

Craving

README file that describes the tool that it runs with and operating instructions, including any limitations in the current implementation.

Map

- **Changed:** search bar placed at bottom for easier navigation
- **Added** option to time that you're searching (right now, later in the afternoon, etc.)
- **Added:** map marker increases in size when clicked on
- **Added:** clicking on a map marker also brings up a truck's mini profile at the bottom, again for easier navigation
- **Added:** options to get directions, view the profile, and follow the truck
- **Changed:** moved follow option on profile to a button on upper right for easy recognition and to separate it from the other buttons that lead elsewhere vs setting a state

Truck Profile

- **Changed:** rearranged order of sections
- **Added:** photo carousel
- **Added:** most popular tags
 - changed design of positive vs negative tags so they're not competing colors and also so negative tags also don't fade into the background when they're gray
- **Changed:** sort friends first and show profile picture for easy recognition instead of separating into a different section
- **Changed:** Reviews no longer have up/downvoting or comments.
- **Added:** Simple search-tags way to add a review

Rewards

- **Changed:** This is no longer the main page.
- **Added:** Specific goals with points and specific rewards.
- **Changed:** Gamification is now general/not specific to each truck.

Followed

- **Changed:** show up to a week, and name days after "tomorrow" by the weekday name
- **Added:** option to set a reminder for a truck hours in advance
- **Changed:** clarified/rearranged information displayed

- **Changed:** Solid background = clickable button, outline = action has already been performed and button has been pressed before

Visited

- **Changed:** clarified/rearranged information displayed
- **Added:** added option to “check in”, introducing a new way to check if a user has visited a place, and to solve the “where do we put the add review button?” problem

Tools used

To create this medium-fi prototype, we used Figma to emulate the phone screen and highlight clickable areas. With the help of the connections tool, we were able to stitch together the screens to create the user flow as users clicked on buttons, search bars, and more.

Designing in Figma was easy, since it supported real-time collaboration. It was easy to group elements together and reuse them (helpful for creating lists). It was also easy to standardize design elements such as colors and typography, for stylistic consistency across our prototype.

There was an initial learning curve that made picking up Figma non-trivial. On top of that, we discovered that Figma is not as expressive as some other tools for creating interactive medium-fi prototypes. The limitations and tradeoffs are listed below.

Limitations

- Due to limitations on Figma, some user gestures and animations were left out
 - Users will be able to swipe through the carousel of photos on the truck’s profile
 - and the search bar would pan up to the top of the screen after typing in a search term
- Figma does not save data
- Other animations between screens and after certain actions (e.g., pressing a button) would also be smoother and more engaging to improve user experience.
- To focus on our three tasks and simplify the flow of the app, we left out some details or heavily simplified others, including a longer list of reviews, real food truck names/info, map marker color coding, and onboarding.