Mamadou D., Pao T., Gray W.

How to Use:

For this medium-fi prototype, we used Figma to prototype. Through Figma, we emulated the iPhone X screen and the computer mouse as a user's finger.

Figma will highlight the areas in which are clickable in light blue color and navigate the user through the prototype. Our prototype uses only click functionality for the sake of simplicity and familiarity for the user's experience.

Our prototype will allow a typical user to accomplish three tasks in a smooth order: creating a task/tasks to put on College Roadmap, using/ranking personal information in order to match with a mentor and request mentorship from them, and communicate with the mentor in about specific feedback and general chat.

Wizard-of-Oz & Hard Coded Features:

For our prototype, we used Wizard-of-Oz technique to simulate the "Mentor" feature in which a mentor will give feedback and communicate with the user.

Everything else is hard coded features that simulates a mock tutorial of our app: e.g creating tasks - SAT, editing tasks, mentor selection for user, mentor feedback & chat.

Limitations:

Due to the use of Figma, some limitations that our prototype has currently is being unable to implement other navigation features other than clicking. Additionally, there is the limitation of scrollability of the app. As the app design and functionality varies and is dependent from user to user, our prototype is unable to simulate cases in which the user is performing complex changing and navigation of tasks: e.g scrolling up and down app to see other tasks, switching tasks with one another, etc.

In our complete app, we will allow users to navigate through the app using swiping features in addition to the current clicking features. Additionally, user will be able to scroll through app to see other tasks and feedback.