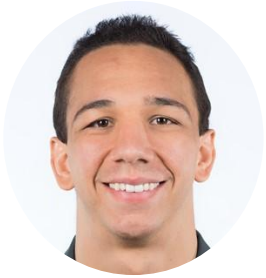
Quest

Making digital communication meaningful and fun

Team



Cole DePasquale
coledepo@stanford.edu

Alejandrina Gonzalez Reyes
alegre@stanford.edu

Hao Wu
wuhao20@stanford.edu

Ian Jones
ianjones@stanford.edu

Katie Cheng
katiemc@stanford.edu

Road Map

Problem Overview

Our Solution

Prototype Video

Design Evolution

Current UI

Looking forward

Problem

Long distance relationships and friendships are

difficult to maintain.

Ineffective Solutions

Too much effort

Boring

Impersonal

Our Solution: Quest

Value proposition

Making digital communication meaningful and fun

High level description

- **Sender:** Hides a message at physical location
- **Receiver:** Follows AR path of coins to the location and opens the message

Our Solution: Quest

Delayed gratification of receiving a letter

Convenience of receiving a text instantly on a smartphone

Shared experience for sender and receiver to connect through

Hi-fi Video Prototype

Design Evolution

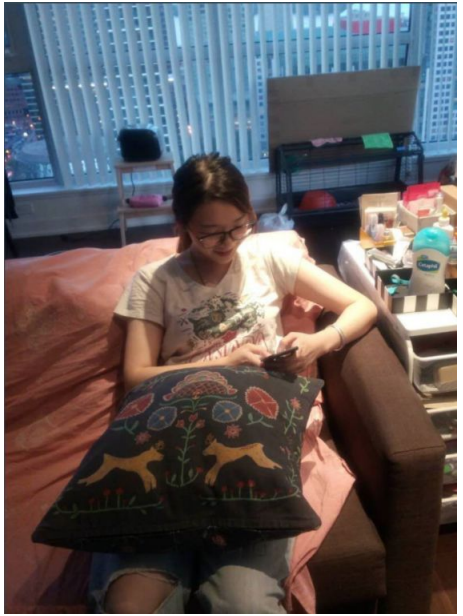
Needfinding

Amber: student in Toronto

"There is just something about ***receiving a letter*** *from a traveling friend, you just know that she/he cares about you, and that gives you a* ***warm, great feeling****."*

Insight:

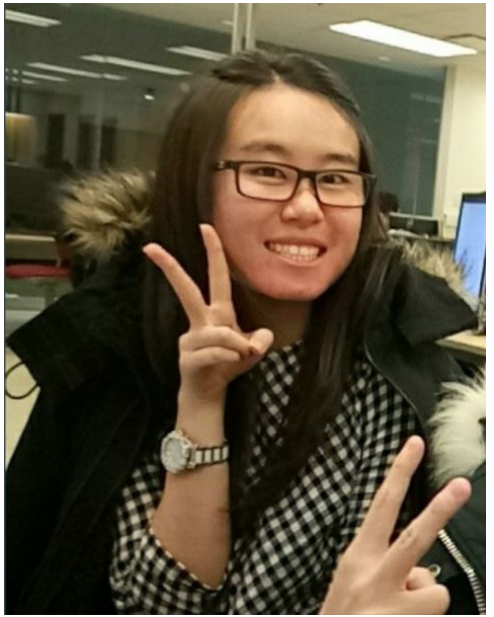
Amber **prefers handwriting letters** to remain in contact.



Needfinding

Susan: in a long-distance relationship

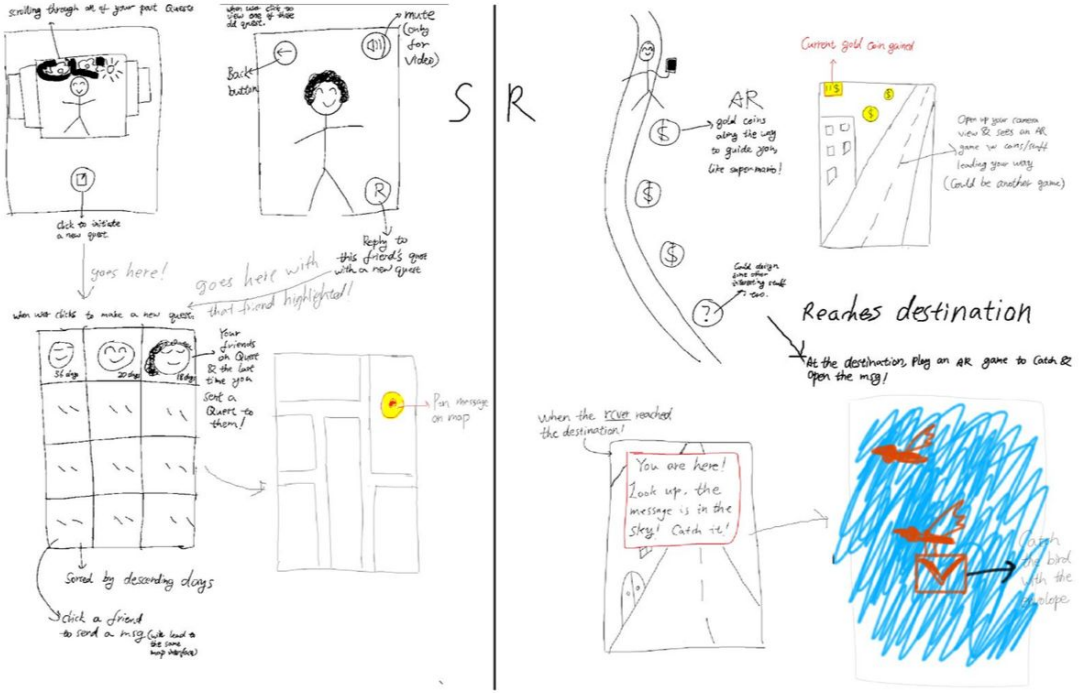
*"**I really wanted my boyfriend there with me** when I have to eat alone, sometimes I want to go to movies but I can't find anyone to come with."*



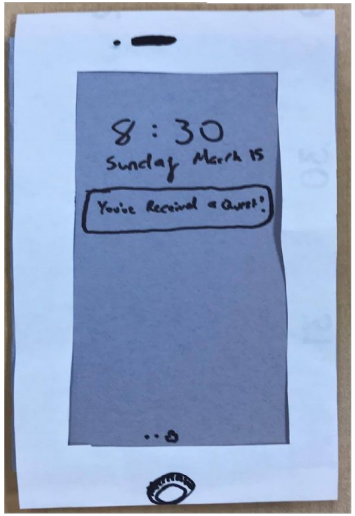
Insight:

They struggle to maintain a long-distance relationship because of their **inability to do activities together.**

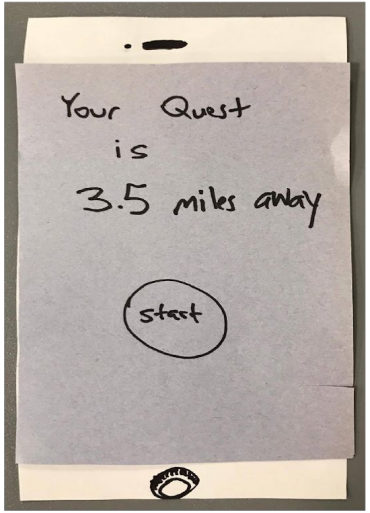
Initial Sketches



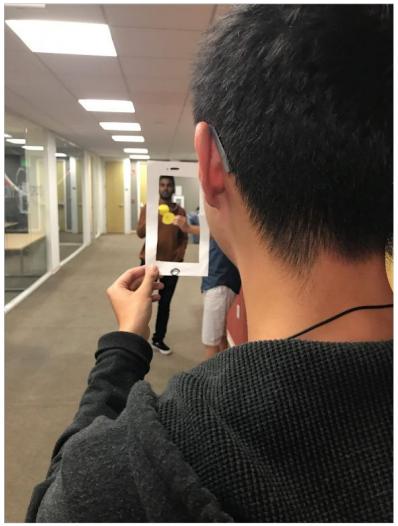
Lo-fi Prototype



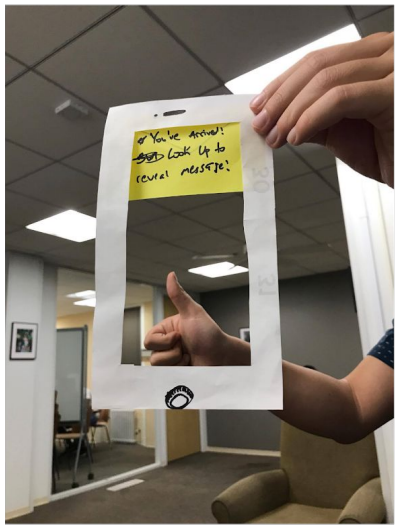
Notification of Quest received



Status

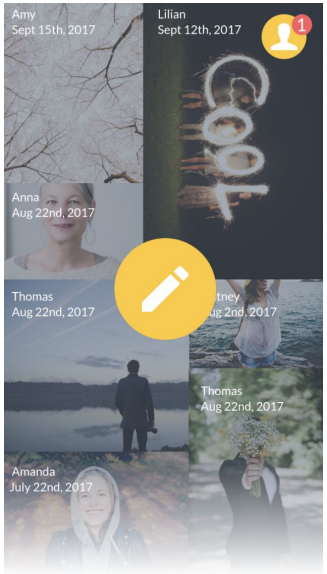


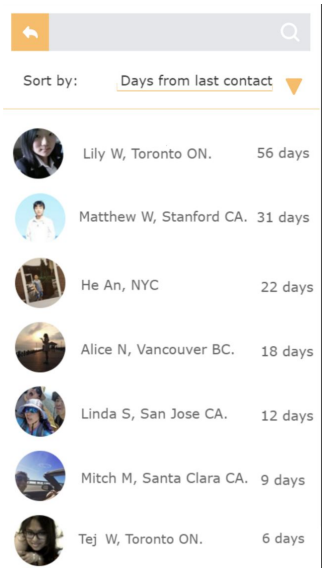
AR view

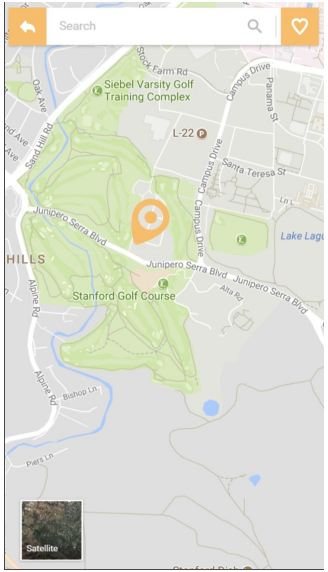


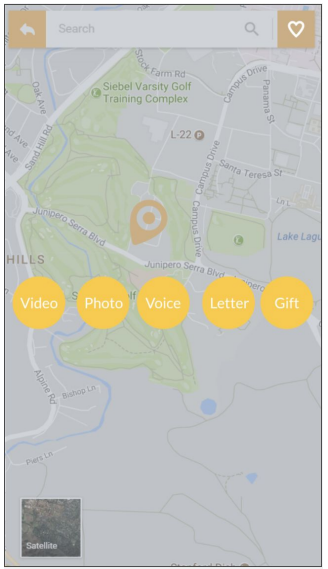
Notification upon arrival at destination

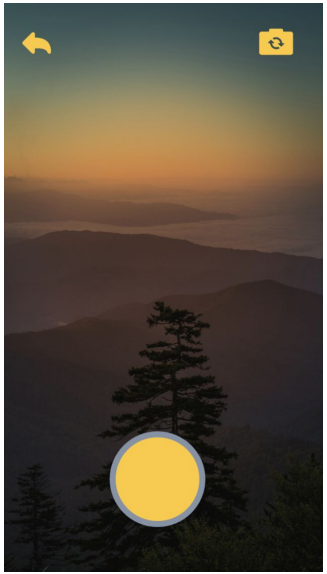
Medium-fi Prototype





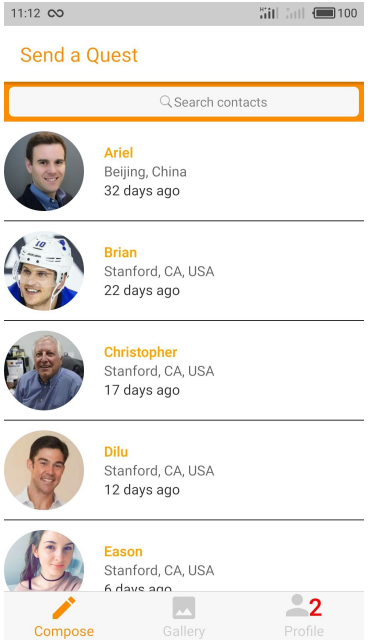




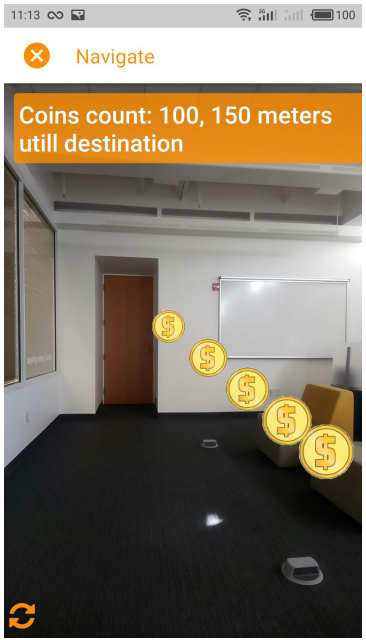


Send Quest task flow

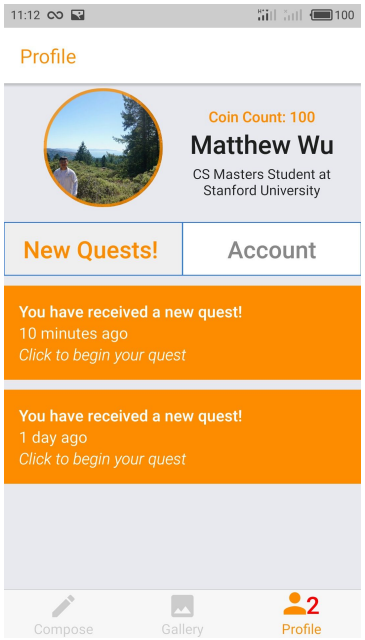
Hi-fi Prototype #1



Landing page



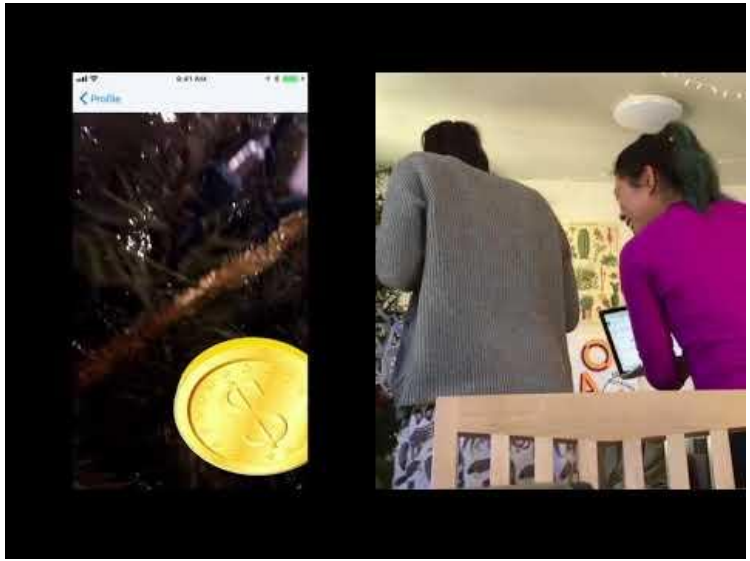
Navigating to Location



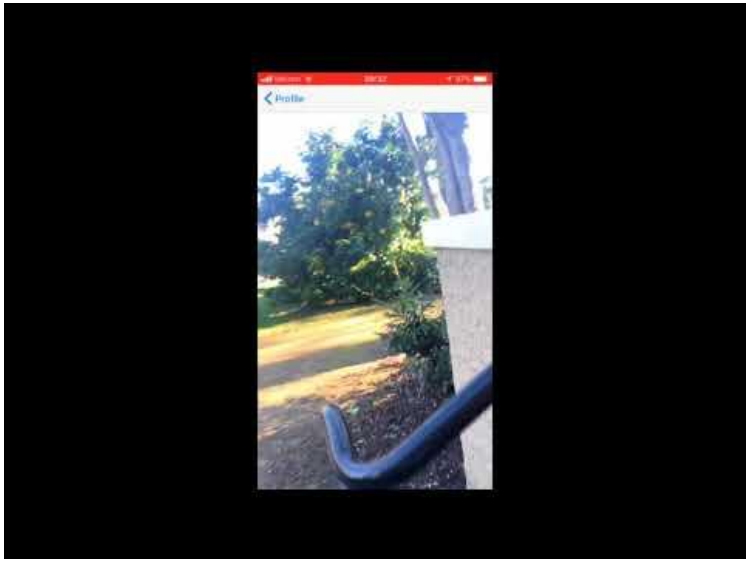
Profile/Notifications

Major Changes This Quarter

AR Problems Indoors



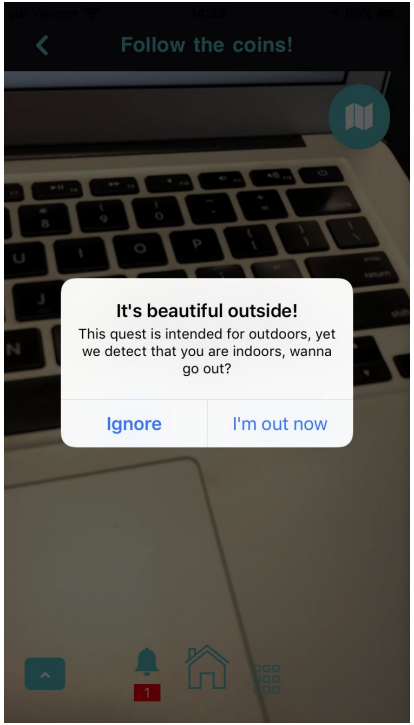
Coins rendered inside of physical objects



Coin path difficult to follow

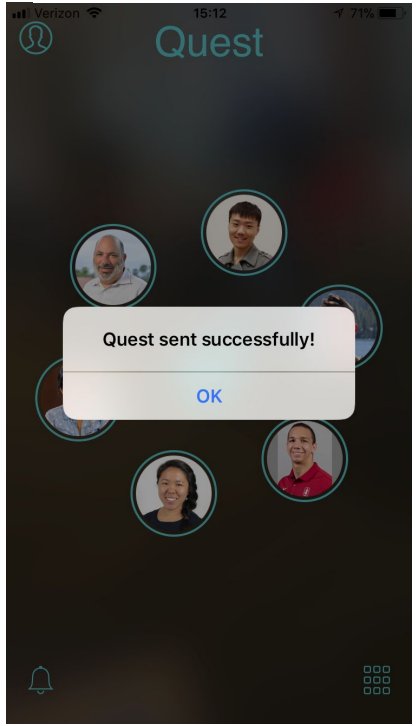
AR Problems Indoors - Solution

“Shoot” coins to collect

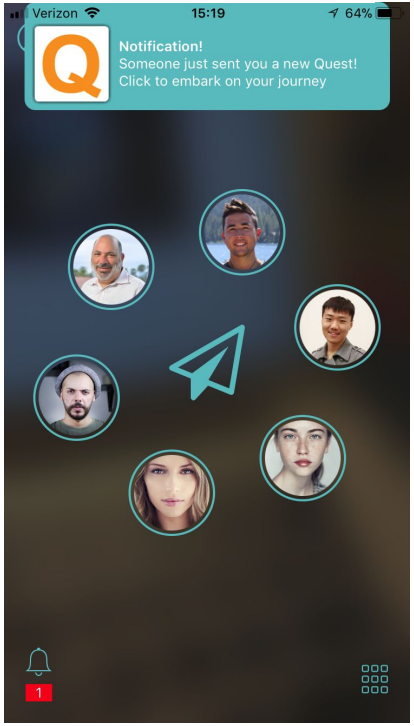


Detect when indoors

Push Notifications



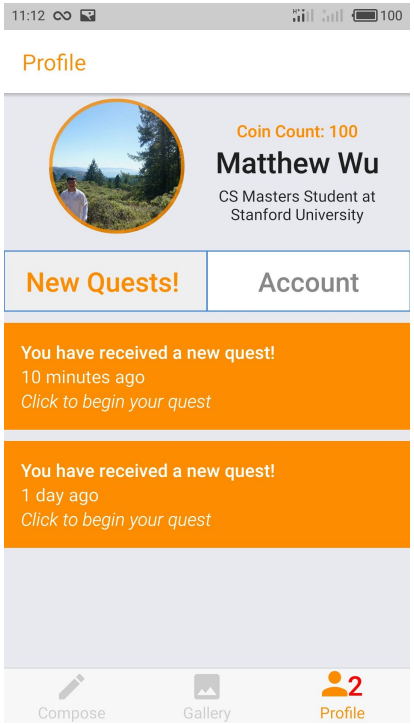
Sender confirmation



Receiver push notification

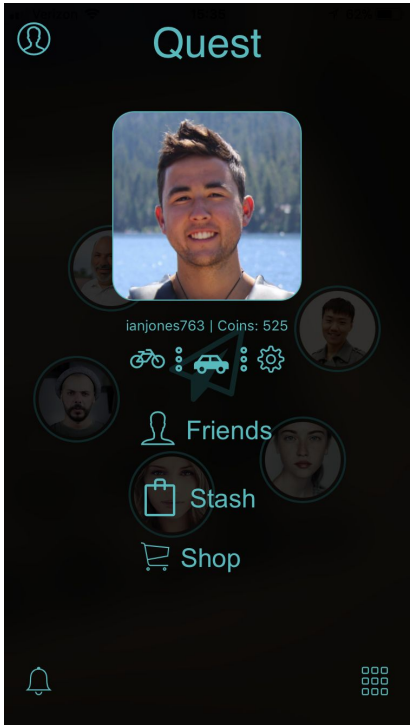
User Profile

Hifi Prototype #1



Profile with Notifications

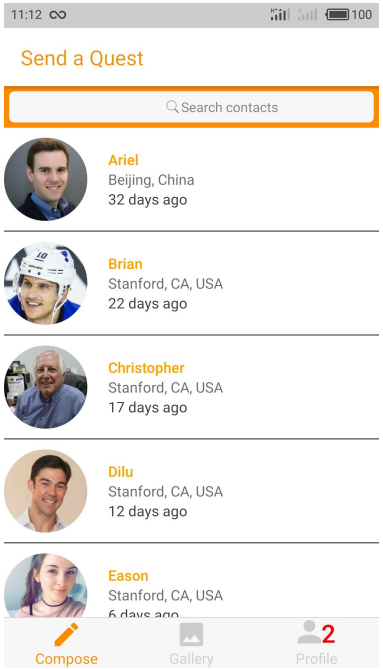
Current UI



Generic profile page

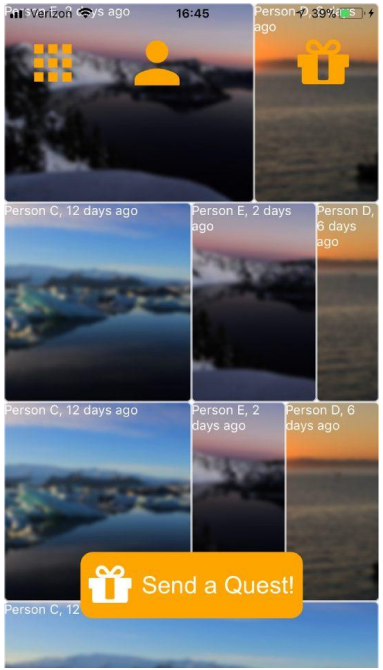
Home Screen Evolution

Hifi Prototype #1



Contact List

Iteration #2

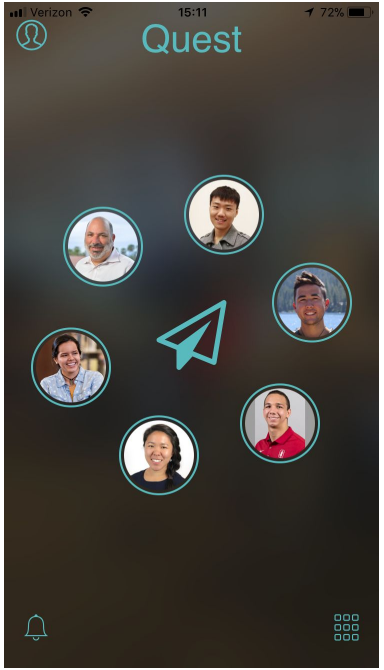


Past Quests background

Iteration #3

"Treasure hunt" theme

Current UI

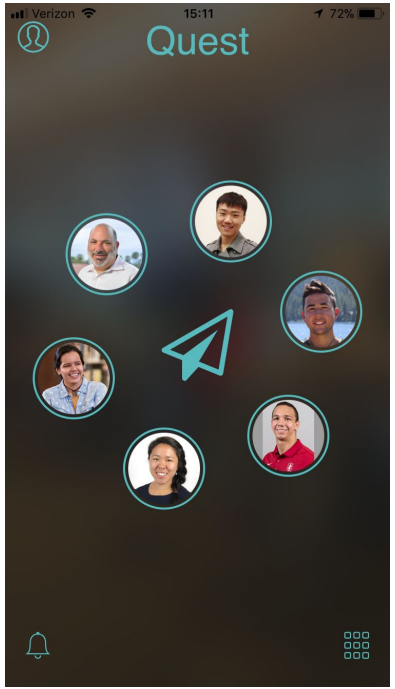


Current UI - Favorites

Tasks with Current UI

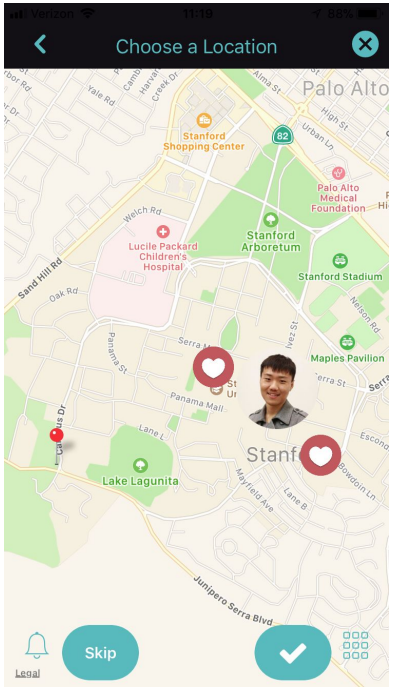
1. Design and send a Quest
2. Receive Quest and navigate to destination
3. Browse completed Quests

Task #1 - Send a Quest

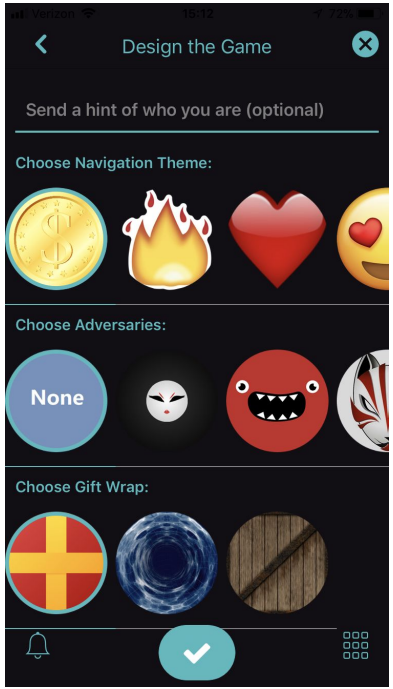


Choose friend

Take picture



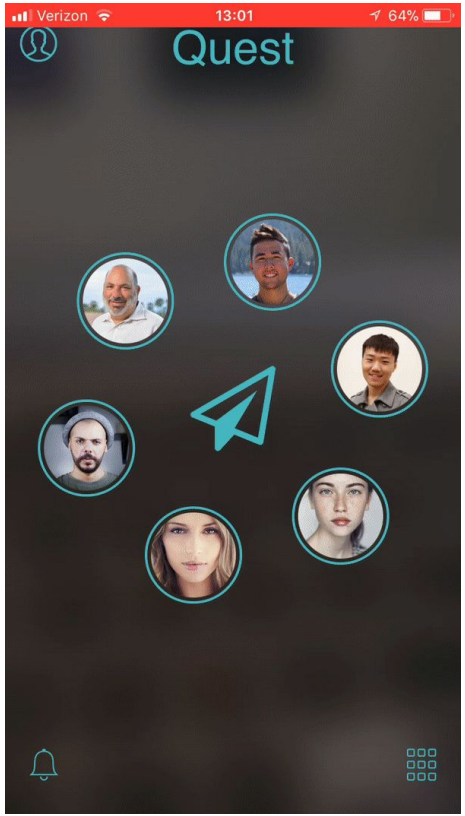
Place in location



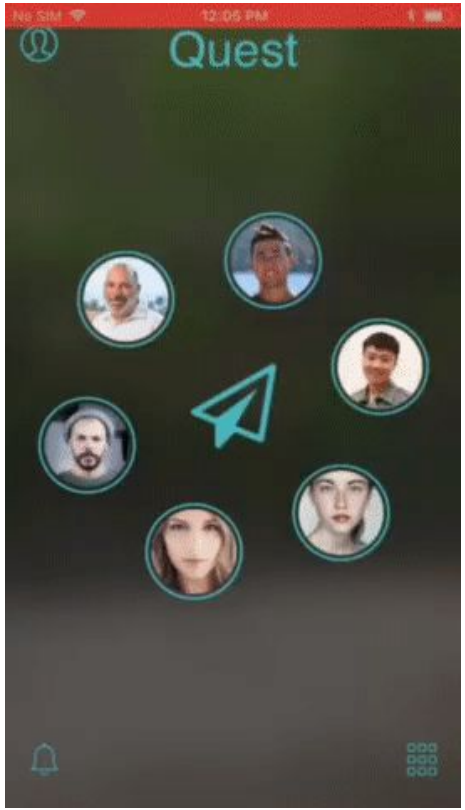
Choose theme and send

Task #2 - Receive a Quest

Task #3 - Browse Completed Quests

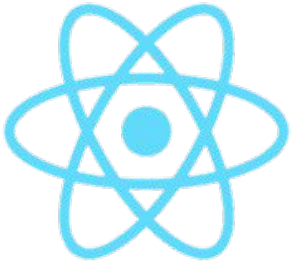


Three Tab Navigation



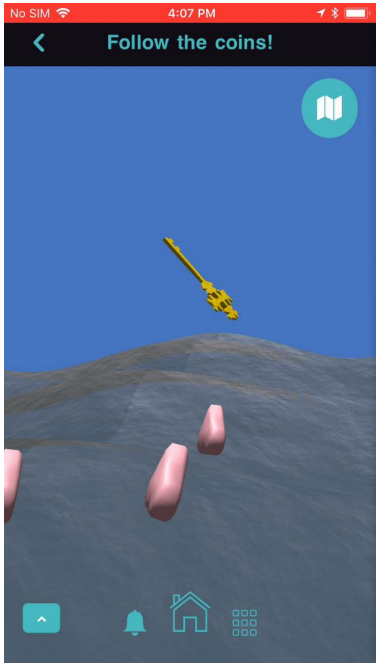
Implementation

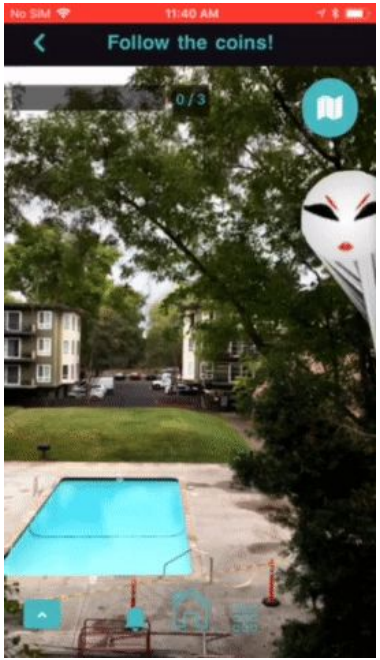
- Implemented using React Native, including AR
- Run on Expo Client
- Server runs on Node.js, hosted on Heroku



Future Work

- Usability
  - Login page
  - Onboarding tutorials
  - Support for adding friends
- Features
  - Interactive AR games
  - Better indoor AR games
  - “Adversaries”





Making digital communication meaningful and fun

Quest

Download Quest

Business Model

Customer segments:

- People in long-distance relationships
- People with friends far away
- People who wants to have fun with AR games

Retaining users:

- AR sets us apart
- Reminders to use Quest
- Daily Quests

Revenue Stream:

- In-app purchases
- Corporate partners who would use Quests to sell and promote products

Thank You!