

# Midway Milestone Presentation

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CS 147 Assignment 8

LUCIDLY



# Our Team

Jonny

Maya

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Gaya

Janelle

Value Proposition

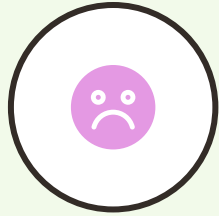
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# Daily Self Help with Friends

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# • Problem/Solution Overview



## Problem

- Hard to **understand symptoms\*** when they are not talked about
- Younger people need these conversations in their community to **assess their symptoms\***
- Hard to **report symptoms\*** because of social pressures/lack of conversations around many medical conditions

\*Symptoms = Mental and Physical Changes from “normal” apparent to the user



## Solution

*Create an empowering and fun **routine** to help the user better understand how they are feeling **currently** and **over time** that utilizes the power of **community***



# Talk Overview



1

Heuristic  
Evaluation

2

UI and Product  
Revisions



3

Prototype Status


4

Demo



5

Summary



6

Feedback



# Heuristic Evaluation

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# • Summary of Heuristic results

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-Main issue was UI consistency which impacted our usability


-Too much text, confusing and inconsistent buttons, overall clutter to make tasks easier

-Did not make many severity 3 or 4 errors but the amount of consistency problems ended up creating a less usable experience for the users

-Some issues came from Figma limitations that will be clearer in the Hi-ff

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# Notes on Severity + 3 & 4



-As mentioned before, the main problem actually was not severity 3 and 4 problems

-Most of the 3 and 4 issues came from poor design decisions that lead the user to assume/not understand certain things

-Examples of this are:

1. Having a globe to represent friends when the globe is not used as a map
  2. Making text boxes the same format as buttons
  3. Allowing users to harvest without then showing them where their harvest goes
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# Violation Breakdown

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- Severity 0-2: 42
- Severity 3-4: 10
- Most validated  
Heuristics: H4 (17) and  
H8 (7)

# Design Revisions

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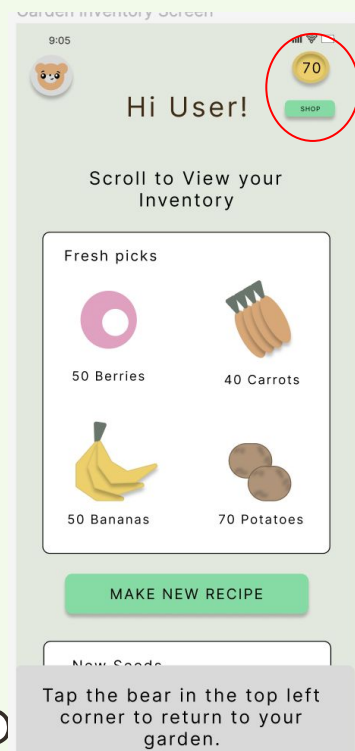
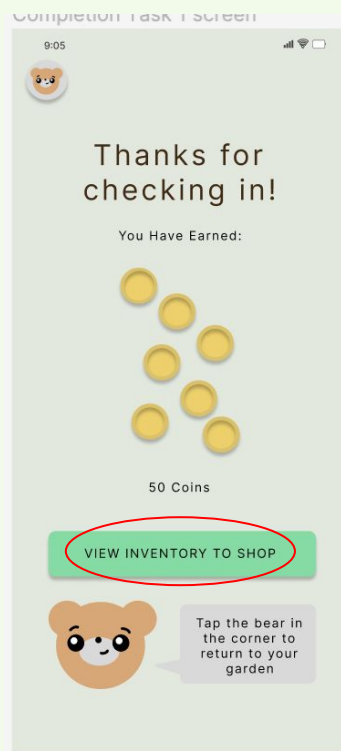
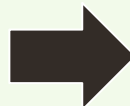
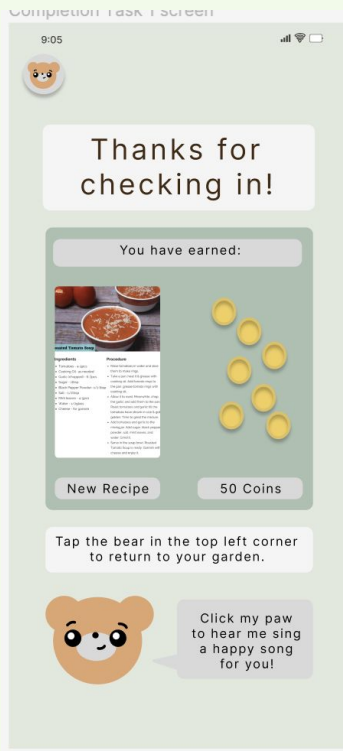


# H1: Visibility of System Status



-After earning coins and completing the survey, there is no indication of where the coins go or what they are used for

-clear view button and coin visibility



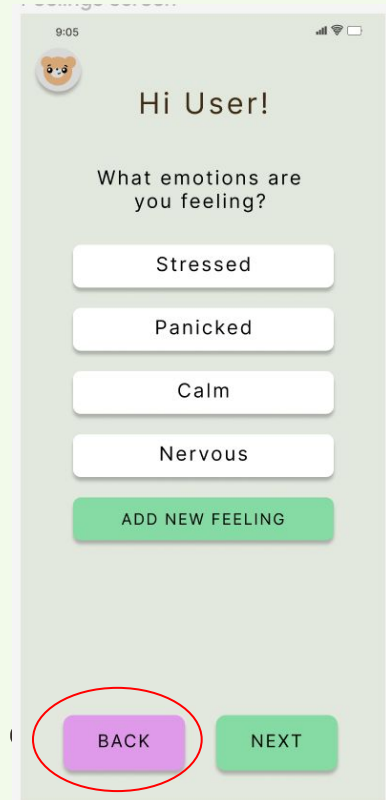
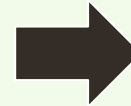
# H3: User Control and Freedom



-In the survey, users can't go back or all progress will be lost

-new back button

Feelings text box screen

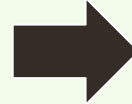


# H3: User Control and Freedom



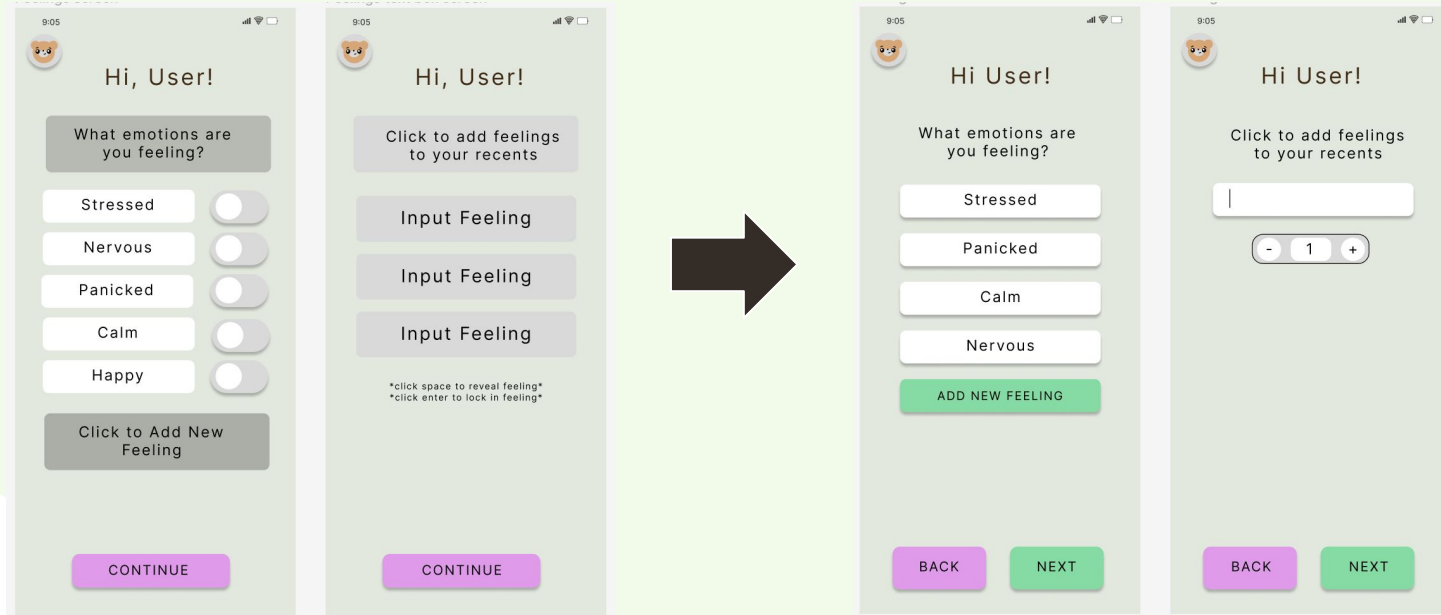
-intuitively, a globe should represent where users are on a map but our globe was just a background

-new house view to get rid of geography confusion



# H4 Consistency and Standards

- "add new feelings" button is grey like deactivated buttons
- created brighter and more consistent and obvious button colors

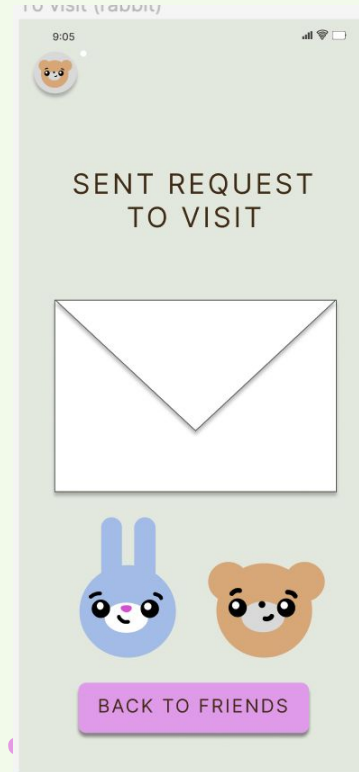
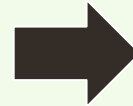
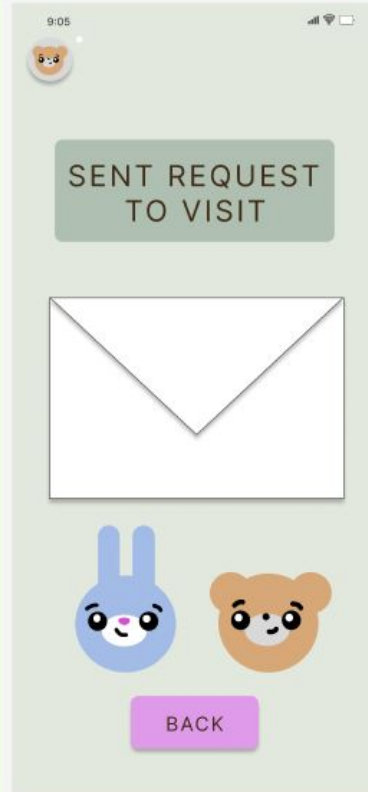


# H4: Consistency and Standards



-the page that confirms an invite was sent contains a back button, when the user wants to go back to the main friends page

-made the back button more specific

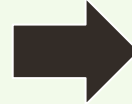


# H3: User Control and Freedom



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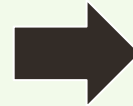


# H10: Help and Documentation



-unclear what happens after a harvest or where to go to view what has been harvested

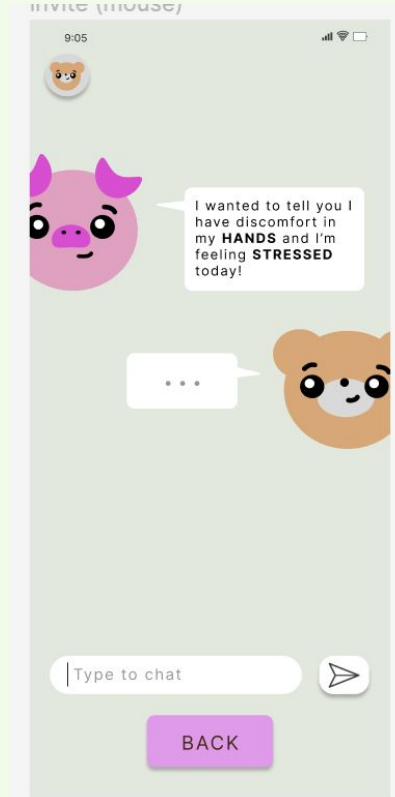
-clearer button to show the user their inventory and less text for cleanliness



# H12: Value Alignment and Inclusion

-there should be more than just the ability to see what friends are feeling

-implemented a chat feature to dive deeper into connections

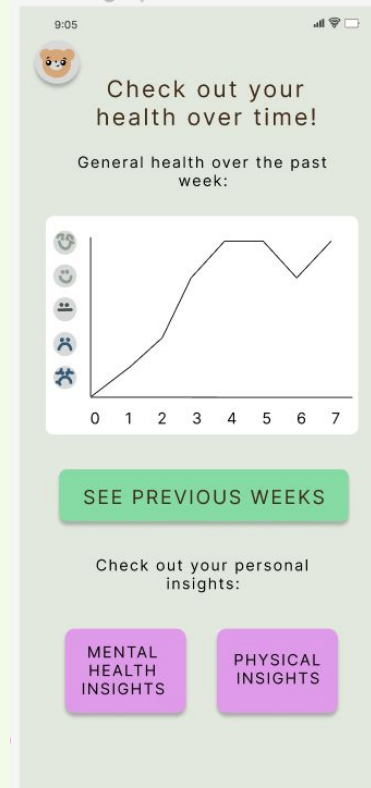
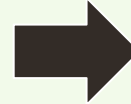
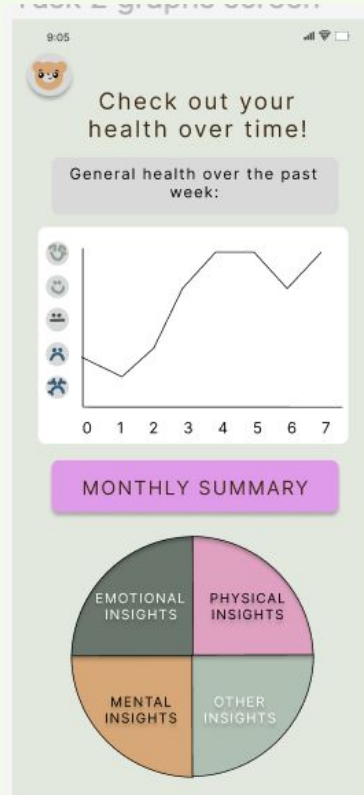


# H2: Match Between System and Real World



-unintuitive pie chart

-change to be obvious  
buttons with clear intentions

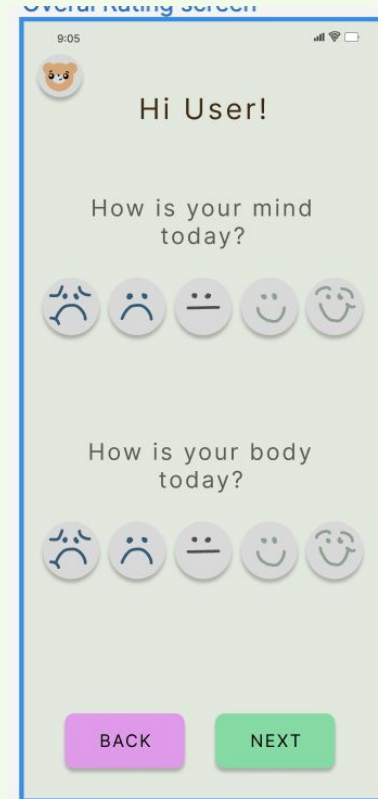
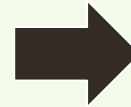
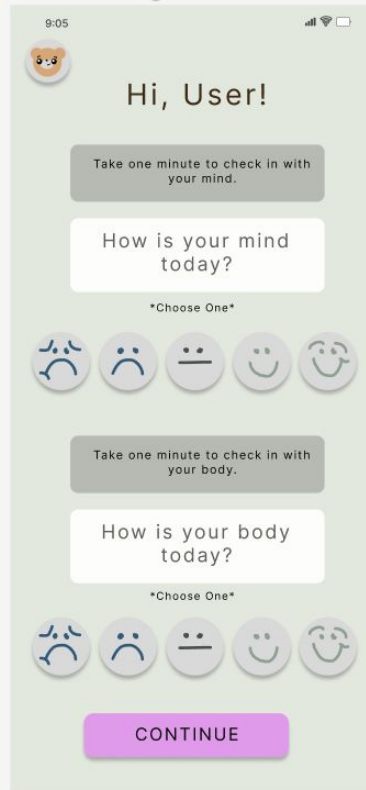


# H4: Consistency and Standards



-rounded text  
backgrounds look the same as buttons

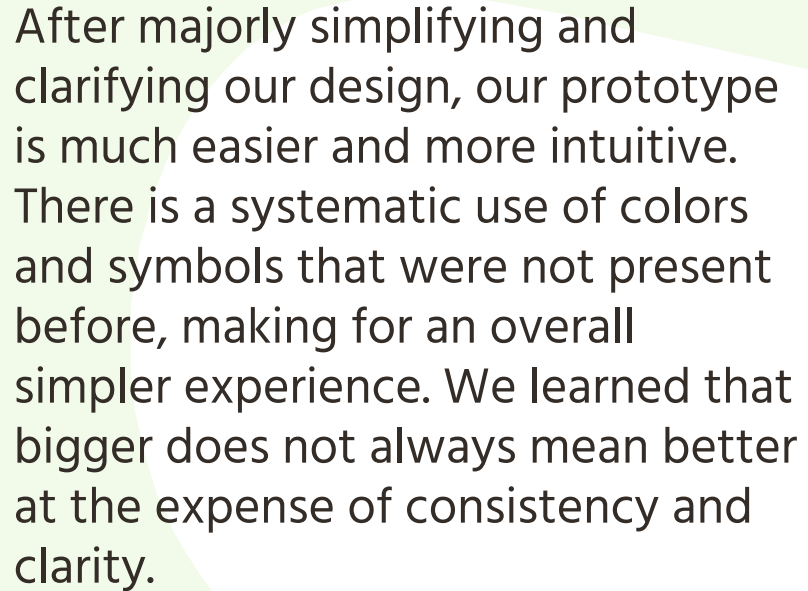
-through the entire app  
got rid of confusing text  
backgrounds



# Progress towards Usability Goals

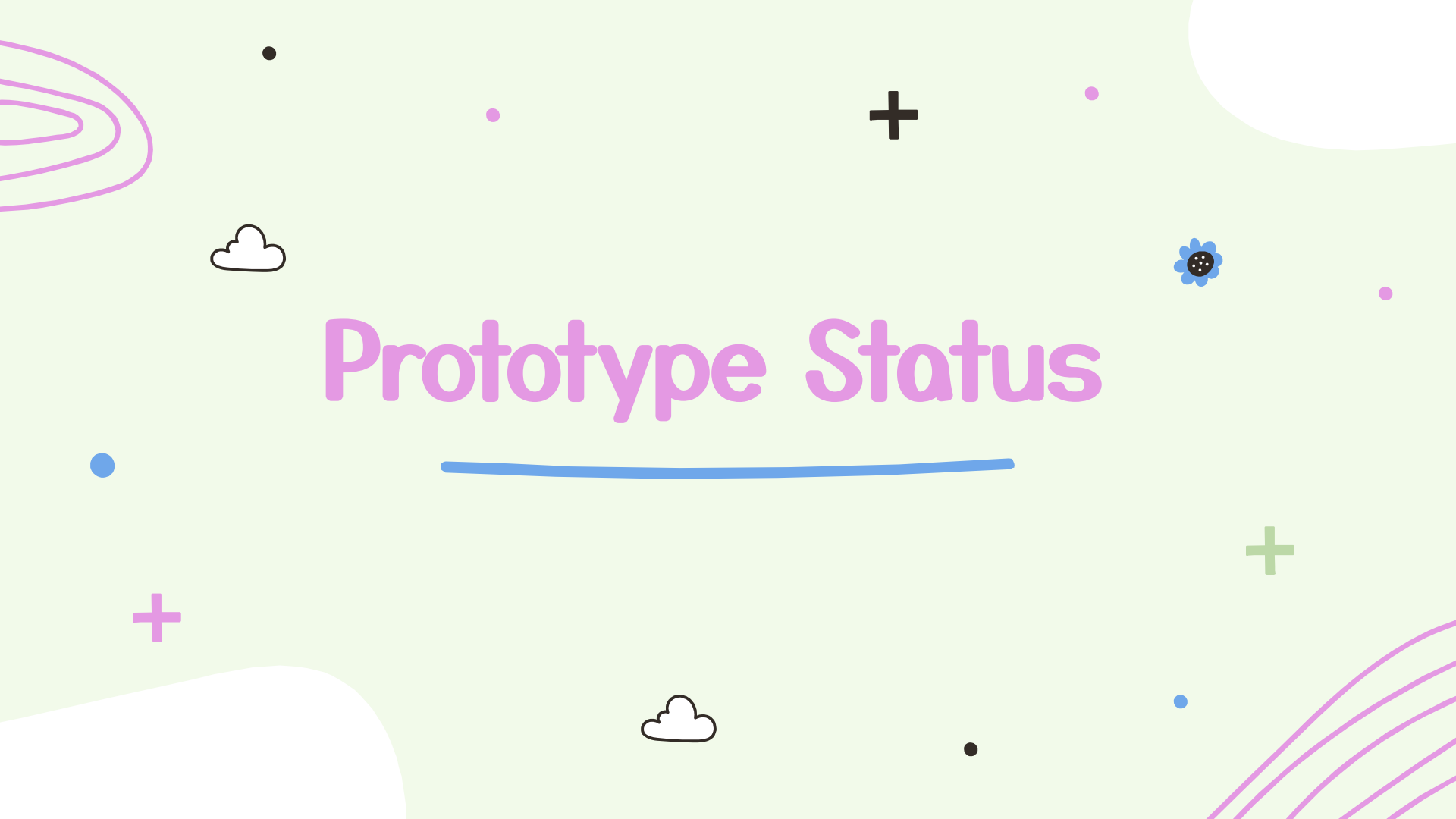


After majorly simplifying and clarifying our design, our prototype is much easier and more intuitive. There is a systematic use of colors and symbols that were not present before, making for an overall simpler experience. We learned that bigger does not always mean better at the expense of consistency and clarity.

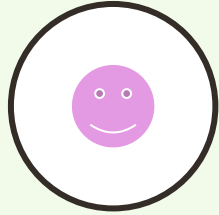


# Prototype Status

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# Features

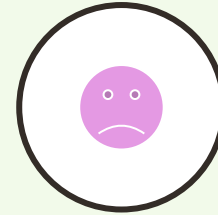


## Implemented

### **Task 1 - recording one's mental and physical well-being**

**Users are able to:**

- View homepage and click Daily Survey button
- Answer survey questions
  - Rating state of being
  - Adding feelings to recents
  - Click pain locations on bear



## Unimplemented

### **Task 2 - compare and track mental and physical wellbeing over time**

- Seeing general health over time
- Viewing mental and physical health insights

### **Task 3 - make others aware of how one is feeling**

- Visit friends and invite friends to visit
- See friends' gardens
- Chat with friends and alert them to how one is feeling

**& interacting with inventory**

Click to add feelings  
to your recents

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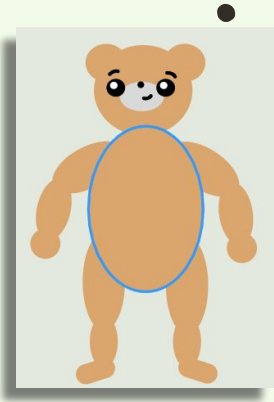
# + Wizard of Oz



- *When adding feelings, users are told that they are being added to “recents” behind the scenes*
- *However, lacking backend functionality means while this appears to be the case, there is no storage occurring*







# + Hard-Coded



- *Users are only able to click on limited locations on the bear*



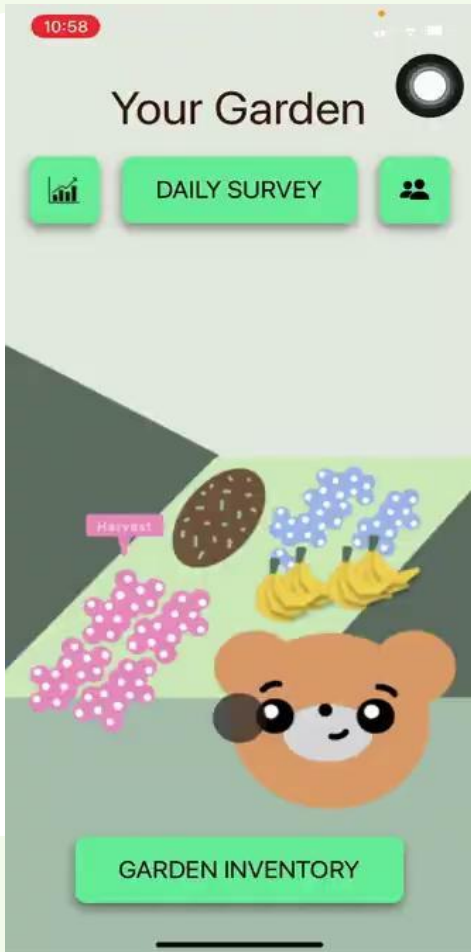
- *Default emotions provided already*



# Issues and Questions

- *How do we implement a functional reward system?*
- *Full implementation of bear body (user freedom to click anywhere)*
- *Can't save changes on survey screen*





# Demo of Prototype

<https://youtu.be/q83YiegSIOs>



# Summary

- Have augmented interface to address several failures to comply with H1, H2, H3, H4, H10, and H12 violations
- Improved color scheme and simplified design overall
- Users are able to complete daily survey but unable to interact with friends or view insights yet
- Potential improvements for reward system and bear implementation



Thank You!