

Inspo Medium-Fidelity Prototype README

How to use

We used Figma to complete our medium fidelity prototype. We targeted the iPhone 11 Pro Max for our prototype. Figma allows you to emulate an iPhone which makes our current prototype interactive with our potential users.

The central interface has three tabs at the bottom: one for the graveyard, one for writing, and one for drafts. The central interface also has an icon representing the user in the top right corner. Tapping on this icon will bring you to your own profile. Much of the app can be accessed through this central interface. Drafts (bottom right) are where a user would go to read or revise old works, writing (bottom center) is where a user would go to start a new work, and the graveyard (bottom left) is where a user would go to seek inspiration from prompts, old stories, or friends' stories.

However, some functionality is limited to specific locations within the app. For example, from the story editing (word processing) page, you are able to perform many tasks on the specific story you are working on: you can name and rename, share, save, or send to the graveyard. We wanted to be sure that the user could quickly go from writing a story to sharing or changing stories.

Operating Procedure

The first task is to walk through the tutorial. The second task is to create an original work and save it. The third task is to share a draft with Jessica Lambert. The final task is to revise Story 4 from your drafts.

Tutorial

The prototype opens with a small tutorial after the login page. The tutorial is meant to introduce the user to the functionality of the application. The user can move through the tutorial by tapping on the messages that give them information and following on-screen instructions. At the end of the tutorial, the user will be left at the drafts page.

Drafts

This is the section of the app that holds all of the stories you have decided to keep as drafts. From this page, you can open up a draft in the text editor and work on it further. You can also choose to directly share your work with others if you have decided that the work is ready to be shared.

Writing Something New

From the drafts page, the user has several options as to how to write something new. The easiest way is to click on the quill, which is the center button on the bottom toolbar. From here, the user can access prompts and save/share/send to the graveyard.

Inspo

The inspo page holds the material we believe will be most beneficial to helping the user get inspired. From the inspo page, you can do multiple things: you can scroll through prompts, and, when you've found a prompt you like, you can click on the quill button and begin writing with that prompt. You can also look at a selection of stories from your graveyard, which you can choose to edit if you like. Lastly, this is where you can read stories that your friends have shared with you.

Limitations:

The principal limitation of our medium fidelity prototype is the lack of original content or ability to produce original content. We have tried to introduce our testers to the Inspo interface, but with Figma we do not have the ability to allow the user to experience the joy of freely typing some thoughts into our word processor. Nonetheless, the user can click on the text region to watch more text appear, seemingly replicating the expected user behavior.

In addition, the user does not yet have access to the wide array of prompts that will be made available in the high fidelity version. In this version, we have input a few potential prompts for the user to test how those prompts appear on the screen. We also have some prototype connections that do not lead to the exact instance they will in the high-fidelity app: for example, choosing a prompt and then clicking on the quill from the inspo page will indeed

lead you to the word processing part of the app with a prompt at the bottom. The only issue is the prompt will not actually be the prompt you selected earlier.

Wizard of Oz:

Much of the app's content has been simulated so that the user can experience what the app might look like after a few weeks of use. Obviously, a new user would not have any work in the "drafts" section, so we decided to include some placeholder works so the user can experience the UI design. Similarly, we have pre-populated the user's friends list and simulated a small profile for the user.

We also did our best to fake an implementation of success banners that let the user know that they have successfully accomplished a task, like sharing their story or saving it. Instead of having a notification appear and disappear when the successful event occurs, we routed the next frame to a frame with a small success notice, thereby emulating the expected behavior.

The last feature of Wizard of Oz within our prototype comes in the way pieces are displayed in the graveyard within the Inspo tab. At this point, it is hard coded but in theory there would be some algorithm that selects historical pieces from a users' works that the user may be interested in picking back up.