

# Assignment 6

## Medium Fidelity README

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### Instructions

#### Tools

We primarily used Figma for developing our medium fidelity prototype with a few graphics (music taste visualization and logo) developed on Adobe Illustrator.

#### Operation

Per Figma standards, operation of our prototype occurs entirely through clicking. This does include clicking through the loading screen and our animated transitions for crossing users, as we did not have a way to automate the screen progression (this follows as a limitation).

### Hard-coded and Wizard of Oz

#### Hard-coded

We “hard-coded” pretty much everything as is necessary for Figma. People nearby, group names, vibes, song currently playing, etc. were all hard-coded data points for our example user in the prototype.

#### Wizard of Oz

Our major Wizard of Oz moments occur when we suggest the use of AI to develop a joint playlist for your selected group and vibe. Additionally, when we overlap people from the search, this 68% value represents the finished product of a comparison algorithm (which of course is left to write). Additionally, the music taste visualization doesn't fully flesh out how it is generated.

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## Limitations

- All of the songs, groups, and insights are hard coded - we do not have the capability to find overlap in taste without user information.
- The pictures are currently stock photos - we are brainstorming ways to present a default picture and have the capacity to upload a personal photo
- Detailed features of the music taste visualization are currently absent - we need to know what technical information we have to work with before we can make final decisions on what we showcase
- We want to add a feature where you can click on a song to see 'why it was chosen,' but this idea came too late to put it into the design.
- There are currently no "back" buttons on the slides - we don't know how to keep track of the specific previous page in a prototype
- The sequence of finding similarities with a friend is not animated (and will be) - the static nature of a prototype did not allow us to showcase this