Memento- Medium Fidelity Prototype

Med-Fi Prototype:

https://www.figma.com/proto/0z4czg6tM14pZ9kDEqy6rd/MedFi-Prototype?node-id=46%3A7&scaling=scale-down (**update link before we submit)**

This medium-fidelity prototype was greeted using Figma. The prototype is designed to mimic a mobile application, and is meant to be compatible with both iOS and android.

Operating Instructions

To use this prototype, open the Figma link and press the play button. You will first be transported through the onboarding flow, and then through the flows for different tasks. As you complete these tasks the content in our prototype will populate, simulating a long time of use passing, If at any point you are not sure which actions are available, tap the whitespace on the screen and action areas will be highlighted in blue.

Limitations

Our app is very input oriented, specific to what the user wants to store/reflect on. This (along with the many different media types) made it somewhat difficult to represent the tasks accurately on a prototyping platform. To address this, we created mock content for a user, and included several states of completeness in our prototype.
Our scrollbar is an important part of our UI as it represents the long term nature of "visions," but we were not able to implement it well with figma. Instead we have included a static representation of it in the prototype.

Wizard of Oz

We auto-populate fields and media for visions and mementos when users tap the associated input field/button. This means that we do not have to deal with the user inputted data flowing through the prototype.
As users “input” these mementos into the prototype, more content appears logged in the app. This essentially fast forwards the user to being able to see what the app could look like after a month of use.
The app also “generates random prompts” which are just preselected prompt examples we have chosen.

Hard-Coded Items

Because of Figma’s text input limitations, we have hard coded the “visions” you add, the “mementos” added for each vision, and the reflection text. These auto-populate when the input field on the empty state is pressed. We thought it was essential to see what the app looks like once content has populated, and how it looks along the way.
Similarly, other input types such as voice recordings are represented by images (in this case of a waveform). Furthermore, the multiple media types possible for mementos make implementation for a prototype difficult, but we wanted to show what each media type looks like on the feed (especially when there are multiple per memento). The randomization of reflection prompts were also hard-coded in.