

README



OPERATING INSTRUCTIONS

We used Marvel for our medium fidelity prototype. Marvel simulates a mobile app experience by showing our Figma screens overlaid with an iPhone X. Marvel will highlight rectangular regions that can be clicked on the screens that simulate transitions or animations and perform various actions. Often, we use these regions to simulate button clicks based on our Figma designs. Some of the screens are on a timer (to simulate machine learning in the background) and will auto-move to the next screen after a few seconds.

FEATURES

- Survey:
 - Start the application by filling out a survey to let the AI know what your travel preferences are. These can be changed later in the settings page. For this medium-fi prototype, only one option per survey can be selected.
- Social Connect:
 - Connect your Facebook and Google Calendar so that the AI can see what you and your friends' likes are, as well as what you may already have scheduled for your vacation. In this prototype, the application is not actually connected to Facebook or Google Calendar, and you will be moved onto the next screen.
- Select Option Screen:
 - At this point, you have the options the AI has created for you given your survey preferences, calendar, and social media. You can click on the first, best matched option to see if you want to do the activity.
 - From the activity, you have the ability to embark on the experience, which opens Google Maps and navigates you there (We do not open Google Maps because of Figma limitations).
- Settings:
 - Go to the settings to see your discovered Likes and Dislikes by the AI
- Chatbot Preference Updates
 - Go to the chatbot to notify the AI about preference updates
 - Select from shortcut options or type out a response to the chatbot about what you like or dislike

- The chatbot learns and updates your options accordingly on the select option screen
- Experience Feedback:
 - Rate the experience from one to five stars
 - Select tags that best describe the experience
 - Watch as the AI uses these answers to learn and recommend a next best action

WIZARD-OF-OZ & HARD-CODED FEATURES

- The “chatbot” feature of the app: is intended to allow users to hold a human-like conversation with an artificial intelligence in order to better tailor the app’s suggestions to the user. However, that software is not currently developed and we use pre-fabricated messages to imitate this feature.
- Survey options: We hardcoded survey questions, responses, and the derived user tags from the survey.
- Social proof: The user photo icons, descriptive tags, and quotes are hardcoded
- Activity options: The three activity options, their locations and associated match scores are hard-coded
- User information: User location and likes/dislikes are hardcoded

LIMITATIONS

- For screens that auto-move, we cannot show a visual animation that indicates you should wait and instead transition to the next screen after a few seconds. These screens are meant to simulate learning (it’s only a few seconds).
- In order to focus on our 3 main tasks, we left out some features and screens, including the sign-out page, two activity options, and leaving the app after clicking “Take me there!”
- We cannot open Google Maps because this is in Marvel
- Furthermore, there are many different branches based on the options we present, so we have intentionally limited some choices
 - We limited the survey options to one specific answer each
 - We limited choices on the chatbot
 - We limit the number of selection options for travel decisions
 - We limit the number of tags the user can select in the feedback
 - Due to exponential branching based on options, it is possible to get caught in a circular loop after completing all three tasks where the Select Options screen can alter between two different choices.

NOTE: Marvel allows you to click left or right arrows (shown below) if you move your mouse off of the iPhone. If you click these, the behavior of the application may lead to unexpected things. Clicking these buttons in Marvel moves you to the DIRECT left or right screen, which is not necessarily the screen that the buttons and clickable regions on the screen take you to. This is

because our application has branching sections where different things can happen depending on what you click, so going to the direct right or left screen is unideal behavior. Please stick to using the iPhone interface instead of the left/right arrows.

