**Let's Dance README**: Med-Fi Prototype (https://invis.io/U9OWV2EHYDE)

**Operating Instructions:**
We used Sketch and InVision to create our medium-fi prototype. Clicking the link above will send you to a page that emulates the iPhone screen. The computer mouse emulates the user's finger in this prototype. If at any time you are unsure how to progress, you can click anywhere on the screen and InVision will highlight clickable areas.

Clickable areas mainly constitute buttons, keyboard interfaces, and other icons, but there are also areas of our screen that allow for swiping (they usually constitute long, thin rectangles when highlighted).

**Wizard-of-Oz & Hard-coded features:**

- Wizard-of-Oz: When clicking on an old formation, the app redirects you to a pre-loaded formation setup that matches what you would see after going through the "Create" process for prototype simplicity. This simulates being able to open up previous choreography from the Home screen.
- Pre-filled what it would look like to already have old choreography that you can access on the home screen (with one interactive element to show how to edit previously saved choreography)
- Textual content for any input field is hard-coded
- Hard-coded a formation to create. This simulates the user tapping on a place on the screen to place the dancer (and drag to move the dancer, which is not included in this version of the prototype).
- Wizard-of-Oz: The AR in the prototype is emulated through a series of still shots, but in actual use the user would have to move the phone around to map their surroundings and choose a place to view the choreography in.
- Wizard-of-Oz: The remaining dancer names are filled out automatically after going through the interface to label one dancer for ease of evaluation. This simulates the user labeling every dancer individually.
- Wizard-of-Oz: Remaining transitions after the first are filled out automatically for ease of evaluation. This simulates the user dragging to indicate what path the dancer should follow from one formation to the next.
- Hard-coded: Clicking Preview at any point from the Overview screen will redirect to the same Preview screen. This simulates being able to preview and visualize the choreography at any point of the creation process
- Hard-coded: task flows for formation creation, labeling dancers, and creating transitions to show the processes in full. Ideally, the user would be able to exit and re-enter the process at any point, but time constraints do not allow for this prototype to have that level of detail.

**Limitations:**

Since InVision does not support long press, a double tap on any of the dancers when in the (hard-coded) task to delete a dancer will enable dancer deletion. This simulates the user long-pressing a dancer to enable this deletion mode and delete dancers from the formation. Tapping anywhere that is not a dancer will exit this deletion mode.

Due to the limitations of InVision, we used swiping gestures where we usually would use drag gestures to interact with elements.

Due to limitations of InVision, we were not able to specify the orientation of specific screens in the app (so the emulator shows screens that are supposed to be in portrait mode sideways). For the AR portion, since rotating the phone is supposed to activate AR, we linked the usual “play” icons to redirect to the AR screens (since we do not have the capability of showing an example video of the choreography in InVision).

Some aspects of the application (such as the “Share” and many “play” buttons) are non-interactive due to time constraints for this prototype and InVision limitations (requiring more complex animations). However, these do indicate elements we wish to make interactive later and thus were included in the design of this prototype. The “Share” button is intended to pull up a traditional iPhone sharing UI. The play buttons are non-interactive because InVision does not easily support animations or music playback (and that level of detail may go beyond the scope of this prototype).