

Link'd README

File Details:

Filename: linkd-hifi-proto-final.apk

Minimum API Level: Android 4.4 (KitKat)

Prototype Resolution: 1080x2400 (Galaxy S20)

Unfortunately, we did not have time for dynamic resizing so 1080x2400 is the only resolution that will look and function properly.

Tools used:

- Unity3D - development
- Visual Studio 2022 - development
- Photoshop - logo/content creation

Operating Instructions:

1. Download the .apk file
2. Transfer the .apk to a phone
3. Install the .apk on the phone as an app - must have Developer Mode enabled.
4. Open the Link'dHIFI app.

Hard Coded Elements:

We hardcoded the following information in order to create a realistic experience for our users:

- Contacts
- Conversations between users

In addition, we hardcoded the following features in order to eliminate potential API issues given the limited time.

- Integration of instant messaging apps

Limitations:

1. Due to time constraints, only two conversations in the Feed Page lead to actual conversations.
2. Additionally, the user only has two contacts to interact with.
3. There are a number of buttons/features that are visible for proof-of-concept and not implemented in the app.

4. There are a number of places where error messages could be helpful in the spirit of our Heuristic Evaluations, but there was not time to develop these messages.
5. While there are username/password entry fields, the values entered in these fields do not mean anything. In fact, wherever they exist, the user can type nothing at all and still progress. With more time, some kind of user authentication would be added.

Extra:

- For convenience (and the dynamic resolution issue), the submission folder includes a .zip file of a Windows build of the Link'd HIFI prototype. To run this app, simply download the .zip file, unzip it, and run the LinkdHIFI executable (.exe) file.