



SLEEPMATE

Aaron H. Derek C. Michelle X. Tristan W.

Med-Fi Prototype

Our medium-fi prototype was created using Figma. The prototype is designed to emulate a phone application, and be compatible with all major operating systems. Click [here](#) to view our prototype.

How To Use

Clicking the “Present” button on the top right of our Figma project will allow you to begin navigating our prototype. Doing so will bring you to the Home (Sleep) Page, which features a tagline reading “Welcome to SleepMate” and a large “Sleep” button. Normally, clicking “Sleep” will engage the app’s sleep phase and ambient noise tracking capabilities, which is the main function of our app. Afterwards, clicking “I’m Awake” will signal the app to document your sleep-related data and bring you back to the Home page.

The SleepMate app features a clear and consistent design layout intended for user-friendliness. To navigate between functions, use the five bottom tabs: Roomies, Stats,

Sleep (Home), Notifs, Profile. These tabs will always be visible as long as the “Sleep” mode is not engaged. The function of the tabs are as follows:

- **Roomies:** Add, delete, and view roommate profiles.
- **Stats:** View your sleep-related data, such as sleep cycles, ambient noise levels, and sleep quality.
- **Sleep (Home):** Begin tracking your sleep.
- **Notifs:** View messages from your roommates and system notifications.
- **Profile:** Customize your sleep preferences, such as heaviness of sleep and when to send notifications to roommates.

On most pages, the page title is indicated at the top of the screen. The circled left chevron (<) at the top left corner, whenever present, brings you back to the previous page. The circled plus sign (+) at the top right corner, whenever present, allows you to add new entries.

At any given page except for pages with pop-ups, the user can click on the “Sleep” button at the bottom to reset and restart the Figma.

Limitations

Our prototype lacks any actual sleep phase or ambient noise tracking capabilities, as we were unable to implement these features. The app also lacks actual messaging capabilities, so notifications cannot be sent or received. To see what a sample text would look like, click on the text field to generate, and then click the send arrow to send.

Our prototype also lacks search-by-query capabilities. Thus, whenever a search bar is featured, we provide a corresponding sample search results page for demonstration purposes.

Functions under the “Roomies” and “Profile” tabs are also largely unimplemented. As there were way too many possible permutations, we did not make scenes explicitly for every possible case, but only created screens for certain example options. Thus, for now, users are limited to selecting particular options, such as which roommates to add and delete (can only delete Aaron H. and can only add Emily Y.), and the sleep quality (can only be “light sleeper”) and notification time (can only be 30 minutes) they set on their profile.

Furthermore, there were way too many permutations regarding the menu bar, since the menu bar presents five different options. Thus, for any given page a user is on with the exception of the “Sleep” page, the user must first navigate back to the “Sleep” page before choosing a new page to go to. For example, if the user wanted to go from “Roomies” to “Profile”, they would have to navigate from “Roomies” > “Sleep” > “Profile”.

Wizard of Oz

On the “Sleep” (Home) page, as soon as you click the “Sleep” button, you are fast-forwarded to 8:00 AM on Friday, February 11, when your alarm goes off. We expedite this process to show all relevant screens, elements, and functions speedily within our demo.

For the same reason, when you click on the messaging text field on the Notifications page, the simulation automatically generates a fake user message as if you have typed it. If you hit the Notifications page search bar, the simulation fills in “Derek” and returns the filtered results. Clicking Derek’s filtered message or clicking the messaging text field triggers a simulated user reply.

If you hit the Roommates search bar, the simulation fills in “Aaron” and returns Aaron H.’s profile. Clicking the Add Roommates page search bar fills in “Emily” and returns some potential “Emily” profiles.

Clicking the “Stats” Page will show a simulated graph of breathing patterns and ambient noise for all nights within a certain time frame, representing a simulated analysis of sound based on microphone inputs of you and roommates, as well as additional sleep data.

Hard-Coded Items

On the “Sleep” (Home) page, we hard-coded the time and date of the wake-up page.

On the “Roomies” page, we hard-coded the various roommate profiles (Aaron H., Derek C., Tristan W., Emily Y.) as well as the selections the user can make (searching up, viewing, and deleting Aaron H.’s contact, searching and adding Emily Y.’s contact, and deleting all existing contacts).

On the “Profile” page, we hard-coded Michelle X. as the user profile (including the name, profile picture, and date joined), as well as the preferences the user chooses (light sleeper, notify after 30 minutes).

On the “Notifs” page, we hard-coded the various system and user messages (from Tristan W., Derek C., and SleepMate) and the user’s responses (responding to Derek C., and welcoming Emily Y.) and search queries (searching Derek C.).

On the “Stats” page, we hard-coded the statistics for Wednesday, Feb 9-10 and Thursday, Feb 10-11.