



Collide README

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Prototype

<https://tinyurl.com/y5fejk5j>

Users can access the interactive prototype through the link above.

Target Audience

Collide is designed for gen-Z and millennials, from college students to new college graduates, who want to make new connections nearby.

Design Tools



Our team used **Figma** to create the med-fi prototype, since it allows users to both explore our graphical user interface, and navigate through our intended task flows.

Operating Instructions





Users are allowed to interact with a predetermined set of buttons to navigate the application. Users can explore **each task** by clicking on the respective task in the navigation bar in the upper-left hand corner of the Figma.

In this section, we detail the hallmark features associated with each task, and describe how a user can interact with them. Additionally, for each task, we add a bulleted summary of all screens that a user can encounter during their exploration.

Task 1: Finding your best match and adding them to your network

- Potential Matches Screen (Graph Interface) 
 - Shows potential matches nearby, along with match scores
 - Users can *click on the bubbles* to view other people's profiles
 - If the profile they click is the highest match (based on the task), they can add them to their network
 - NOTE: Users will not be able to add every profile to their network. They will only be able to add the best match because this is the task.
- Messaging Screen 
 - Allows messaging with a potential match that the user has selected by clicking on the message icon on their profile
 - Allows the two parties to message one another before adding one another to the network

Task 2: Adding a match to your network

- Notifications Screen 
 - Simulates when user has a match nearby
 - User can **click on the notification** to enter into the app
- New Collision Screen 
 - Screen where users see *shared interests and the match score* with their collision (person who is nearby, and who matched with them)
 - User can click on **exchange location** button to continue with the task flow
- Locate Collision Screen 
 - Screen that directs users on how to find their match with a **map** interface
 - Users can **navigate / interact with the map**
 - NOTE: In the real application, the location of both parties will only be shown if both people consent to sharing their location.
- Meet Screen 
 - Screen displayed when the user "finds" the other person (is close enough to them).
 - This screen is the end of the task flow.

Task 3: Finding a past friend and adding them to your network

- Your Network Screen 

- Users can **visualize the history of their connections** by scrolling through the timeline on the bottom of the screen
- Users can **add past friends (suggested by the app or searched by the user)** by clicking on the *floating action button* in the bottom right hand corner.
- Friend Suggestion Screen 🐱🐱
 - Screen suggests past friends (from contacts, mutual connections, etc.) for the user to add
 - In the prototype, users can only click on *one of the people (Ekin)* in the suggestions list
- Ekin's Profile Screen 🌐
 - Contains a list of shared interests between user and Ekin
 - User can **add Ekin to their network** by clicking the `Add To Network` button at the bottom of the screen.
 - Once pressed, the button will change to `Request Sent`
 - At this point, the user can click the `Back Button` to return to their network screen
- Your Network Screen (After Notification) 🌐
 - After a few seconds, the user should see a notification pop up on their screen saying that *Ekin has accepted their friend request.*
 - The user can either *click on the notification request* and return to Ekin's profile, or remain on the network screen.
 - At this point, the task is completed.

Wizard of Oz

Matching Score Algorithm

Since the med-fi does not have real users, the people on the platform are fake profiles. Thus, we can not actually deploy an algorithm that makes these matches. To address this, we act as the "matching algorithm" by fabricating fake profiles and fake match scores between the user and other profiles on the *Potential Matches Screen*.

Suggestions to Add to Network

For the same reason as above, we can not build an algorithm that provides suggestions to users about people (past friends) to add. To address this, we make fake suggestions for past friends to add on the platform.

Hard Coded Items

Profile Information

All profiles, shared interests, and match scores are hard-coded elements in all screens.

- **Why?** No users are on the platform, and even if there were other users, there would be no way to extract this information from Figma easily.

Map to Match

In order to find the person that you are matched with, the app guides you **via a map interface**. In the med-fi prototype, we use a screenshot from Google Maps, and do not use any real location information.

- **Why?** The collision is fabricated, so there is no real person to meet up with. No way to extract location information from Figma.

Network

On the graph based network screen, our app highlights some of the users' "connections" at a given time stamp. All connections to other users on the platform at each time stamp are manually created.

- **Why?** No users on the platform, no way to extract this information, not necessary to test user experience.

Limitations

We summarize the main limitations of our med-fi prototype in the bulleted list below.

- Users can't add their own interests to the prototype
- All other profiles and locations (map) are *hard coded*
- User can't interact with his/her own profile screen, since this is not related to any of our primary tasks
- Can only add certain people to his/her network (not all profile buttons are clickable)

The features noted above were excluded from the app for similar reasons:

- Not necessary for users to fully execute our three primary task flows

- Impractical (or even impossible) to implement in Figma, our design tool of choice
- Are not particularly helpful for testing *user experience* and navigation through task flows