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README- amble (Give your projects some direction!)

How to use

Prototype:

<https://www.figma.com/file/9XCOiHmAVyJY8TJELAtxxJ/Medium-Fi-CS147-Prototype?node-id=0%3A1>

This prototype was created with Figma, a web tool used to design and test interfaces. It has the ability to emulate common mobile devices that we intend to run our app on. To access the prototype, one must first click on the link and then press the play button in the lower right corner. Pressing anywhere on the loading screen takes the user to the home screen. To navigate the platform, the user can tap on various buttons that are bounded by boxes. If unsure of where to go, tapping anywhere on the screen that is not a clickable button will cause clickable regions to flash blue. These regions change depending on the screen that the user is viewing. However, some consistencies exist across every screen. Namely, there is a home button in the upper right corner that the user can press to redirect themselves to the home screen. Additionally the menu button in the upper left hand corner is almost always accessible.

Limitations

There are a few limitations that prevent our prototype from being robust. One such limitation is the absence of a carousel of items on the home page. We were unable to determine how to do this on Figma, which led us to instead create static representations of the user's ongoing projects. We wish to overcome this problem in our final design because horizontal scrolling is an element that is aesthetically pleasing and intuitive to navigate.

Another limitation is the absence of a live keyboard. Our keyboard is a prop and therefore not functional. Since we are unsure if Figma allows for users to write in real time, the use of a dummy keyboard seemed to be the best way to keep a consistent design. This too must be overcome—otherwise the user will be denied a key functionality of the app.

One last limitation is that the checkboxes in our prototype do not toggle. Again, our limited knowledge of Figma prevented us from creating real-time interactions

between the user and the prototype. Even though a realistic toggle effect was not feasible, we intend to fix this issue in the final design to make interacting with the app more efficient.

Wizard of Oz

We have no actual tutorials on the platform, so when the user navigates to that section of the prototype, we must provide them ourselves. The final version of the app would scrape the web for these on its own. Actually implementing this functionality would take a great deal of coding that was not reasonable to do in the allotted time.

Hard-coded Items

Since the prototype is unable to gather user data, we decided to hardcode the user projects ourselves. This includes fake user profile analytics and, as a byproduct, fake user recommendations. Additionally, the absence of a live keyboard meant that we had to hard code notes as well.