Flutter

Assignment 6: README

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Operating Instructions

We used Figma for our medium-fi prototype. Figma displays an iPhone screen and highlights clickable areas, on which users can click to emulate finger taps on a screen. Doing so will allow the user to navigate between screens and perform different actions.

Our new UI centers around using groups to build trust between the giver and receiver. A user can create a group to be as broad (eg. everyone in a dorm building) or as narrow (eg. small group of friends) as they'd like, and then invite people to the group. Users give and find items within their groups. This allows us to retain the location-based functionality of our previous prototype without the unintuitive map widget, build in a default mechanism of trust through existing social ties, and shorten the amount of time needed for the give/receive interaction to take place. All of these changes are based on our prototype testing and needfinding results, detailed in our presentation.

Signing In

The first page has a button to *Login* or *Create An Account*. For this prototype, click on *Login*. This will take you to a login page to input your username and password. For this prototype, leave the fields blank and click the checkmark to login as the preloaded user.

Home (Find item)

The home page provides a visual feed of items that others from your groups would like to give away, as well as a search bar for filtering the items you want. For this prototype, click on the first item to learn more about it.

Item view

The item view displays the item image/title/description, as well as who is giving it away and through which group you've connected with them. If you want the item, you can click *Yes, please!* to see the giver's preferred contact method and information.

Groups

The groups page displays the user's groups, provides a search functionality, and allows them to create new groups.
For this prototype, you can click on the first group to see its group-specific visual feed of items, or click the plus sign to create a new group. In the final app, the group-specific visual feed will work in the same way as the home feed, where users can click on an item to learn more about it.

Add (Give item)

The add item page has fields to add the item name, item photo, and item description. In the final app, the item photo will use the phone's default take picture/select photo process, and the other fields can be filled out.

Profile (Track your items and Settings)

The profile page allows you to track your items and update your settings.
For this prototype, you can click on the socks item to mark it as gifted, or click on the settings icon to view the screen for updating your username and contact information.

Limitations

Due to Figma's limitations, we omitted swipe interactions between screens in this prototype. We plan for this functionality to be included in our final mobile application.
In order to focus on our main tasks, we simplified some auxiliary task flows, such as account creation, friend invitation, and search functionality. These workflows will be expanded on in our final mobile application.

Wizard of Oz & Hard-Coded Features

After clicking the tick on the login page (without login details), the user is logged into the account of a pre-loaded user.
We were unable to simulate the social aspect of Flutter in this med-fi prototype, so aspects of the application that require other users, such as feed and groups, were hard-coded. All of the pre-loaded user's profile, object information, images were also hard-coded into the prototype.