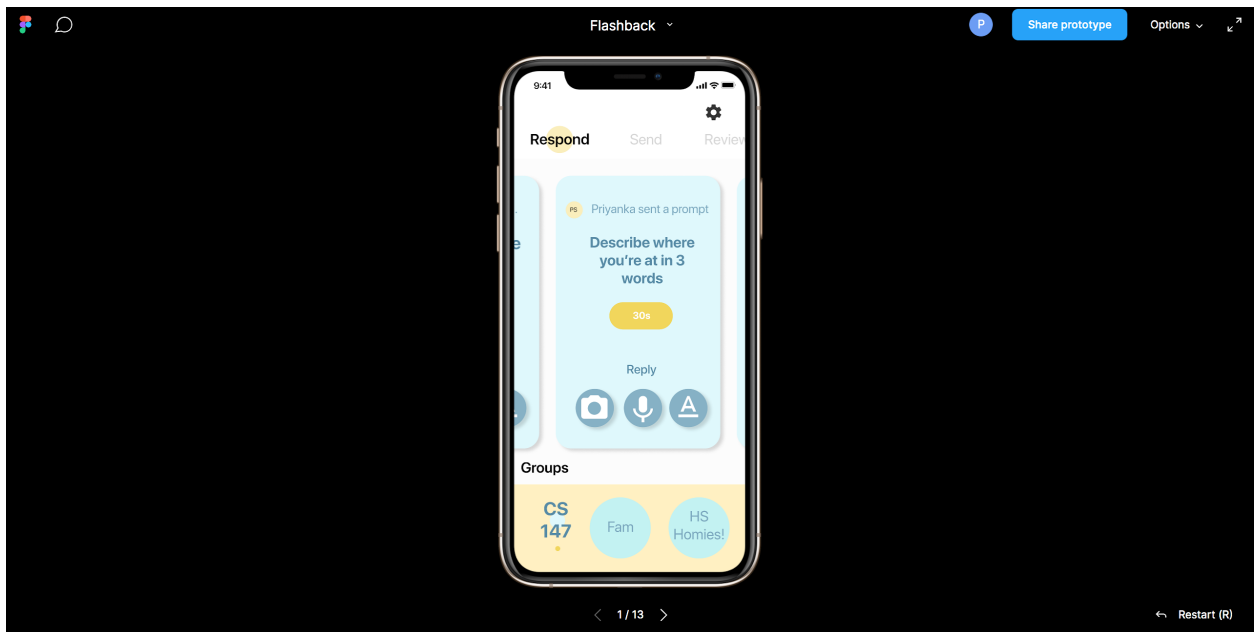


1. How to use the prototype:

Figma link:

<https://www.figma.com/proto/AAb99BnsUfb4Vyz03PvHbi/Flashback?scaling=scale-down&node-id=137%3A0>

- 1) Launch figma prototype by clicking on the link above from a desktop or mobile device. You should see a screen like this:



- 2) Interact with the cards by tapping or scrolling
- 3) Swipe the top bar to try out other tasks
- 4) Any elements that are hardcoded will not change (see sections 2 and 4)
- 5) Elements with wizard of oz functionality (see section 3) will trigger UI updates, but no persistent or state-based changes will be logged. Running the same path through the app will result in the same text/images/etc.

2. Limitations of the prototype

If user-selected group name is too big, it will not fit in the bubble. This tradeoff was made for UI simplification purposes. The current UI does not allow users to scroll horizontally through groups. This may be added later, but other features were higher priority to finish within the given time constraints. Additionally, choosing different groups will not change the UI at this time.



No separate profile avatar/icon exists. All account changes in the final app should be made in settings. This decision was made to simplify the UI and was not prioritized for this prototype. The settings are not configurable in this prototype.



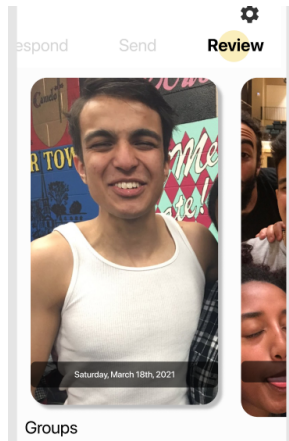
Features for reviewing memories are currently limited. While there is a lot that could be added here (e.g. likes, comments, etc) based on our previous design feedback we biased toward simplicity and only allowed scrolling through memories.



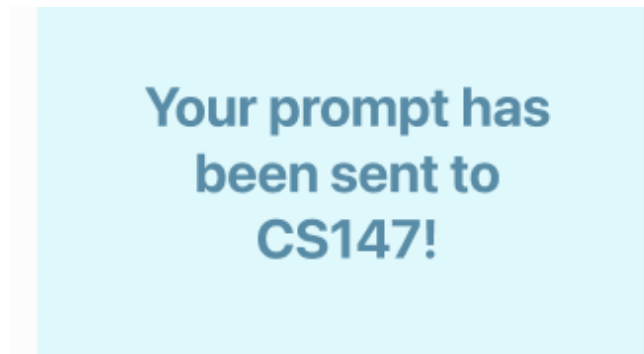
3. Wizard of Oz Techniques

In the context of this app, we define “wizard of oz” to be elements that mimic interactions from others while “hardcoded” features are those that the user would be able to edit in the full app - note this product does not have AI so we do not need an explicit human “wizard” to make any features work.

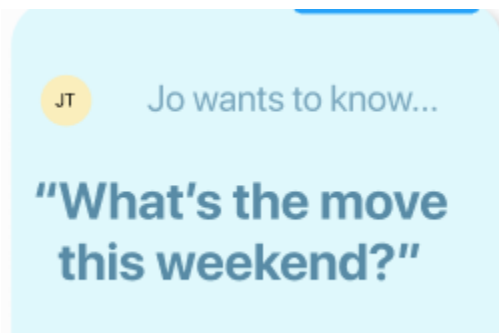
Pre-filled group images to create illusion of friends responding to prompts



Confirmation screen of sent image without actually sending anything

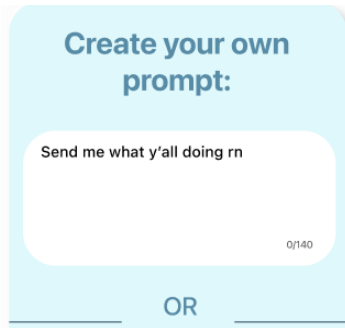


Initial prompt pre-seeded since we cannot communicate with other users

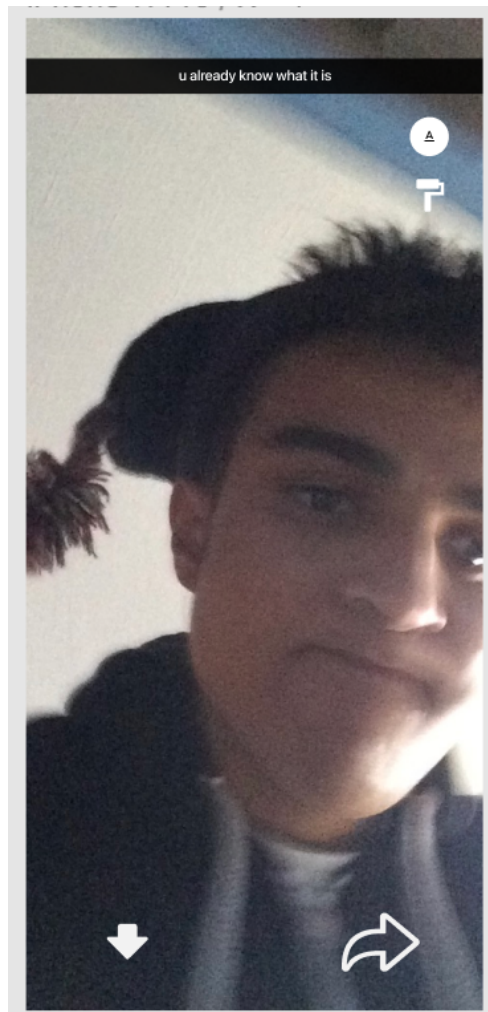


4. Hardcoded elements

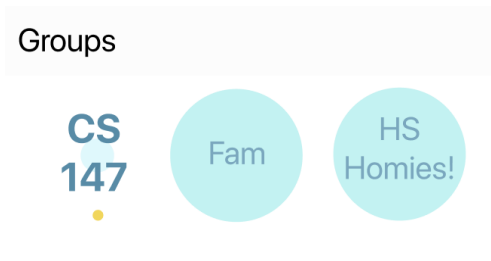
Pre-filled text inputs since prototyping tool does not easily take user input



Pre-selected images to circumvent lack of camera



Group names chosen ahead of time and task flows only flushed out for the CS147 groups since allowing text input makes prototyping complex



Time limit was pre-selected to reduce prototyping complexity

