

Ping

README

Med-Fi Prototype:

<https://www.figma.com/proto/rQy3oNk2LARTPyho1ApoM6/Ping!---Med-Fi?node-id=92%3A2048&scaling=scale-down&page-id=0%3A1&starting-point-node-id=92%3A2048>

Workspace:

<https://www.figma.com/file/rQy3oNk2LARTPyho1ApoM6/Ping!---Med-Fi?node-id=0%3A1>

HOW TO USE

Our prototype was created using Figma so we can simulate interactivity to complete our task flows. We used an iPhone 11 Pro Max to mimic a real device as best as possible. Upon loading the first link, you will be directed to the home screen, where you can access and create your Moments and Tokens. Clicking on the workspace will allow you to have four starting points:

1. Opening App to an Active Moment
2. Opening App to no active moments
3. Getting a notification about a friend starting a moment with you
4. Getting a notification about a friend sending you a token.

You will also be able to navigate between different screens, such as your profile, garden of goals, and friend list, through the bottom tab navigator.

Clicking on an empty box on any screen will show you buttons that you can interact with. Most of the gestures in the med-fi prototype can be done using a tap. However, there are a couple of exceptions. For example, to share a moment with someone at the same time a user has to hover/hold the screen. You can also scroll horizontally through the garden of goals and your recent tokens in the home screen.

LIMITATIONS

One limitation of this prototype is that not every action can be taken. For example, only certain profiles or goals can be clicked and you can only open certain tokens or share a moment with certain users. We cannot account for every possible action in this prototype because there is no sort of memory or network where we can store user

actions and adjust based on that through Figma. Therefore, we will have to create every screen for every action.

Changes, like editing an existing goal or creating a new goal, might not persist as you navigate through the app because we cannot accommodate for an infinite amount of combinations through the screens.

Another limitation is missing cues from sharing a moment. In the hi-fi prototype, we plan to include other cues, such as haptic vibrations when two people share a moment. However, this is not possible to emulate through a Figma demo. We also cannot simulate every scenario possible in the Moments. For example, we could not show what happens if you start a moment with a friend and they miss it or when they hop on in time for sharing a moment.

Lastly, we left out some user-interactions that an actual app might have, such as creating an account, logging-in or out, adding friends, or changing your personal information. We did so because they did not directly pertain to the tasks we wanted to demonstrate.

WIZARD OF OZ

When users either share or send a moment, we will let users click away whenever they want, instead of having a time limit into how long before the other user can join the moment or how long two users can share a moment for. We did so because we cannot implement such features on Figma.

When the user tries to type a series of emojis to send to another user, the demo will automatically fill in the text box with emojis. When users try to set or edit the number of connection goals, clicking the box in the prototype immediately changes the number, instead of emulating a vertical number slider. This is because we have no way of saving distinct text input from users. Emoji keyboards and sliders also might vary by operating systems.

HARD CODED

We have no users, networks, or databases, therefore we hard coded the profile, the friends (and their profiles), and existing goals. We also hard coded any social interactions the user can have, such as who they can share a moment with, whose profile or goal they can visit, with whom they can create a goal with, etc. We hard-coded most of the user input, such as setting the number of goals that one can create or change to or the emojis that they can send for simplicity.