



BudgBuds

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Prototype Link

<https://www.figma.com/proto/KtYNE4zXIIgKk0S9MdsAzR/BudgBuds?node-id=163%3A1861&viewport=-471%2C-196%2C0.4470804035663605&scaling=scale-down>

Design Tool (Figma)

Our medium-fi prototype was created using Figma, a web-based prototyping tool, which let us emulate an iPhone screen for the purpose of this iteration of the app design.

How to Use

For our app, Figma allows us to create a clickable prototype. In order to access that prototype, one must click on the play button from the Figma page. Each area that would be a button is clickable, and Figma brings the user to the corresponding next page. If one clicks on something that is not a clickable item in the prototype, all of the clickable areas become highlighted in blue to actually show where you can click.

Wizard of Oz and Hard-coded Items

Wizard of Oz

- After adding a group and subsequently setting up your group's sub-budgets, you must wait for group members to accept the budgets and add their weekly preferences.

- We fast forward this process by implementing a notification system stating that everyone has inputted their preferences; after clicking the notification it will take you to an updated version of the original page

Hard-Coded Items

- We hard-coded individual and group budgets to provide an example of what your home screen and subsequent interactions would look like with budgets.
- For each budget, we hard-coded the budget amount, amount remaining, and any values that required a sum of two or more budget amounts. Moreover, we hard-coded any progress bars related to the budget amount and amount remaining. All of this was to give an example of how a user will view and react to seeing their budgets.
- We have also hard-coded instances where we show expenses and expense history. This is to give further context between how the relationship between budgets and your spending is shown via the app.
- Lastly, we hard-coded a list of friends and their budget-related activities to show the types of interactions enabled by the platform. This also led us to hard-code a leaderboard consisting of friends and groups, with both a badge and point system to integrate elements of gamification.

Limitations and Tradeoffs

- Scrollable pages were challenging to design since we decided to use a phone frame as a supplement to our design. We expected users to hypothetically extrapolate what might follow on scrolling.
- Since users could not enter custom input, we filled some input for them (e.g. name, budget description, comments, etc.).
- The app comprises several interconnected pages and features that would be unfamiliar and hard to navigate for first-time users. Figma limited us from creating an instructional onboarding walkthrough for these complex features.
- The prototype consists of specific screens for specific example options and not every possible click or input since this would've led to potentially several hundred permutations of screens which would be onerous to implement on Figma.