

Fetch Prototype Read Me:

Welcome to “Fetch!”, our dog chore gamification system. For this medium-fi prototype, we created it using proto.io. It emulates an iPhone X, and clicking the screen will show which parts are currently usable and which are not.

Operating Instructions:

To open our demo, please click the link as follows: <https://share.proto.io/2S8NBS/>

When opening up our prototype you are welcome by a screen, which after being clicked on presents you with the available tasks. After selecting chores from the “Task Pool”, the user is able to complete tasks. Afterwards, the user can check the leaderboard and/or redeem rewards based on the number of points they have earned.

In the bottom bar, the user is able to choose tasks, redeem rewards, check off completed tasks, and navigate between the different app pages: Tasks, Leaderboard, Rewards.

Wizard-of-Oz & Hard-Coded features:

In our application, we hard-coded the following:

- While in reality the other tasks in the taskbar would really be taken away by family members, we instead simulated this feeling by having them “snatched” away in a certain time interval. The tasks that are “snatched” away cannot be interacted with.
- For our redemption process, we have decided that the completion of the two tasks suffices for any reward. In our final application we will most likely put a coin system in place
- The leaderboard does not actually maintain the correct scores, rather it shows hard-coded lists of points

Current Limitations:

One of the main limitations of this medium-fi prototype is the lack of an admin account. We have pre-set many of the events that would happen when taking care of a dog, but this will most likely have to be setup by one of the parents.

We also have not created designs for some of the other parts of our applications, such as the profile and settings screens as they were not core features of our application. We plan on including these features in later prototypes

Finally, our prototype is currently just an offline prototype due to time restrictions. Eventually, we would like to try to make this online so that the collection of tasks can happen in real time across multiple mobile devices.