



## Spotter Medium-Fidelity Prototype README

### Med-Fi Prototype

<https://www.figma.com/proto/iiEU68bBfdJ3QqAiGHQpL0/Med-Fi-Prototype?node-id=119%3A430&scaling=scale-down>

### How to Use

We used Figma for our medium-fidelity prototype and used an iPhone 11 Pro/X as the platform to emulate. Figma allows each screen in our prototype to be interactive and easy to navigate. If the user clicks on a blank space on the screen that does not perform an action, Figma will highlight the hotspots that the user can click on. Most interactions are clicks. However, there are some screens where the user can either click-and-drag, or scroll down, to see more of the screen (such as with the “Gym Search” screen and Spotter profiles).

If the user has not checked in to a gym yet, they can only access their notes (either from the “Notes” button in the center of the screen or the “Notes” icon on the bottom navigation bar) and cannot access the “Spotter” or “Browse” icons on the bottom navigation bar. The user must check-in to a gym first before they are able to interact with the “Spotter” or “Browse” icons on the bottom navigation bar.

After checking in, if the user selects “Spotter” from the home screen and selects “Weights” as the category they would like help in, they will come across a loading page that will go away automatically after two seconds. On the screen following the loading page, the user will see a Spotter profile card. If the user wants to see additional Spotter recommendations, the user can click-and-drag the card from right to left to see the next recommended Spotter profile card. Likewise, the user can click-and-drag the card from left to right to see the previous recommended Spotter.

### Limitations

- Figma does not offer a swiping feature to swipe across the different profile cards when looking through the suggested spotters. Instead, the user has to swipe across different screens, which is not the intended effect.

- Because some of the screens are not relevant to our three main tasks, we exclude those from our med-fi prototype, such as endorsing a Spotter, logging in, settings, profile details, etc.
- Another limitation was the ability to take pictures while taking notes, or using the audio recorder to take notes, or scan the QR code when checking-in as Figma does not have access to the native features of a mobile phone.
- Also, we did not create screens for certain example options, or example Spotters, and did not create a screen for every example as there were too many possible options.

## Wizard of Oz

Various parts of the app will auto-fill text. For example, when you search for a gym it will autofill the search data. Other places we autofill text is when you enter notes or when you give endorsements. We do the typing for the user so that the user can focus on understanding the flow and how it interacts with other parts of the app.

The Spotter matching process is another example of Wizard of Oz in the app. The app does not actually search for a Spotter but emulates the idea of matching a Spotter for the user so that the user has a better feel for how the Spotter flow works as if they were using a real app.

Finally, the QR code scanner allows the user to check without needing to scan the QR code at Star Alameda gym. We do this so that the user can understand how the QR scanner works without needing to go to a real gym and scan a real QR code.

## Hard Coded Items

Due to the large number of possible options a user can take, we decided to hard code many decisions such that the user must follow a single path or action. Therefore, we were able to clearly show the 3 task flows while staying within the scope of the project and keeping the prototype at a manageable scale:

- The list of gyms to choose from is a prewritten list
- The user must always get help at the Star Alameda Gym
- The user must always get help in weights
- The same 3 spotters will be available every time: Amy, Drew, and Caroline (all with hard coded bios)
- At the end of a Spotter session, a preselected endorsement is ready to be given to the helper
- When a user goes to the Notes page to make a new note, a prewritten note will be created for them