



Fitcoin

Midway Milestone Presentation

People



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Value Proposition:

Fun Fitness for All!

Problem:

People can't sustain their healthy exercise habits. Unmotivated by arbitrary health goals, people find exercise monotonous and chore-like.

Solution:

Our solution is to gamify fitness so it's accessible and sustainable for all people by providing communities and fun activities.

Talk Overview

- Heuristic Evaluation + Revised Design
- Hi-Fi Prototype

Heuristic Evaluation and Revisions

Major Revisions 1

Heuristic Evaluation Result

1. No confirmation of task completion
 - 1.1. On shop purchase (also optional back button)
 - 1.2. On reaching Fitcoin
 - 1.3. On sending message



Corresponding Design Revision Decision

- 1.1. Confirmation pop-up message implemented in shop that allows confirmation or cancellation of purchase
- 1.2 Messages implemented with [Gifted Chat](#) with hard-coded messages
- 1.3 Map in Progress - Will have interactive coin collection action

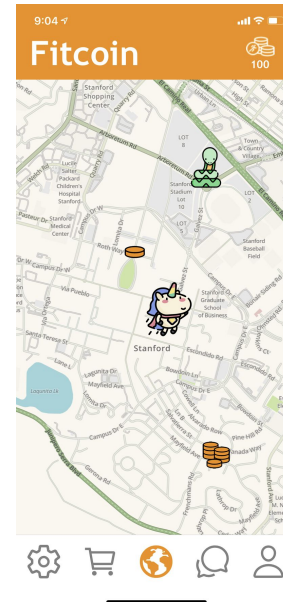
Major Revisions 2

Heuristic Evaluation Result

1. Detailed views on Map Screen can be cluttered and inconsistent

Design Revision Decision

1. Map in progress - Working through consistency solutions



Minor Revisions 1

Heuristic Evaluation Result

1. No y-axis values on graph in profile screen
2. Progress word in Profile unclear

Design Revision Decision

1. Created meaningful y-axis
2. Update profile screen to increase clarity



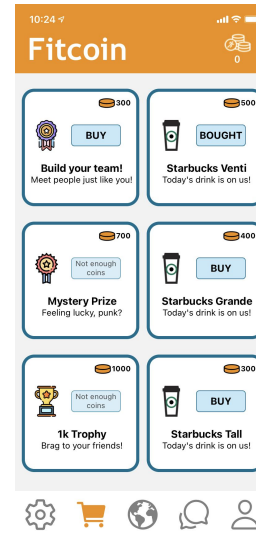
Minor Revisions 2

Heuristic Evaluation Result

1. Back Button is unclear in Map screens
2. Shop screen has too many colours
3. Shop screen doesn't indicate too expensive items.

Design Revision Decision

1. Map in Progress - Will change title/style of back button
2. Took out background colour of shop screen
3. Greyed out too expensive items



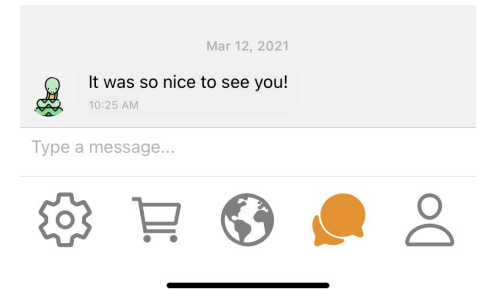
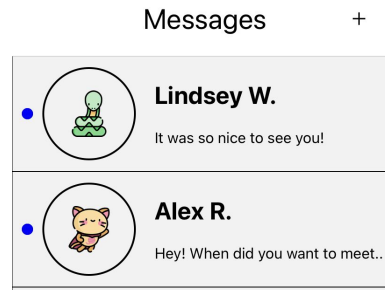
Minor Revisions 3

Heuristic Evaluation Result

1. Messages need timestamps
2. New Messages need to be indicated

Design Revision Decision

1. Gifted Chat system automatically adds timestamps
2. Blue dot for new messages - time permitting



Infeasible Revisions

Heuristic Evaluation Result

1. No onboarding
2. Reduce clutter on map screen by having a toggle between maps with fitcoins and/or friends with hotspots of local workout areas
3. Map coin stack amounts unclear and add a legend

Justification

1. Not essential to our tasks
 - a. No usability data that onboarding was required to use
2. We really liked this idea. However,
 - a. time frame limitations
 - b. not core to our tasks
3. Edited coin stacks so now 3 types of coin stack images that map to 3 coin stack amounts, making a legend unnecessary in our opinion.

Hi-Fi Prototype Overview

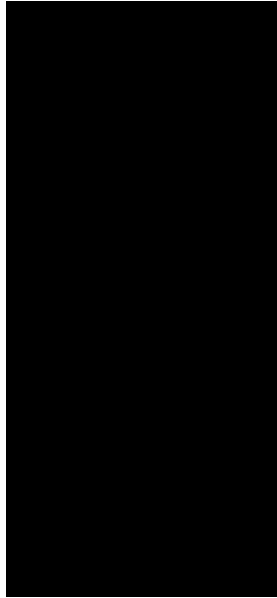
Tools Used

- React Native for designing
- GitHub for collaboration

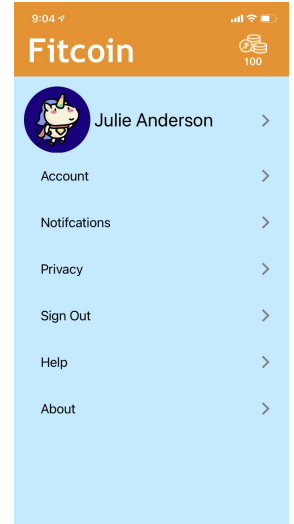
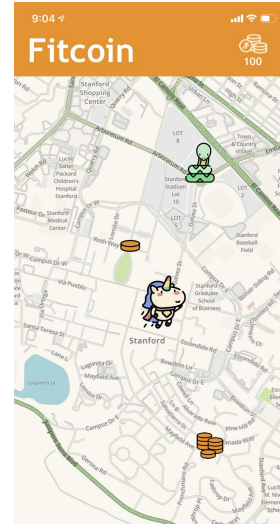
Implemented Features



Task 3



Task 2



Other 3 Screens

To Do

- Map Screen
 - Method of technical implementation decided

- Polish

Wizard Of Oz + Hard-Coded Data

- Map: Hard Coded Photo as Map. In Progress.
- Settings and Profile: Hard Coded Sketch File as Page
- Messages: Hard Coded Messages, and Wizard of Oz Gifted Chat System.

Live Demonstration and Summary

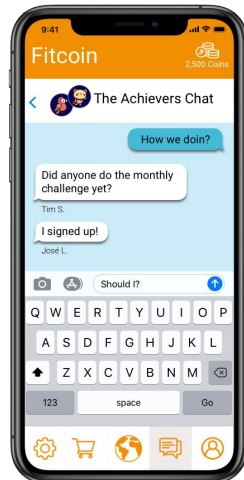
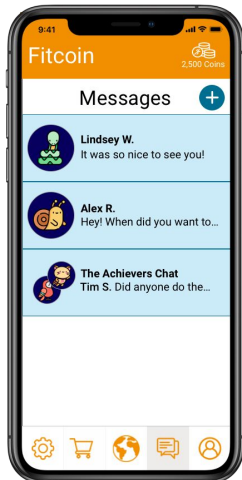
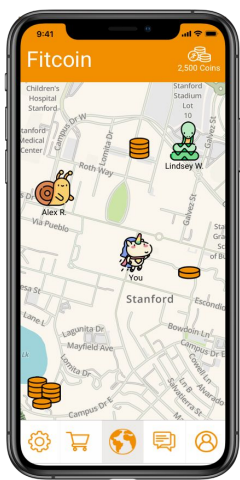
Questions?



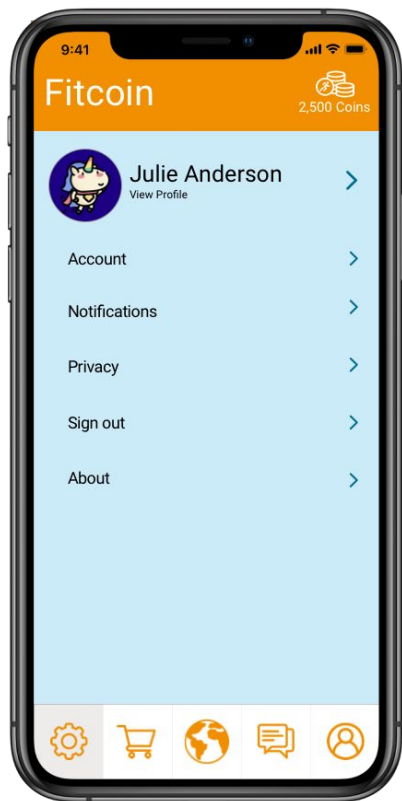
Wizard of Oz Techniques & Hardcoding

The only Wizard of Oz techniques we used involved hardcoding the Map/Location features and Messages.

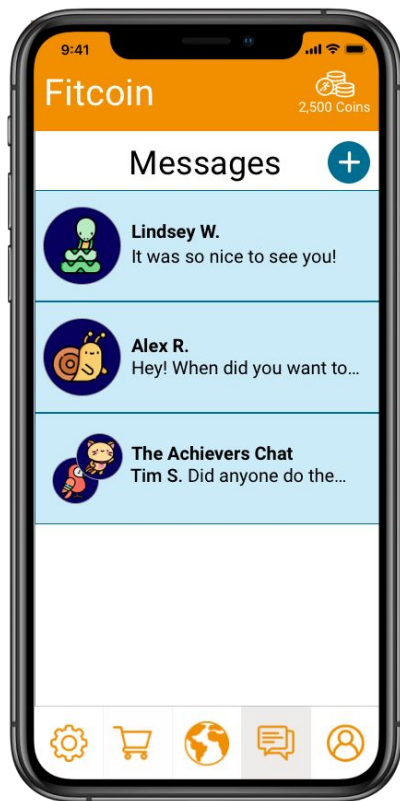
Hardcoding: The user location and map were hardcoded to replicate our tracking functionality. Messages were hardcoded in to show design and function.



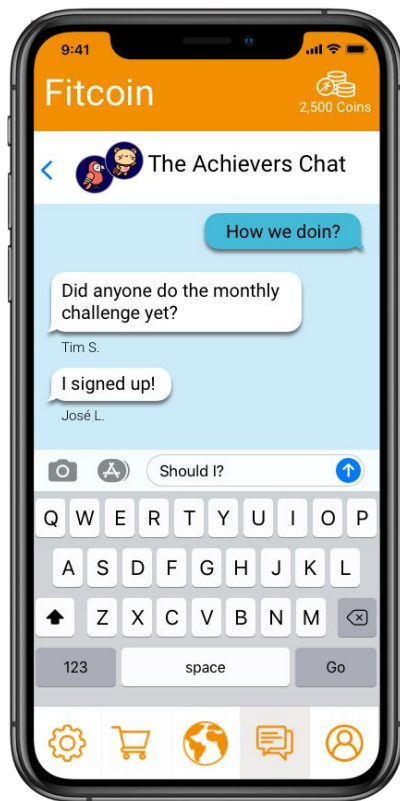
Appendix: Other Prototype Screenshots



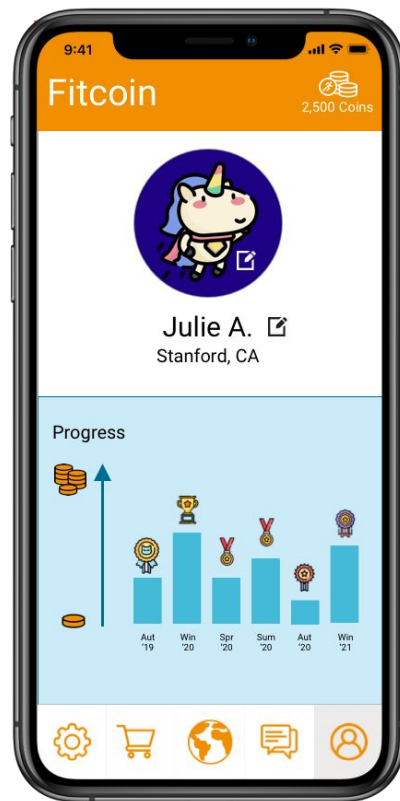
Settings



Messages



Group Chat



Profile & Progress

Appendix

Medium-fi prototype link

Figma in application presentation mode:

<https://www.figma.com/proto/3clRPZwJQ9btqxjFdXxltL/Fitcoin%3A-Medium-Fi-Prototype?node-id=1%3A9&scaling=min-zoom>

Figma in map mode: <https://www.figma.com/file/3clRPZwJQ9btqxjFdXxltL/Fitcoin-Medium-Fi-Prototype?node-id=0%3A1>