

Sprite - Readme - [Med-fi Prototype Link](#)

Julea Chin, Clara Kelley, Amanda Spyropoulos, Chloe Thai

Instructions:

We used Figma to design individual UI screens and prototype our application. To test the prototype:

1. You can either use your laptop (recommended) or Figma Mirror on your phone (optimized for iPhone 7+/8+).
 - a. Computer: Open the [Figma Link](#) and press the “Present button” in the upper right corner. Then skip to step 2.
 - b. Phone (computer also required):
 - i. Install and open Figma Mirror on your phone.
 - ii. On your computer, open the [Figma Link](#) and click on the “START IPHONE HOME” frame
2. Tap on the “Sprite” icon on the iPhone home screen to enter prototype
3. Toggle between buttons and pages by tapping on clickable areas
4. If you’re stuck, tapping anywhere reveals clickable areas

Wizard of Oz:

- Once an action is completed - user has to tap screen to indicate completion, rather than app automatically noticing completion through voice recognition

Hard Coding:

- Assume and mock up additional smart home devices (Nest, Alexa, Alexa 2)
- Assume user’s favorite actions and recommended actions
- Restricted selectable user actions to only one per discover category
 - e.g. one recommended skill, one favorite skill
 - Saved us time from making a screen for every possible action
- Elements where functionality was not implemented are either unclickable or send user to a 404 error screen
- **Why Necessary:** Wanted to limit the variety of actions the user can take within the app to solely test our 5 task flows.

Limitations:

To simplify and focus on 5 main task flows, we did not include...

- Customize functionality
- Settings functionality
- Discover section: Trending, Lifestyle, and fun section action lists are not implemented
- Notifications from app
- Icons for all possible achievements / actions
- Voice interaction and integration with a smart home device
- Can bypass the task flow for using a frequently used action by directly interacting with smart home device without looking up action instructions