

Griffin Dietz, Lachlan Green and Zara Saraon
CS147
October 30, 2015

Assignment 6 ReadMe

Link to prototype: <https://marvelapp.com/1d92559>

The prototype we created for NightOwl was built with Sketch and runs on Marvel.

Sketch:

Sketch is any easy-to-learn design application. We elected to use it because one of our group members had prior experience creating storyboards in Sketch and recommended it. We used it to create individual screens as well as our own icons.

Marvel:

Marvel is a prototyping tool that allows people to get a feel for a UX flow without writing any code. Instead, you just upload images and then make certain parts of each screen live such that when they are clicked, the user is brought to a different or updated screen in the flow. We first heard about it at the prototyping workshop. Marvel was useful in that it allowed us to directly import from Sketch (rather than export or take screenshots, as we would have had to do for other prototyping apps). We did have some trouble with Marvel because it maintains no memory of how the user got to the current page, which means we had to duplicate several screens to cover different flows. We also had trouble importing from Sketch (and incidentally received an email from Marvel early Friday morning—after completing the prototype—explaining their software had a bug in the most recent update which explained the source of this trouble). In sum, Marvel provided a great, albeit limited way to simulate the UX for a few key actions in our app.

Operating Instructions:

The following instructions will guide a user through our 3 tasks and scenarios:

Context:

You are Indigo V., a student currently taking CS103 and MATH 51. CS103 is due tomorrow. MATH 51 is due in 4 days. You live in FloMo and your bike is broken, so ideally you would work with someone nearby.

Task 1: Become available/write a status (Medium)

- 1) Select a class by tapping on the class name.
- 2) When taken to a screen prompting you to enter your location and a status, note that you would be able to enter a location and a status (but the prototype does not have that functionality).
- 3) Tap post to set your location and status. The class should appear purple in the home list.

- 4) You can deselect selected classes (make yourself unavailable in them) by simply tapping them.
- 5) Note that you would be able to select multiple classes (but the prototype does not have that functionality).

Task 2: Reach out to classmates (Complex)

- 1) When you are satisfied with the classes you have selected, you can tap “Find NightOwls”
- 2) On the next screen, you see a list of people working on the same classes nearby. This list is sorted by location, and shows the other user’s location and status. Note that if you had more than one class selected, you would be able to toggle between the classes.
- 3) Selecting any user allows you to send them a message. Note that you would be able to enter a message (but the prototype does not allow the user to enter text).
- 4) Hit send to send the message. Cancel will take you back to the previous screen.
- 5) Tap the messages tab to view your conversations.

Task 3: Update list of current classes (Simple)

- 1) Select the Me tab to view your profile and the list of classes you are enrolled in.
- 2) Tap the + button to add more classes to this list.
- 3) You are taken to a list of classes. For simplicity’s sake we only inputted a small list. In theory, though, every ExploreCourses class would be available, and you could use the search bar to narrow down the search. Tapping a class would add it to the list of enrolled classes and return you to the previous page (but with static content, this does not occur, as we would have to account for every class/combination of classes separately).

Other Non-Task Related Functionality:

- 1) You can message your classmates that you have already connected with from the message tab. Note: the prototype does not allow for the sending/receiving of actual messages, but you can view an example conversation. On this conversation, there is a “Details” button on the navigation bar. This button would take you to a screen with the other user’s location and status.
- 2) The top right of the Me tab has a settings icon. We created this icon to show where settings could be accessed from, although it is not live in this demonstration.

Our Medium-Fi prototype has the following limitations:

- We chose not to prototype less commonly used screens that weren’t necessary for any of our 3 tasks (e.g. deleting classes in the “Me” tab, changing your name, changing your image, a settings tab)
- We chose to have the user enrolled in only 2 classes (rather than the usual 3-4) to be able to support more functionality for both those classes. We did not support the functionality for being available for both those classes at the same time for two reasons: 1) we did not think this was a huge concern because we believe standard use case will be for a student working on a single class at a time and 2) implementing that last case

would have doubled the number of screens we needed to create and, given reason 1, we did not think the cost was worth the benefit.

- We do not have the onboarding process (e.g. the process a new user goes through to set up their profile and their current classes) as part of the prototype as it is not part of any of our tasks
- Content in this prototype is static; thus, the user is unable to actually type in a location or a status
- The prototype does not support scrolling, although we envision scrolling in our real application, specifically in messages.
- Messaging is not supported in the prototype, we merely show static messages screens to give the user a sense of the look and feel of the messaging tab

Hand-Coded Features/Wizard of Oz Techniques and Why They're Required:

A few features on the app were hard coded, namely textual content.

- 1) Because there are no other actual users, we have hand coded in the users on the "Find NightOwls" page and on the messages page. Likewise, we hand coded in the actual messages that the user has sent.
- 2) The user's classes have been preselected. You can go through the flow for task 3 to see how to change them, but cannot actually do so.