

## Lessonly

Designed and Created by Helm:  
Hannes, Eli, Lee, and Mia

### README for Lessonly Medium-fi Prototype

#### Instructions

This prototype was both sketched and tested using only Figma. In order to view the sketches or test the prototype, one must simply click the provided link to complete either task. This prototype was designed about the user having a mobile phone, iPhone specifically. However, one can test the prototype on either a laptop or desktop computer, or a mobile phone. Simply click the link and enjoy!

#### Wizard of Oz

We did not use much of the wizard of oz technique, however we did slightly when it came to giving feedback to a user's lesson. Rather the approach to how one would see the feedback after creating it and the validation process was just skimmed over after we click submit and see the checkmark letting us know it was successful.

#### Hard-Coded Features

- The users that we show in the app (all of them were fake and we used stock photos)
- The lesson plans were also hard coded in and mostly skimmed over (only showing the necessary aspects)
- The search bar only allows you to search for lesson plans under the derivative topic
- The search page in general does not allow you to select or search for lessons under a general suggested topic
- The specific lesson plan in which you selected

#### Limitations

Due to Figma, and the lack of actual users, most of the data represented in our prototype is fake and therefore unrealistic. We tried to maintain as much as a real user experience with similar data, but regardless it is not the same. We also were limited in how the user was able to interact with the prototype. Even though our three tasks were addressed, one could not perform specific, sub-tasks within the prototype due to the time we had creating the prototype and how dynamic Figma allowed us to be. We also were not able to show how one could truly upload documents and other resources for a lesson plan due to Figma. Lastly, we could not allow for any swiping or scrolling in the prototype app as Figma only allows for clicking or tapping. We would expect all of these features or data to be in the real app once we get to our next or final prototype.