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Prototype ([https://drive.google.com/open?id=18bGMY5W-vG\\_L55Ggwp5YUw9WlQd3K8W7](https://drive.google.com/open?id=18bGMY5W-vG_L55Ggwp5YUw9WlQd3K8W7))

### **How to Use:**

For this hi-fi prototype, we used Flutter to prototype. Through Flutter, we emulated the iPhone X screen.

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. The Wizard of Oz technique was also used in the mentor identities that are identical to the user; we faked the matching process.

Hard coded features: sample tasks, given matched mentors, & mentor initial feedback/chat.

### **Limitations:**

Some limitations that our prototype has currently is scrollability of the app in terms of amount and volume of content on screens. As certain aspects of the app design and functionality are 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. Also present are limitations regarding the mentor aspect of the app, which we had difficulty implementing due to the requirement of having two different versions of the app—one for the mentor and one for the high school student. In the interest of time, we only implemented the high school student version of the app and simulated mentor interactions with the student. Lastly, one other limitation in our prototype is storing user data.