

ShopKeep

Medium-Fi Prototype README

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Operating Instructions

For this medium-fi prototype, we used both Figma and Sketch. The Figma prototype emulates the iPhone screen. Figma highlights clickable areas so users can click on buttons and icons on the screen to navigate through the screens and explore a specific feature. On the home page of our app, there is an information icon in the top-right corner that allows the user to step through a tutorial of the features in the app.

Wizard-of-Oz & Hard-Coded Features

Our Wizard-of-Oz techniques are as follows:

- All of the user input text was done automatically.
- We also made the video calling a still image, to represent the help you would receive, but did not actually add a real person in.
- You feel like you are about to be connected to a real person!

Our hard-coded features are as follows:

- We hardcoded the items added by voice or text interaction
- We also hardcoded all of the grocery item prices and the store map. In a fully-functional app, the grocer item prices and store map would change based on store location, store database, and the customer's grocery list.

Limitations

The biggest limitations of our prototype would be the voice command functions and the item scope available in the app. Currently, we pre-set the items that the user is shopping for, which does not fully demonstrate the versatility and accessibility of our app.