

planit

travel with a **game** plan.

We are...



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Problem

People aren't confident in their plans without the input of others, who are generally unmotivated to respond.

Solution

Gamify the planning process with family and friends, allowing it to be easier, more efficient, and more enjoyable for all.

Overview

Heuristic Evaluation Results → Revised Designs

No Level 4 violations

Focus on Level 3 & touch on lower severity changes

Prototype Implementation Status

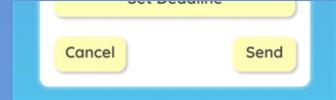
Tools

Progress

Wizard of Oz & hard-coded data

HE Results User Control & Freedom

Can't cancel out of customize message



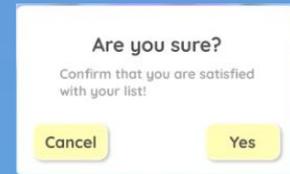
Can't exit game when currently playing



No back or exit button on Games, but home button goes back, maybe extra button?

No change
Consistency & no need
for 2 back buttons

Can't go back after clicking "Done" on popping balloons page



Too many undos to get a specific deleted idea



HE Results

Flexibility & Efficiency of Use

Revised Designs

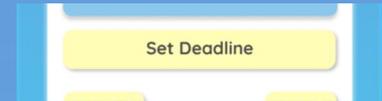
Cumbersome to pop a lot of ideas, maybe mass delete?

No change
Same # of touches & defeats theme

User might take time to drag around screen to see balloons, maybe list view?

No change
Still have to scroll & detracts from theme

Travel plans are time-sensitive, but there's no way to set deadline



Lots of waiting if all competitors need to be online to play game

Assumption
All players will be online quickly

HE Results

Aesthetic & Minimalistic Design

Revised Designs

Too many players in game will crowd game playing screen



Too many ideas will lead to too many balloons

Max balloons
& auto refill

Visibility of System Status

Unclear on Games which ones are in progress or completed

Ongoing Games

Difficult to tell when all competitors are online

Waiting for Players...	Waiting for Players...
 John Doe <input type="checkbox"/>	 John Doe <input checked="" type="checkbox"/>
 Sarah Rogers <input checked="" type="checkbox"/>	 Sarah Rogers <input checked="" type="checkbox"/>
 Eliza Smith <input type="checkbox"/>	 Eliza Smith <input checked="" type="checkbox"/>

HE Results Error Prevention

No error checking for invalid ideas

Annoying to hold to read feature details & irritatingly easy to pop balloon, maybe switch?

Revised Designs

Assumption
All ideas are valid

No change
Less intuitive & too long to pop

Help & Documentation

Unclear if user needs to be online to play game or what the time limit is



Recognition Rather Than Recall

No instructions for how to win game

HE Results

Lower Severity Changes

Got rid of finish line & made game 1 minute

Updated icons on Home

Ability to cancel invite/plan on Home page

“Best friends” feature



Implementation Status

Tools

Figma

Android Studio

Github

Implemented Features

Simple task: invite friends to play the game

Medium task: generate ideas for your friend

Implementation Status

Unimplemented Features

Complex task: choose the best ideas

Plan to Finish

Today, finish balloon popping & feature details holding, & hard-code balloons

Early next week, implement:

- Undo/complex undo & redo

- Done that leads to finalized list page

- Share

Rest of week, finalize & test prototype

Implementation Status

Wizard of Oz

Switch in POV
Game progress/online status of others

Hard-coded Data

Existing plans/friends/games of user
Balloon ideas
Feature details

Issues/Questions

How to error check for invalid ideas & account for live playing → assumptions

Demo

Summary

HE results were **helpful** & we've made corresponding **changes**

Hardcoded some data & made assumptions for project scope

Fully implemented **2/3** of our tasks

On track to finish task 3 & testing

Thank You

