

SkillSwap Readme (CS147):

How to Use:

Our medium-fi prototype was built using Marvel. It is meant to be an Android app where users would tap on icons and links (using a computer mouse to replace the finger) to navigate it.

Clicking anywhere that isn't clickable will show blue areas that are clickable.

Like an Android device, the back button is integrated into the interface. Tapping it will lead to the previous screen. Otherwise there are usually other clickable buttons on the screen which will lead to other screens. Sometimes the user will need to scroll down slightly to reach the back button

There are no special swipe features in the app, so just tapping is enough to explore the entire interface. Our finished product does not currently have plans for including swiping features.

Limitations:

This prototype of SkillSwap does not use any Wizard-of-Oz techniques. However we do have some limitations:

Our final product will let the user type whatever they want into search fields. Currently it lets the user do that only by sending hard-coded messages created by us. This is because we cannot create a new page for every possible typed input.

Our app's profiles are going to update every time a change is made to the profile (skills added, skills moved, etc.) but currently this prototype does not update profiles despite the changes made due to no ability to track the changes made.

In the calendar screen, users should be able to customize their availability by the day, but currently can only select the 18th of the current month as the availability. Users will also be able to choose other months, but for this prototype we have hard-coded it to one month and setting the 18th as their free day. This is because we cannot create a new screen for every possible permutation of days.

Our user base in this prototype is completely fabricated with dummy users. This is because we cannot implement a system through Marvel that lets multiple users interact with each other. Therefore these users are hard-coded with pre-determined skills.

The checklist our users fill out in order to search for potential partners is currently hard-coded to only register “biking” and “dancing”. In the final product this checklist will be actually interactive.

The slider which decide how many points a user gives to their partner currently cannot be adjusted. In the final product, the user will be able to drag the slider to choose a number of points between 100 and 500.

Many of our buttons are currently not clickable; this is due to limitations in creating screens. The final product allow the user to click on any button.