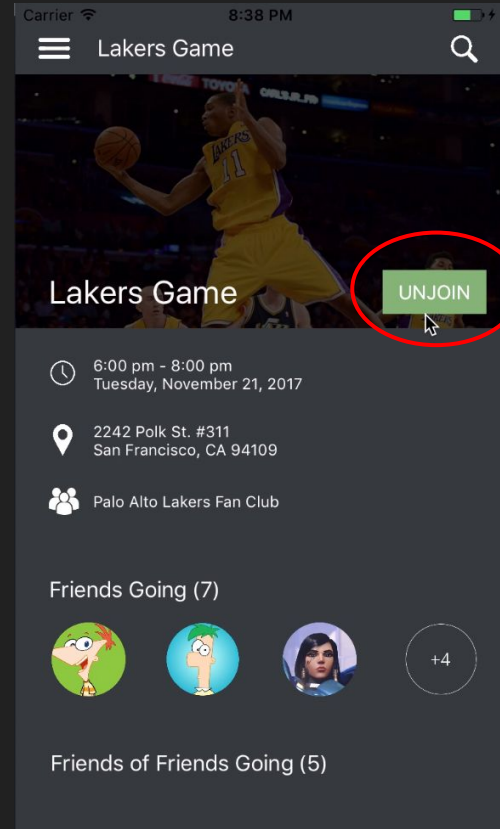
- No reminders for the “tag along” requests user already sent
- Fix: Add a my request section or change “tag along” button to show “request sent”

Heuristic Evaluation Results

- After a notification is sent to a friend or acquaintance, the 'tag along' button now says 'request sent'. Tapping this again allows for a request to be canceled.
- 'Tag along' buttons will have a confirmation screen before sending a request.



confirmation screens
for actions



button wording change to
reflection action

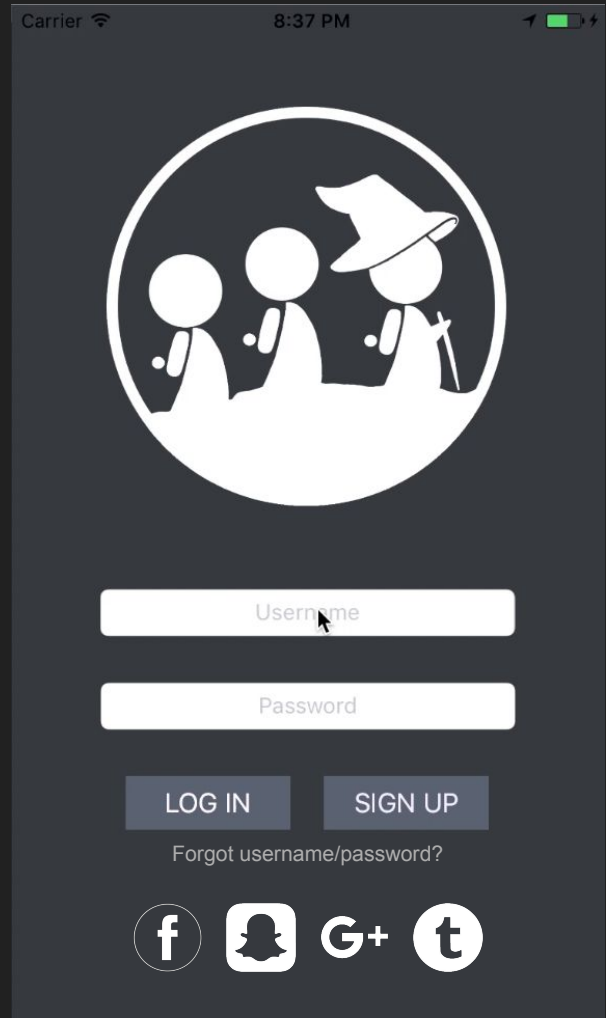
Heuristic Evaluation Results

[H3. User control and freedom] / Severity 3

- Users can only browse events hosted by clubs but cannot browse clubs themselves.
- Fix: Add the function of search and join clubs

Adding the ability to register/login with an existing social network so users do not need to remember their friends' names.

Add forgot username / password link

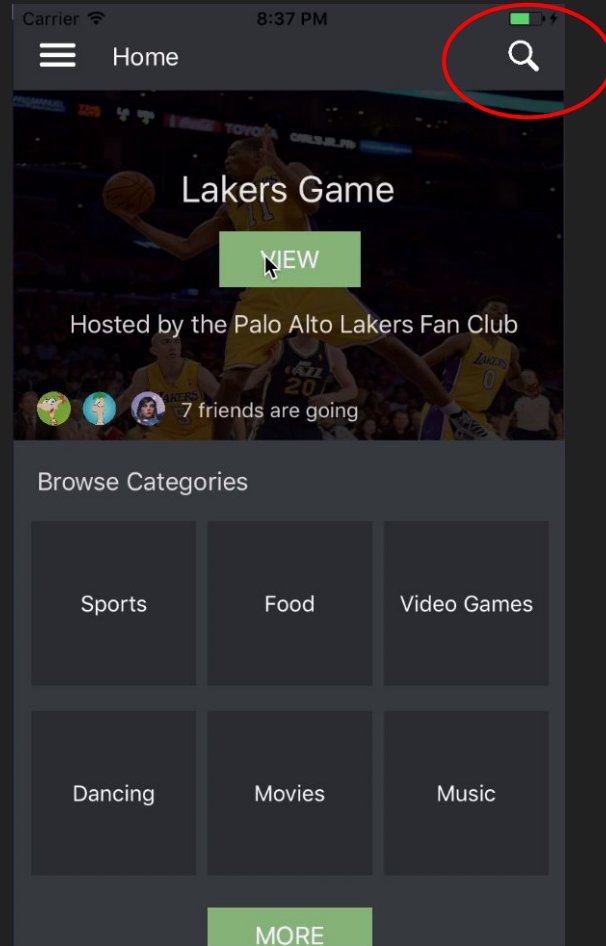


Heuristic Evaluation Results

[H6: Recognition not Recall] / Severity 3

- No finding friend option
- Fix: Link users with their contacts or Facebook to provide quality recommendations for friends.

We have a search button that expands into a search bar where the ability to search and join clubs would be implemented, but as our README mentions, it has been omitted for the scope of this project.



Revised Design: Other Fixes

- Changed some of the wording (e.g. Quests → Activities, Acquaintances → Friends of Friends)
 - May be too far from our 'adventure' theme though
- Notifications include a number unread
- More actions (particularly sending requests) have confirmation pop-ups before going through with the action. The buttons that initiate that action have words changed to 'undo' the action.
- Visual consistency fixes across menus and UI
- Buttons are brighter colors for a 'happier' feel
 - Kept dark background to save energy

Prototype

Tools



XCode Interface Builder



Some coding

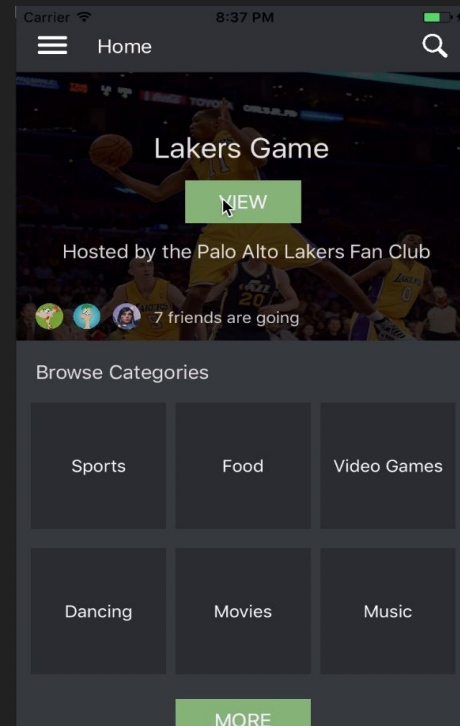
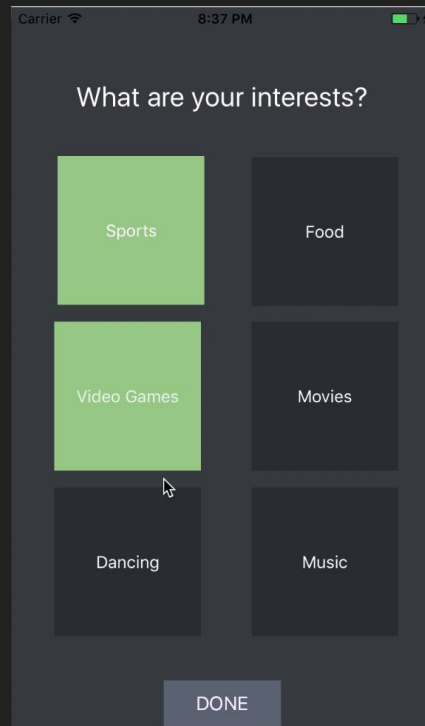
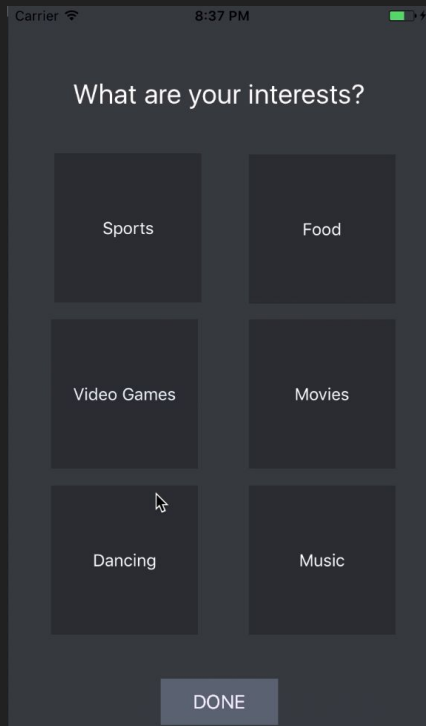
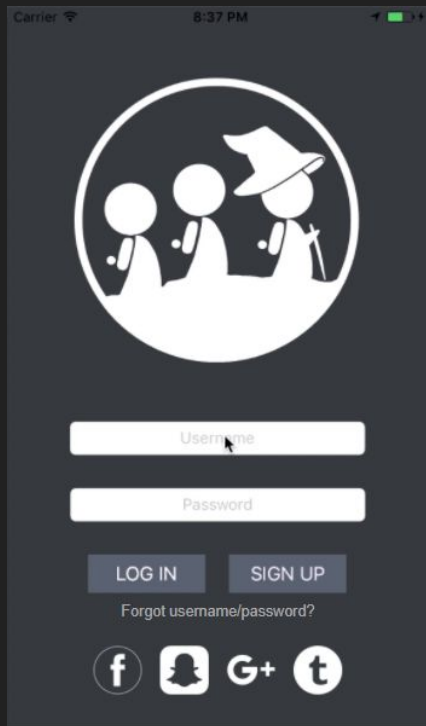
Features + To-Do

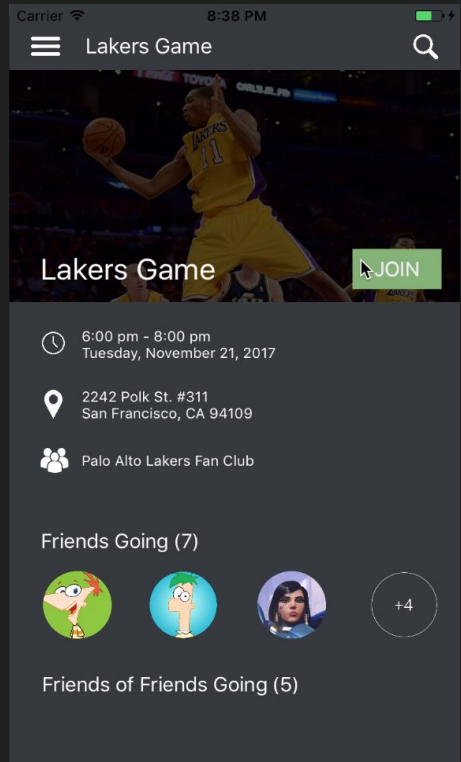
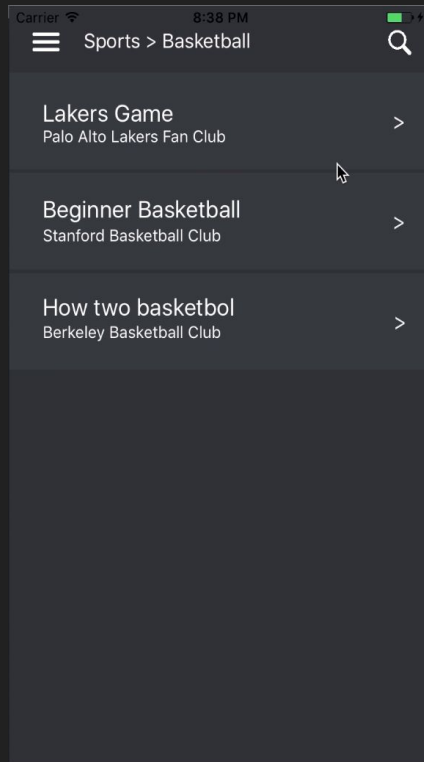
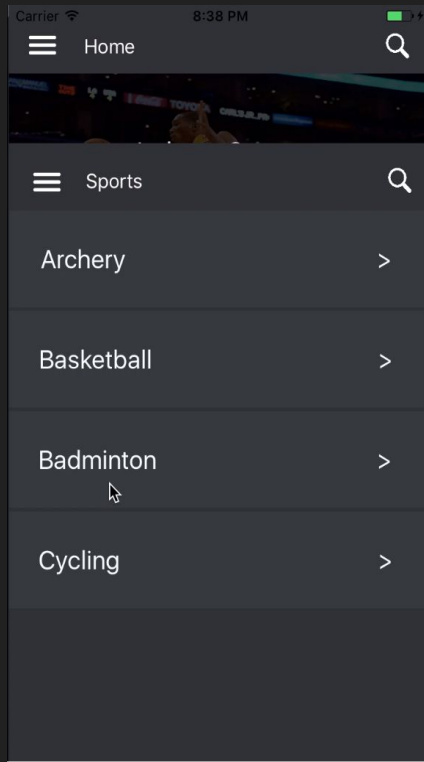
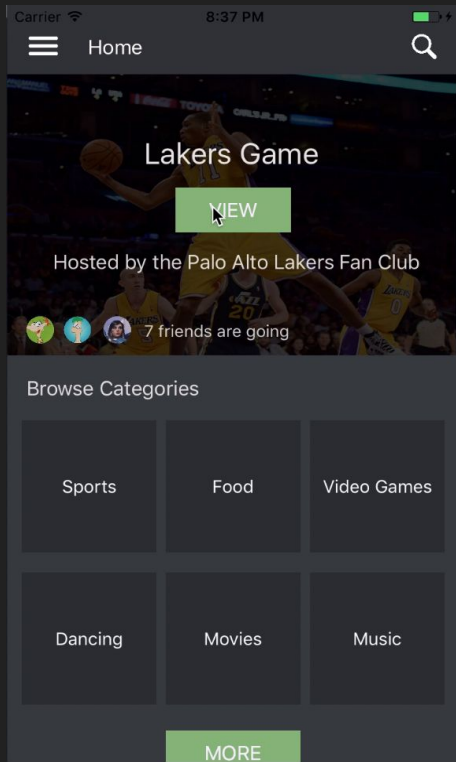
Implemented

- Task 1: Finding an event of interest

Features + To-Do

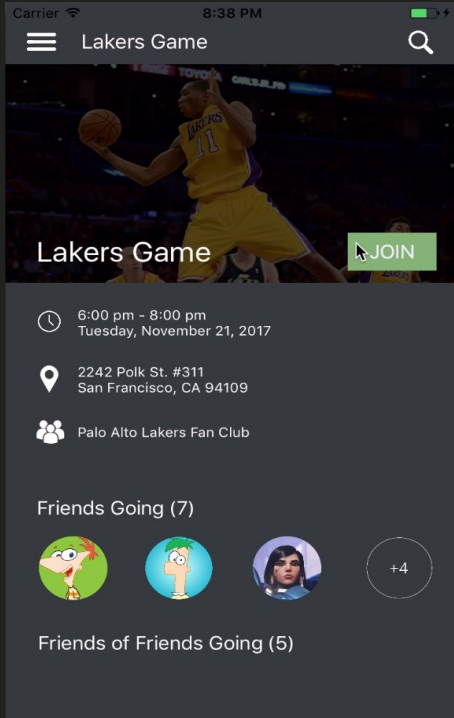
To-Do	Goal Plan
● Task 2: Tag Along to Events With Friends	Dec 1
● Task 3: Create Your Own Club	Dec 2
● Poster Presentation	Dec 2
● Add social network login/register buttons to login page	Dec 3
● Misc. UI changes in task 2 + 3	Dec 3
● Fix some wording in task 1 & Final Draft of Presentation	Dec 4





Carrier 8:38 PM

Lakers Game




Lakers Game JOIN

6:00 pm - 8:00 pm
Tuesday, November 21, 2017

2242 Polk St. #311
San Francisco, CA 94109

Palo Alto Lakers Fan Club

Friends Going (7)

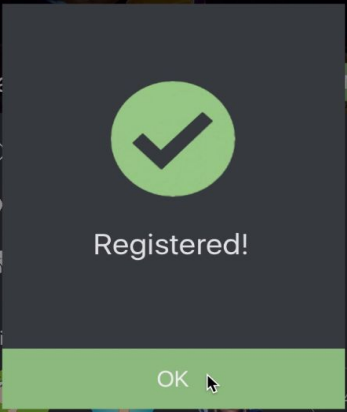


Friends of Friends Going (5)

Detailed description: This is the first screenshot of a mobile app interface for a 'Lakers Game' event. The background is a dark image of a basketball player in a yellow jersey. The event details include the time (6:00 pm - 8:00 pm on Tuesday, November 21, 2017), the address (2242 Polk St. #311, San Francisco, CA 94109), and the organizing group (Palo Alto Lakers Fan Club). There are 7 friends going to the event, and 5 friends of friends are also going. A green 'JOIN' button is visible on the right side of the event details.

Carrier 8:38 PM

Lakers Game



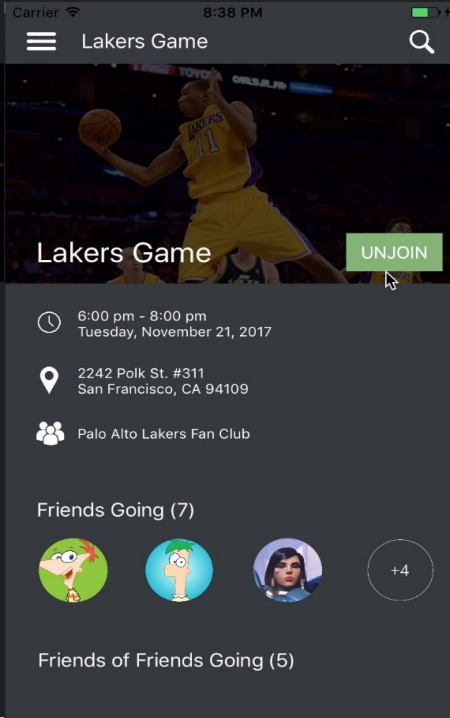
Registered!

OK

Detailed description: This is the second screenshot, showing the same event page as the first, but with a large grey dialog box overlaid in the center. The dialog box contains a green checkmark icon and the text 'Registered!'. At the bottom of the dialog box is a green button with the text 'OK'. The background event details are partially obscured by the dialog box.

Carrier 8:38 PM

Lakers Game




Lakers Game UNJOIN

6:00 pm - 8:00 pm
Tuesday, November 21, 2017

2242 Polk St. #311
San Francisco, CA 94109

Palo Alto Lakers Fan Club

Friends Going (7)

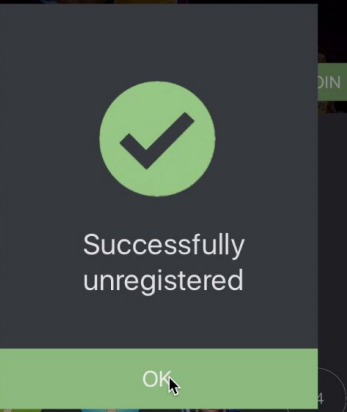


Friends of Friends Going (5)

Detailed description: This is the third screenshot, showing the same event page as the first, but with a green 'UNJOIN' button instead of 'JOIN'. The background event details are identical to the first screenshot.

Carrier 8:38 PM

Lakers Game



Successfully unregistered

OK

Detailed description: This is the fourth screenshot, showing the same event page as the first, but with a large grey dialog box overlaid in the center. The dialog box contains a green checkmark icon and the text 'Successfully unregistered'. At the bottom of the dialog box is a green button with the text 'OK'. The background event details are partially obscured by the dialog box.

Wizard of Oz Techniques

Hard-coded Data

Wizard of Oz Techniques

- None

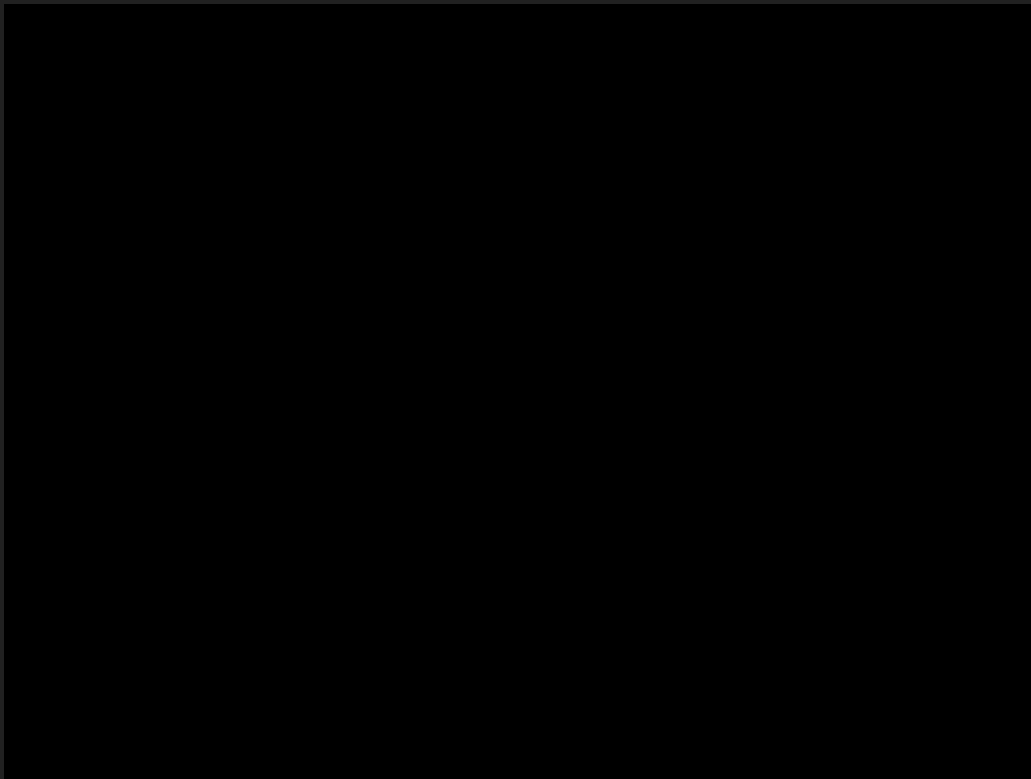
Hard-Coded Data

- All data, profiles, events, clubs, images etc are hard-coded

Issues

- In the Med-fi prototype, we created an interface for android application which has a default back button. We set the menu bar to be on the upper left corner. However, when we change to use xcode for the hi-fi prototype, ios does not have the default back button. So, we are not sure if we should change the position of menu bar to be on the upper right and back button to be on the upper left corner of the screen instead.

Demo



Summary