



Peekaboo! *Readme*

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Med-Fi Prototype

Our Figma prototypes can be found [here!](#) To access simple, moderate, and complex task flows (detailed on the slides), play the respective flow within Figma ([simple](#), [moderate](#), [complex](#)).

Operating Instructions

We decided to use Figma for our prototype because we were able to design with the specs of an iPhone interface, which will help to simulate a realistic appearance of how our app will look. In our prototype design, users will first click on the widget which will open up the app. Navigating around our app is quite easy and intuitive with different buttons allowing the user to explore and interact. Many screens will include a menu bar at the bottom of the screen which allows users to navigate to the most important and useful screens. Individual screens are designed such that their navigation flow is analogous to other commonly used apps, such as the camera, social media apps, games, etc.

Limitations

A key limitation is that the user isn't able to interact on the activity screens with customized inputs. We manually selected user inputs to be displayed on the screens although our app will allow the users to choose and adapt based on their selections. Additionally, there are possible screens that were not included in the prototype because the tasks can still be completed and it won't provide any extra insight or key functionality, such as additional games for complex tasks.

Wizard of Oz

We primarily utilize Wizard of Oz techniques for group-sending and activity feedback.

- When the user is navigating through the activity screens, screens are auto-populated with user inputs for customizing the game and playing the game itself. Outcomes and scores to the games are preset no matter what the user chooses.
- Our camera page is already pre-filled with an image, and the shutter button navigates to a sending page with that same image — which differs from the actual app, which will load the unique user-taken image onto the sending page.

Hard-coded items

Currently, we don't have an array of different games for the user to play. For this reason, the screens include a default Trivia game, although we will need to allow for customization of multiple different games. We also hardcoded an example feed and different groups for now so the user can get a simulated experience. Our app will store this information in a database to display properly.