README FILE

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Prototype Link

https://www.figma.com/file/wiNsBl88RIobAiH8NeEOMg/Lucidly?node-id=0%3A1

General Overview

The lucIDLy app is intended for use at any time, but at least once daily, as users are required to complete the *Daily Survey* that can be accessed from the home screen. In addition to completing the *Daily Survey* questions, users are able to access trend-over-time data and visit available friends in this prototype. Users will also be able to obtain rewards from checking in and observe how the app might display specific health insights.

Design Tools

We constructed our medium-fidelity prototype using Figma. Since lucIDLy is an app with a mobile format (even when accessed from the plush toy's screen), we were able to develop an iPhone UI for lucIDLy with Figma. This gave us the

advantage of an easily and realistically testable prototype. All graphics for the prototype were constructed inside Figma using shapes and text.

Though lucIDLy is intended to be for use with all mobile platforms (such as Android, etc), Figma only allowed us to model for an iOS platform. This means that users of different mobile operating systems might not experience a 100% accurate prototype to what their use of the app would really look like.

Operating Instructions

Note - Clicking the screen in a general location will display any available buttons to click in blue. Users are able to return to the Garden/Home Screen at any time by clicking the upper left bear icon.

Garden/Home Screen

- Click the *Garden Inventory* button at the bottom of the screen to view user inventory, a scrollable page.
- Click the *Harvest* button above the berries to harvest them.
- Click the *Daily Survey* button in the top middle of the screen to begin Task 1 and complete the Daily Survey.
- Click the small button of a graph to the left of the *Daily Survey* button to begin Task 2 and view health trends over time.
- Click the small button with user silhouettes to the right of the *Daily Survey* button to begin Task 3 and interact with friend users.

Task 1 - Record one's current mental and physical well-being

- Click the *Daily Survey* button in the top middle of the screen to begin Task 1 and complete the Daily Survey.
- After interacting with the questions on the screen by clicking the buttons prompted by the text, click *Continue* on the bottom of the screen to progress.
- Upon completion of the survey, users will be presented with a reward screen and prompted to click the upper left home button.

Task 2 - Compare and track mental and physical wellbeing over time

- Click the small button of a graph to the left of the *Daily Survey* button to begin Task 2 and view health trends over time.
- While our Med-Fi prototype will not change the graph appearance, users are able to click the face icons by the graph to simulate displaying a certain trend on the graph - a feature that will be later implemented.

- The *Monthly Summary* button will take users to a scrollable page with graphs of certain symptoms/emotions.
- For our Med-Fi prototype, the only Insights button that is implemented is the *Physical Insights* button, which will take users to a scrollable page with physical health information.

Task 3 - Make others aware of how one is feeling

- Click the small button with user silhouettes to the right of the *Daily Survey* button to begin Task 3 and interact with any of 3 friend users with varying statuses.
- Clicking the *pig* icon will take users to an invitation to visit the *pig's* garden. Users are only able to accept the invitation.
- Clicking the *bunny* or the *koala* icon will take users to the *bunny's* or the *koala's* status page, where users can click a button to invite them over, or click the other button to ask to visit.

Limitations

For our Med-fi prototype, we were unable to implement every single small feature of the app, especially those that were extremely similar to other features and would be redundant to implement for the prototype.

For example, users are only able to harvest one type of crop at this time, as displaying multiple right now would be redundant. In addition, users are not able to physically type text input into free-response questions, as this feature is not yet necessary to demonstrate how the free-response questions work.

Meanwhile, on the health-over-time screen, users are not able to change the specific stat that the graph displays even after toggling the emotion faces next to the graph. On the same screen, not all of the insight buttons have been implemented yet, as they all will lead to roughly the same format of screens that follow. Only the Physical Insights button has been implemented to demonstrate the format.

On the world-view screen where users are able to view friends and their statuses, the invitation to view the pig's garden is only able to be accepted, and none of the other options have been implemented, as they all lead back to previously seen screens. We also have not yet implemented the user privacy

feature where on the user's end, they are able to set who is able to view their health check-in report (i.e. Public, Friends-Only, etc). We can see the result of this feature on the world-view screen where friends display how they are feeling, but the process on the user's end will be added later.

Wizard-of-Oz

Health Insights: Due to the lack of historic use, there is no past data to draw from - as such, the prototype 'magically' analyzes supposed past health data to give the user insights, without demonstrating how this occurs.

Free-Response Input: Users are unable to actually input their own data freely, so canned responses have been hard-coded and will 'magically' appear after a few keys have been pressed.

Rewards: Since there is no past user data to demonstrate the 'progress' that this user might have made as reasoning for why they are receiving specific rewards, we have acted as the algorithm that will determine the quality and quantity of rewards that the user receives from checking in.

Friend Status: Users are unable to manually set their own status. However, on the world-view screen, we are still able to view other friends' statuses even with skipping this step. This is so that users can understand the results of this feature and how it might impact friend visit requests without having to do anything on their end.

Hard-Coded

User information: As there are no users on the app, all user data, including the one who is currently using the app, has been hard-coded. All historic health data has been hard-coded, as there is no historic use to draw from. All friend data - habitats, current status, etc. has been hard-coded so that there are friends to interact with.

Inventory: As there is no historic use by the current user, all objects in the inventory must be hard-coded.

Health Insights: Again due to the lack of historic use, the health insights page has been fabricated and hard-coded to provide an example.

Free-Response Input: In the daily survey, the option to input new feelings does not allow the user to manually input their own data. Instead, canned responses are hard-coded as examples.