Fetch

High-fi Prototype README

Welcome to “Fetch”, our dog chore gamification system. For this high-fi prototype, we developed it in React Native. It runs on Android. It emulates the full client for a user in our application.

Operating Instructions:
To run, download the expo application on an android phone. Then scan the QR code found at this link: https://expo.io/@fetchapp/fetch

The login details to our Expo account is as follows:
Email: fetch@mailinator.com
Username: FetchApp
Password: WeLikeDogs

The source code has been uploaded to the website and Google drive without node modules.

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 or delete tasks they have chosen. Afterwards, the user can check the leaderboard to see where they rank among their family. A user can redeem a reward once they have reached first place.

In the bottom bar, the user is able to navigate between our 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. Only one of the tasks can be “snatched” (“Brush Bentley”), in which afterwards the task can no longer be interacted with.
- For the leaderboard, as there are no other real users in this application, all other family member’s scores remain static. Only the user can gain points and update their position on the leaderboard.
- For an actual application for the redemption process our idea would be to allow a user to select their choice at the end of the week. However, due to time constraints, we decided to instead allow the user to pick their reward upon reaching first place.

Current Limitations:

One of the main limitations of this high-fi prototype is the lack of an admin account. For this version of the application, the tasks have been pre-set for the user. In an actual version of this application we would give the option to parents to be able to add and subtract tasks as needed.

Another limitation is that in the final screen, our app indicates to the user that their parents were notified of their reward choice. However, as it there is no connecting app, this is just a hard-coded notification.

Finally, our last limitation is that our prototype is offline and restricted to a single user. Eventually, our end goal is to make our application work online so that these lists of tasks can be updated real time across multiple users.