
2fit

PROTOTYPE README

2fit. fit together.

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HOW TO USE

For the medium fi prototype, we used Figma for the design and implementation. The Figma screen acts as the phone interface and the computer mouse acts as the user's finger. Figma highlights the clickable components, as those are the only ones that have task flows connected to them.

WIZARD OF OZ/ HARD-CODED FEATURES

We don't have any Wizard of Oz features, but we do have several hardcoded features. We created a mock profile for the user, mock users, and mock descriptions. For example, there is only one buddy the user can match and schedule with. The user can also only choose one day and time for the scheduling task. In addition, there is only one event the user can join. Finally to add an event, all the user inputs are predetermined.

LIMITATIONS

Due to limitations in figma, certain features were left out. This includes sending an event to a buddy, applying filters to an event, and scrolling through the scheduling interface. Although, to allow the user to get an idea of what the interface is like, we still included these screens to give them the experience.

In addition, to focus on the importance of our tasks, we left our certain features. This includes the setting up of the account, the profile page, exporting events to buddies, and the full implementation of exporting a workout to one's personal calendar.

Finally, since storage cannot be implemented, changes that the user makes, such as matching with a buddy, scheduling a workout, creating an event, joining an event, and adding an event are not permanent. This also allows the user to go through the tasks again.
