



## Educare README

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### PRODUCT OVERVIEW

- Link to prototype:  
[https://www.figma.com/proto/ZAu5jtEG3pa7OOcY8gElbR?embed\\_host=share&kind=&node-id=2%3A2&page-id=0%3A1&scaling=scale-down&starting-point-node-id=2%3A2&viewport=379%2C-314%2C0.37](https://www.figma.com/proto/ZAu5jtEG3pa7OOcY8gElbR?embed_host=share&kind=&node-id=2%3A2&page-id=0%3A1&scaling=scale-down&starting-point-node-id=2%3A2&viewport=379%2C-314%2C0.37)
- Design Tools:
  - Our team used **Figma** to create the med-fi prototype. This software allowed us to create a responsive model that would closely simulate our real application, allowing users to explore the intended functionality of the app.
    - **Figma plugins:** Iconsax 6000+ Icons, Eva Icons, Tabler Icons, and Feather Icons (all by Iconduck)
  - We used **Canva** for color schemes and palettes
  - We used **Adobe Illustrator** for certain icons that were not available via plugin

### OPERATING INSTRUCTIONS

#### Home Page:

- Navigation Bar (bottom, working from left to right)
  - **Home** button links all pages to the Home page
  - **Friends Plus** button links to Networking Page
  - **Bookmark** button links to Bookmarked Page
  - **Arrow** button links to Messages page
- Learn Modules (middle/bottom, working from left to right)

- **Calendar** module links to the Expanded Fact Calendar page
- **Maps** module links to the Scavenger Hunt page
- **Test** module links to the Quiz page
- Daily Fact Bubble (middle/top)
  - **Calendar** icon (top left corner) shifts view to calendar view
  - **Arrow** button (bottom right corner) links to Share pop-up
- Header Bar (top, working from left to right)
  - **Streak** icon shows number of active days on the app
  - **Notifications** button links to Notifications page
  - **Profile** button links to User Profile page

#### Networking Page:

- Access people you may know
- **Plus** button allows you to request friends to join your network

#### Bookmarked Page:

- Access bookmarked facts that you want to save
- **Date** links to Fact page for that date
  - Fact page for specified date has same functionality as Home page Daily Fact Bubble

#### Messages Page:

- Access your messages
- Share and receive facts
- **Streak Icon** shows you how active each friend is on the app
- **Compose** button (bottom right corner) allows you to create a new message to a new friend

#### Expanded Fact Calendar Page:

- Allows you to view the calendar in a larger format
- Access prior dates by selecting the date

#### Scavenger Hunt Page:

- **Filter Bar** allows you to specify the radius of your hunt and number of facts you seek
- **Let's Go** button links to start pop-up, which links to Clues page
  - Clues page provides the clues to the locations you must seek
  - **Camera** button allows you to take a photo of each location you seek in the hunt and, if correct, receive the fact associated with that location

#### Quiz Page:

- Allows you to test your knowledge of facts you've learned on the app
- **I'm Ready** button confirms you want to take a quiz
- **Submit** button links to verification that you want to submit your test, which links to Results page

- Results page shows your score
- **Review Answers** button allows you to go back over the quiz and see correct answers

## LIMITATIONS

There were a few notable limitations we encountered when building the medium-fi prototype. Selectable dates on the calendar feature on the home screen had to be predetermined (we could not make each date selectable). The navigational map feature of the scavenger hunt learning module was not feasible to implement. As a result we reduced this implementation to a static map and adjusted the functionality of the scavenger hunt - the user no longer follows pins, but seeks out locations on their own based on clues and uses picture verification to confirm the location (computer vision algorithms will be used in high-fi prototype). In addition, not all buttons are clickable due to the sheer quantity of screens. We could not individualize the fun facts to the user due to privacy reasons. Instead each person receives a randomized fact each day. Finally, sharing messages and networking interactions had to be limited to one other user on their respective screens due to quantity and time constraints.

## WIZARD OF OZ

There are a few wizard of oz techniques used when building the medium-fi prototype. In the sharing feature, the user magically receives different fun facts from friends to mimic the real implementation. These friends are simulated, and not actually other users on the app since we don't actually know the person doing the testing. The user's profile is also predetermined, but in practice will be editable and specific to them. The quiz is magically generated, whereas in practice they are based on the facts you have previously been shown. In the scavenger hunt feature, the map assumes the user is on Stanford campus since we don't know where the user will be. In the real implementation, assuming location tracking is allowed by the user, the map will automatically populate to the user's location.

## HARD CODED ITEMS

For our current medium-fi prototype, we hard-coded the majority of the functionality. Here are some notable hard-coded items. Because we cannot program this prototype to reflect the current day, the current day is static and not accurate to the day the user tests the prototype. The calendar reflects that static day, and the selectable facts from prior dates is static text (in the real implementation they will be populated with facts). The scavenger hunt module has a static image for the map, and static images for the user taken photos that verify location when actively doing the hunt. Figma does not allow us to program this functionality into the modal. The test module has a hard coded, static quiz that is not yet selectable. The fun facts are hard coded in and not actually pulled randomly from a database based on the user's history. All networking, sharing, and profile information is hard coded and not based on the current user since we do not know this information.