

Putting pet care into pawspective

READY TO FETCH?



Overview

- ❖ Problem Domain & Value Proposition
- ❖ Problem and Solution
- ❖ Heuristic Evaluation
- ❖ Revised Design
- ❖ Implementation
- ❖ Demo
- ❖ Summary



Fetch

Putting pet care into pawspective



Caring for a new dog can be a daunting task that not all new dog-owners, especially the kids, are prepared for. Our goal is to **make proper dog-care knowledge and task distribution fun and accessible for dog owners**- we want to make it a **family affair!**

Task 1: Snatch Tasks (Complex)

Users snatch tasks they will be responsible for at the start of each day. Tasks include a time frame (i.e. when you must complete it by), description, and point value.

Task 2: Complete Tasks (Medium)

Users mark the task complete once they've completed it in real life and they earn the points for that task.

Task 3: Redeem Reward (Simple)

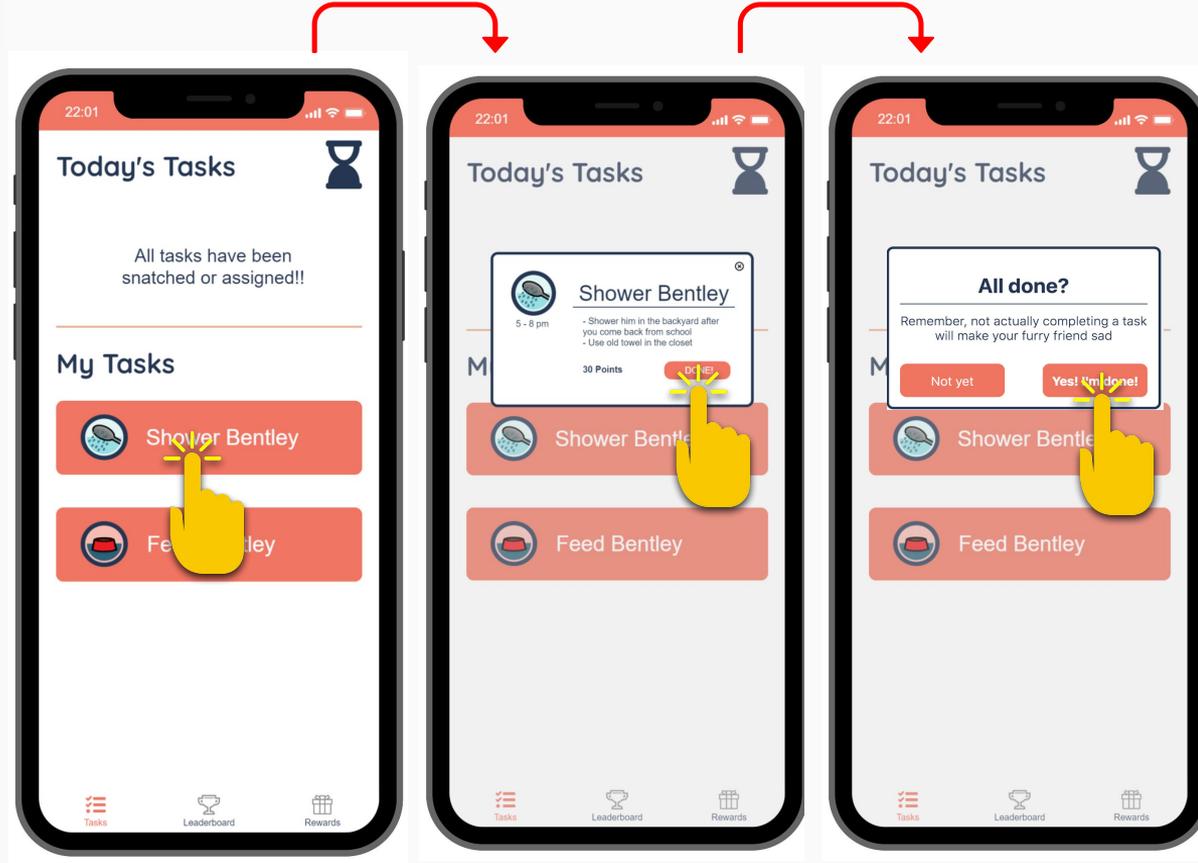
Every week the parents/admins will post reward options. The winner of the week will get to choose a reward.

Heuristic Evaluation Results

Family vs. App Management

Problem: There is a lack of confirmation & fair distribution for tasks.

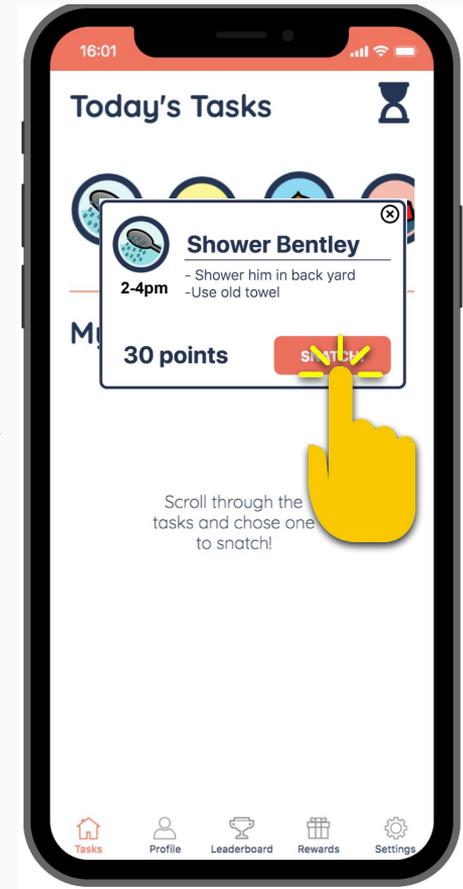
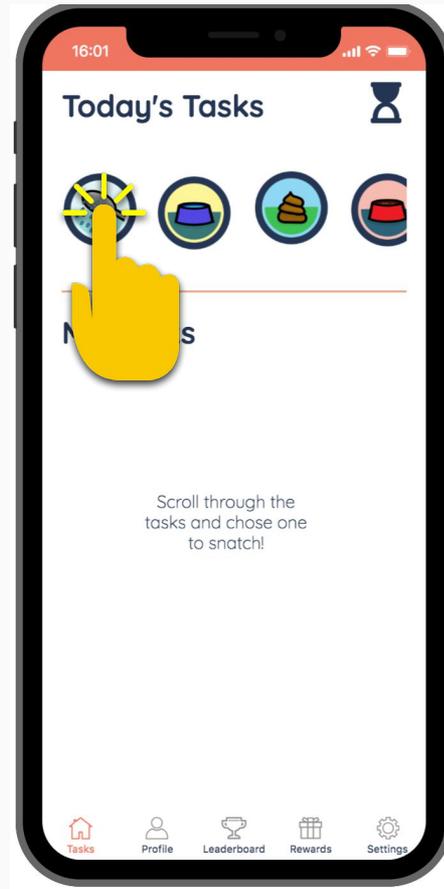
Solution: We want to encourage participation, not enforce it. We do not want to “police” how families do things and instead rely on a trust system.



Chores Transparency

Problem: responsibilities
& rewards unclear before
snatching a task

Solution: remove
“drag-and-drop” - they
must first click on a task
and see its details before
snatching.

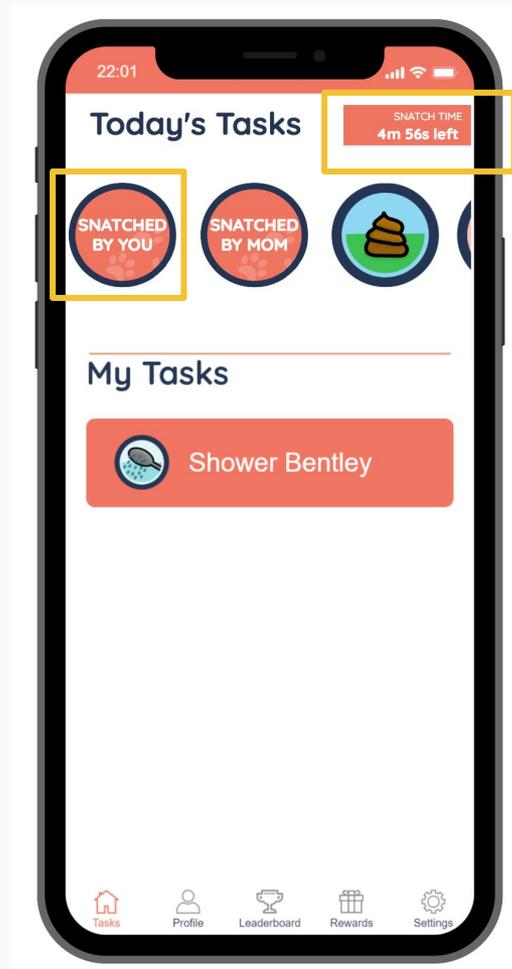


Snatching Transparency

Problem: unclear who
snatched what task

Solution: add clarifying
graphic for “snatched”
task

Clear who
snatched what



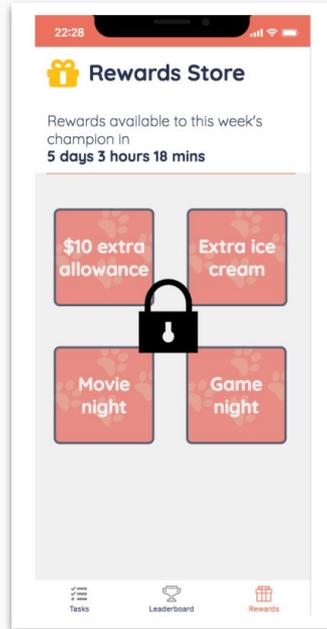
Clarified
remaining
snatch time

Rewards Page

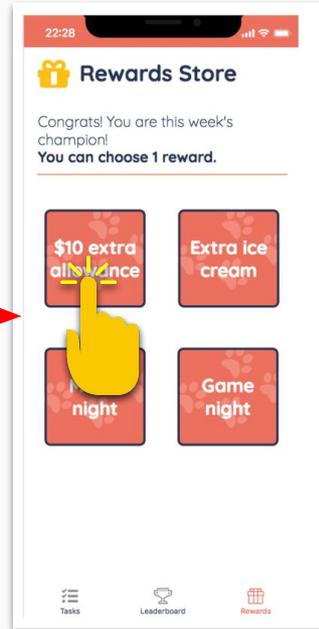
Problem: wording and interaction was unclear

Solution: clearly lock rewards until you win with confirmation

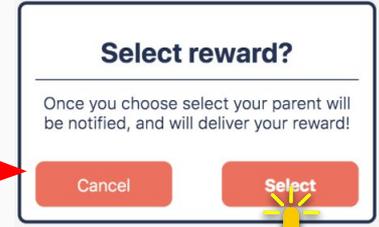
Locked for the week



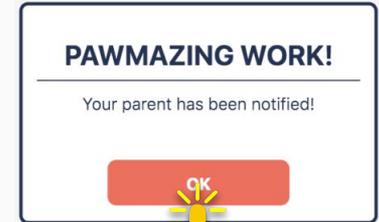
Unlocked if you win



Selection confirmation



Notification confirmation

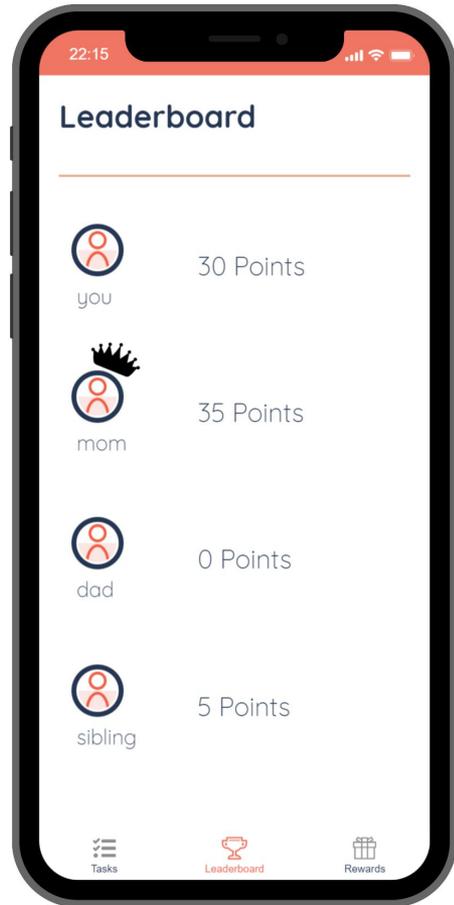


Leaderboard Page

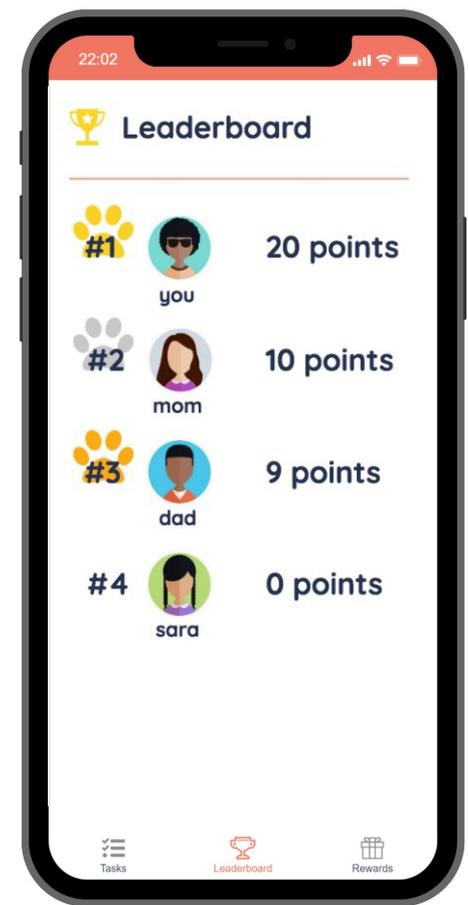
Problem: confusing and lack of graphics

Solution: clearly show who is in the lead with points

Before



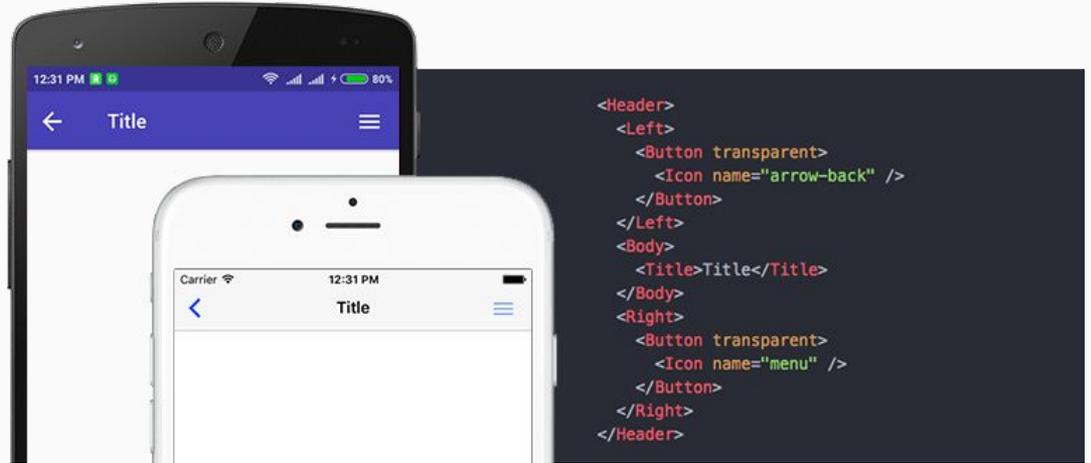
After



Prototype Implementation

React Native

- Build realistic-looking mobile app
- Focused on UI
- Many available libraries



Task 1: Snatch Tasks (Complex)

- Display all available tasks
- Allow users to click and snatch tasks

Task 2: Complete Tasks (Medium)

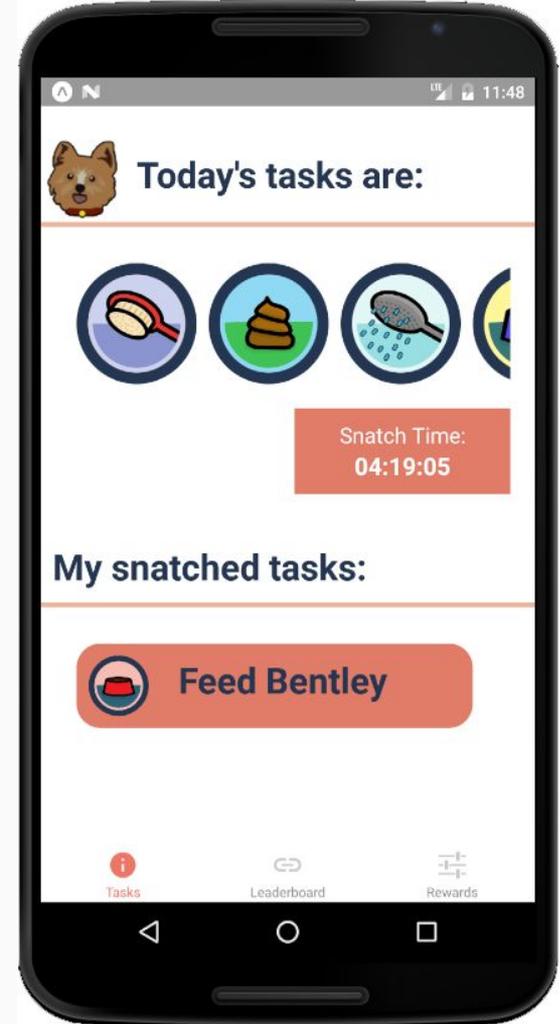
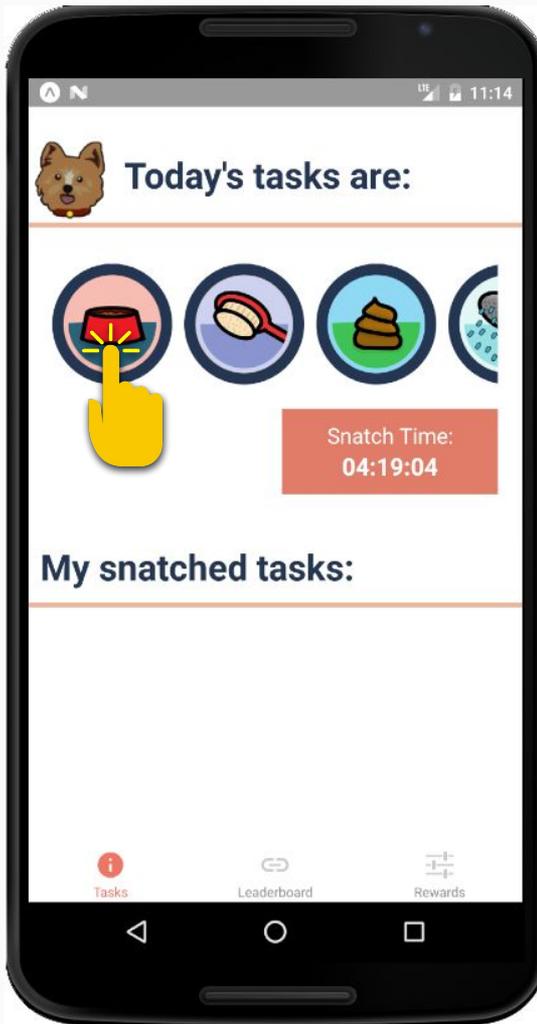
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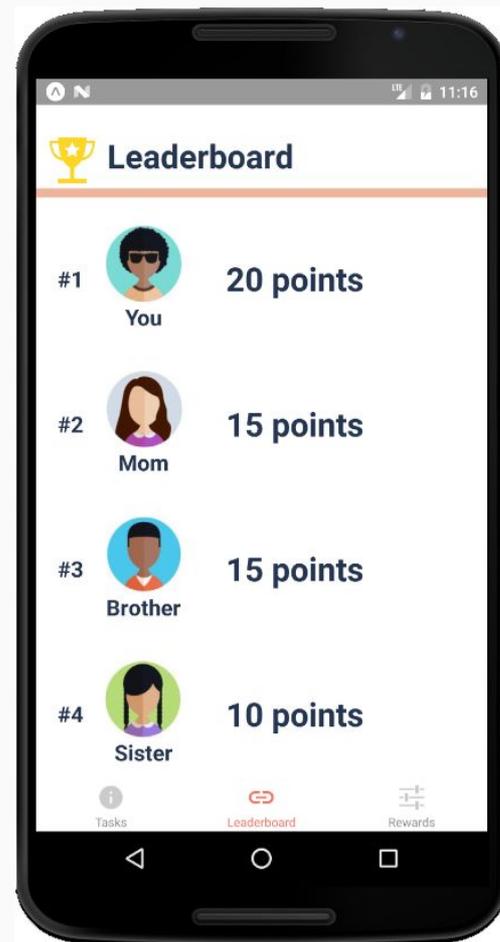
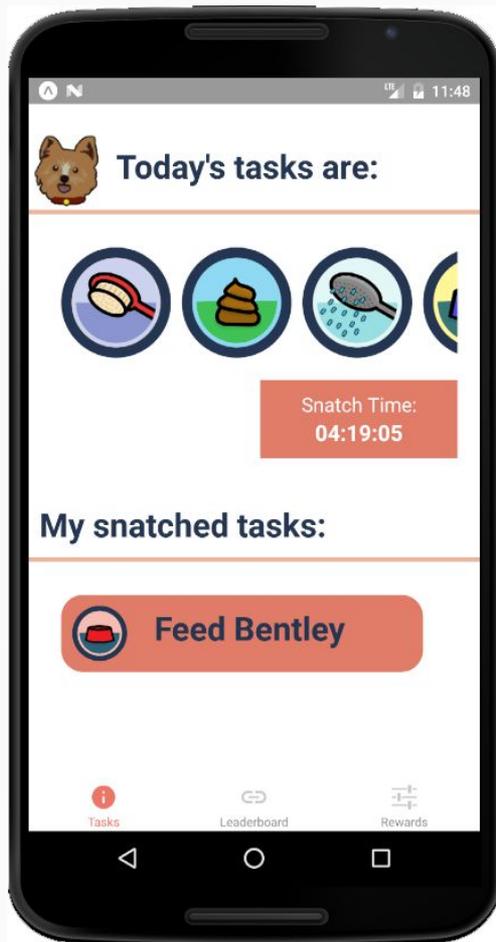
Task 1: Snatch Tasks (Complex)

- Display all available tasks
- Allow users to click and snatch tasks



Hard-Code & Wizard of Oz

- Available tasks & order
- Fake users
- Leaderboard scores



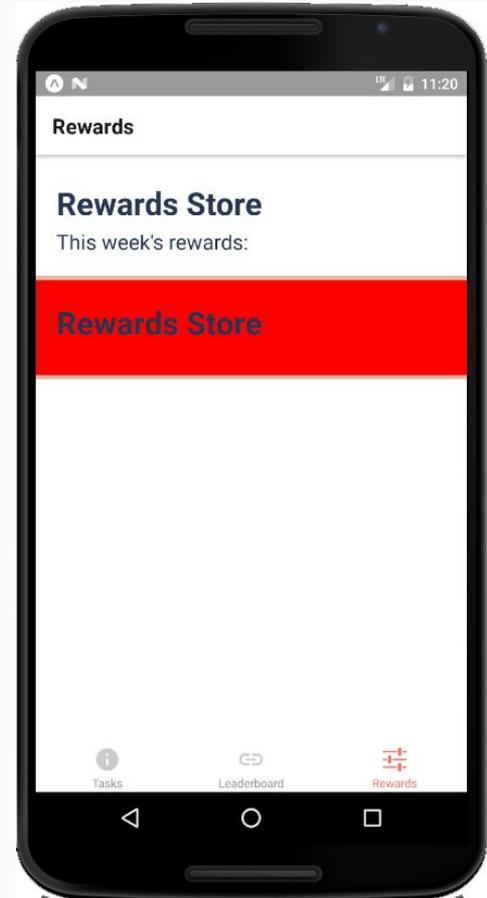
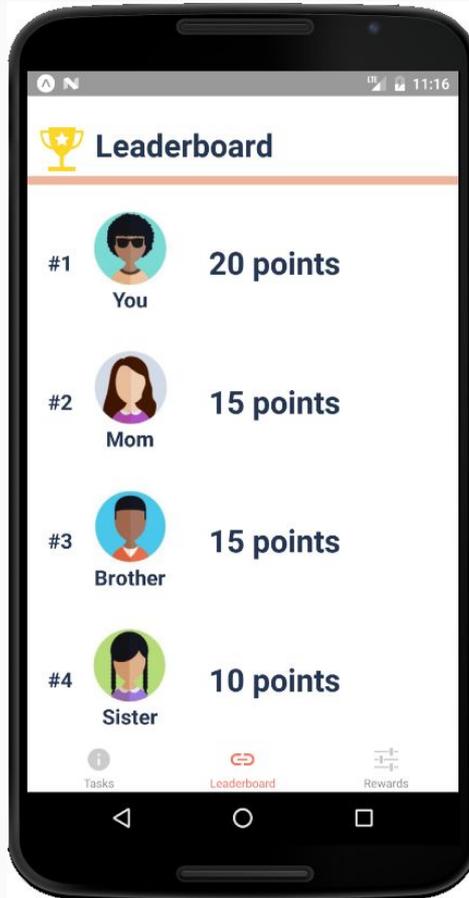
To-Do

Task 1: Snatch Tasks (Complex)

- Task info & confirmation
- Other users snatching tasks

Task 2: Complete Tasks (Medium)

Task 3: Redeem Reward (Simple)



App Demo

Moving Forward

- Implemented Task 1: Task Snatching
- Basic layouts for Rewards and Leaderboard complete
- Once we finish 'Complete Task', claiming a reward should not be too complicated