

Snippets

Medium-Fidelity Prototype



README

<https://www.figma.com/proto/uy25XB2nqnPsw722ax3poo/CS147-Snippets?node-id=0%3A1&scaling=scale-down&starting-point-node-id=69%3A1204&show-proto-sidebar=1>

How to use

The prototype is made and presented on Figma. Figma is a great design and prototyping software. Despite having a steep learning curve, it does allow us to create high resolution screens and connect them to emulate the real behavior of an app decently. To start using it click “Get Started” and you will be presented with onboarding screens.

Limitations

We had several limitations to our prototype. Most of them are related to the prototype not having actual working components such as an algorithm or a working database with user and NGo data. Our main limitations were:

- Only being able to prototype (and connect) a few of the Snippets. The rest of the Snippets were not clickable and were mainly drawn in to get a sense for the look and feel of the app (as well as to demonstrate scrolling)
- Not being able to showcase an actual Snippet completion. This would entail having a functioning system that fetches Snippets from NGOs or that at least allows for real user input to be treated as “work.”
- Not having the promised functionality for many of the features, such as saving, filtering or completing Snippets. Once again, this would require a much heavier coding component. There are too many possible variables to make a static screen to cover all possible use cases, that is why we hardcoded some, as explained below.

Wizard of Oz

We had a similar problem as described in our limitations, many of the changes in our application will have to be run with code, which we don't have yet. This means we had to "fake" a lot of our interactions. Some of the main ones are:

- When user applies filter, we manually change the Snippets on the Feed (no actual algorithm)
- When a user likes a Snippet, we manually move it to the liked folder
- When user completes Snippets, we manually level them up
- We skip the Snippet completion process altogether

Hard-coded items

Most aspects of the app are hard-coded:

User information and data - The prototype does not give the user the opportunity to input data, therefore we cannot create a user profile for those using the prototype. Aside from that, we do not have a backend component to the mobile app yet and therefore cannot dynamically load screens based on data from a database.

NGO information - We have not onboarded NGOs and do not have a database to store onboarded NGOs data, therefore have hard-coded examples in order to test the user's experience of the app.

Snippet content - Since we do not have NGOs on board yet, we do not have snippets assigned by NGOs for users to complete. We have hard-coded example snippets.