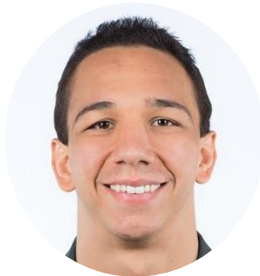




# Quest

## High-Fi Prototype 2

# Team



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# Introduction

- Problem
- Basic Solution
- Value Proposition



# Problem

Long distance relationships and friendships are **hard to maintain**.  
Texting and social media interactions just **aren't meaningful or  
engaging enough** to sustain and strengthen these relationships.



# Solution

With **Quest**, people can design scavenger hunts for secret messages & gifts, and let their friends embark on **exciting augmented reality adventures** to find the hidden “treasure”. It promotes a more **meaningful** and **engaging** way of digital communication.

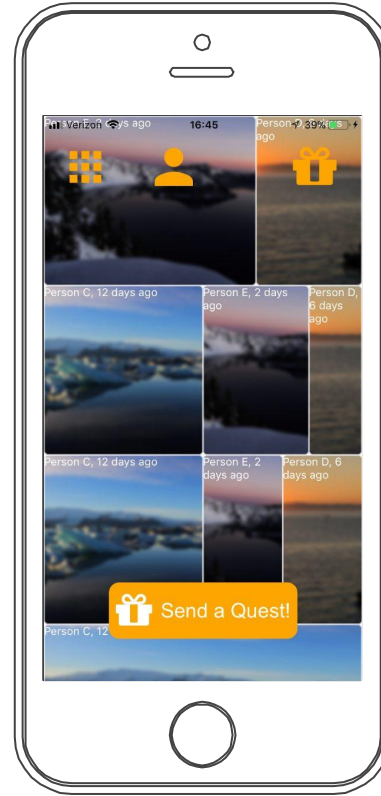


***Quest** is a mobile application that seeks to foster meaningful interactions between people. Through sending users on a journey to a location to discover messages from friends, family, or loved ones, **Quest** grants users the power to communicate meaningfully while having fun, even when far apart.*

# Interface Changes

- Major Changes
- Reasoning for Changes

# Change 1: Landing Screen



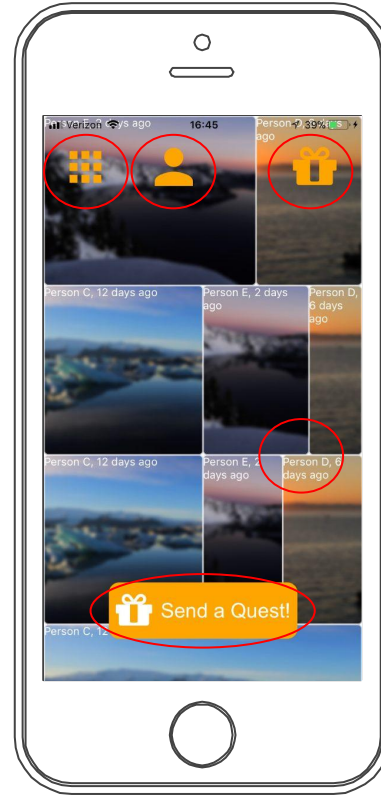




# Reason for new **landing screen**

- Wanted a page that user could access all main functionality from
  - Create quest
  - See notifications / complete received quest
  - Check gallery
  - Visit profile
- More intuitive
- More Aesthetic

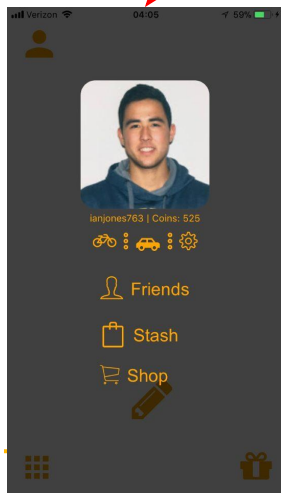
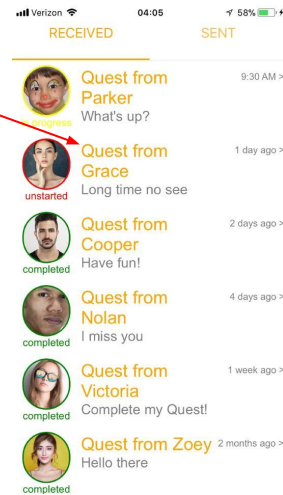
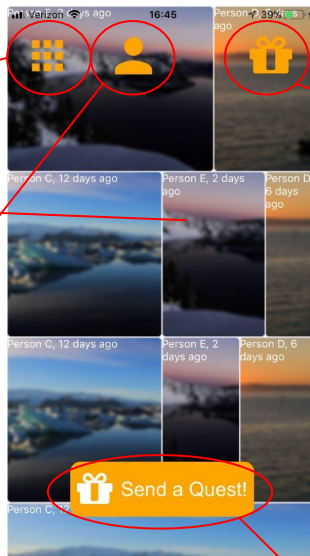
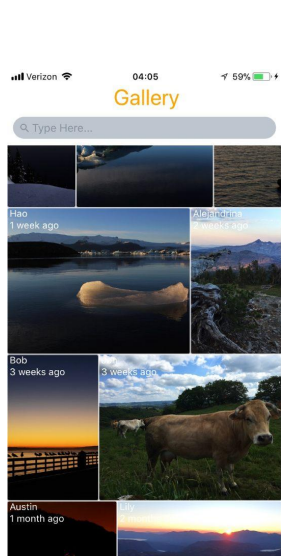
# Change 2: Navigation





# Reason for new navigation

- Old navigation was buggy
  - Hierarchy of interfaces wasn't established in an efficient way - sometimes the back button would take the user to undesired interface (lab usability)
- Easier to follow
  - From home screen, each task has its own "path" of interfaces to follow
  - Fairly linear navigation setup



(new interfaces coming soon!)

# Change 3: Functional AR

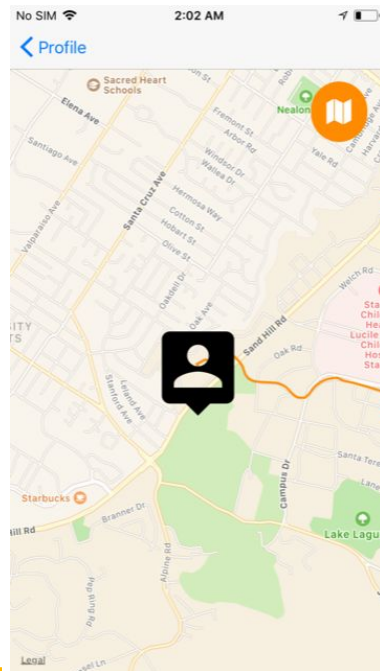
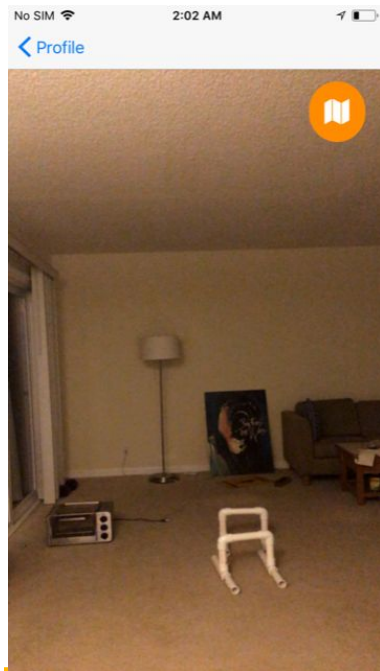




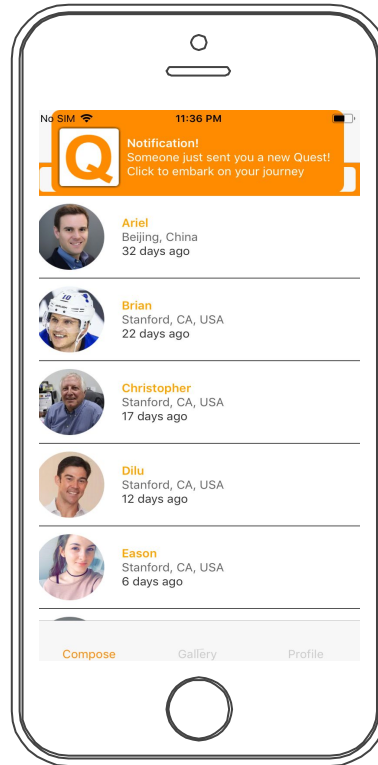
# Reason for Implementing **AR**

- Necessary for app to be functional and interact with the environment
- Tapping the screen will now trigger a “shooting light”, so users have 2 modes of interacting with the coins!
  - Walk into them to catch
  - Shooting a fire light

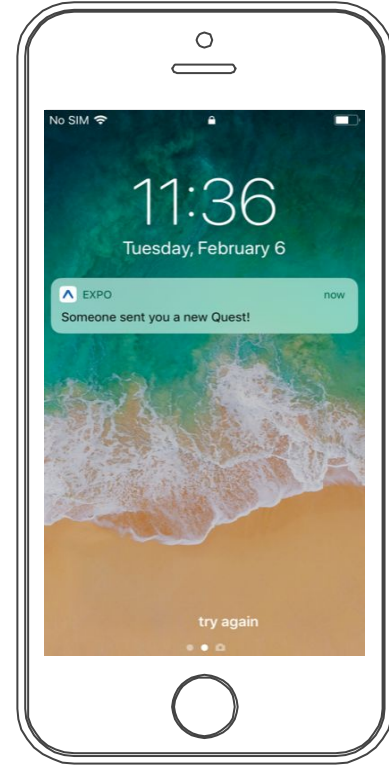
# AR view Map Support



# Change 4: Back-end Server



*Notification when  
App is open*



*Notification when  
App is closed*







# Reason for Implementing **Server**

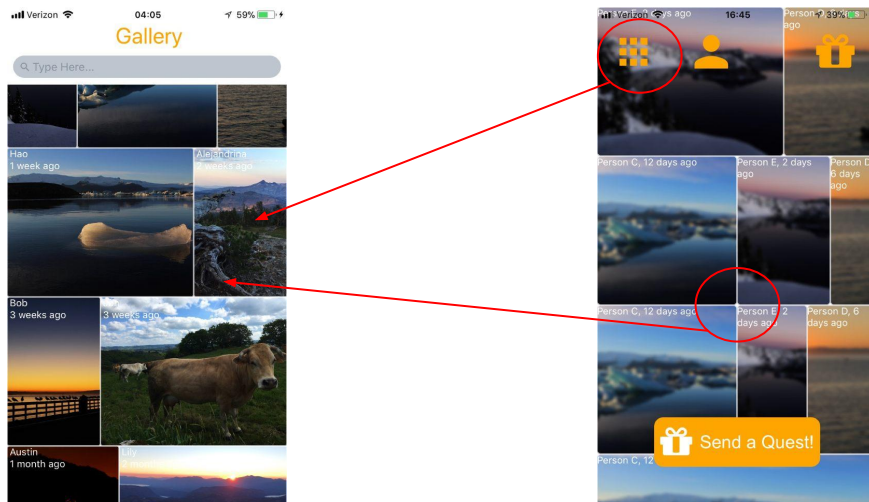
- Able to send/receive notifications from the Quest app now
  - This functionality is necessary for interaction between users
    - User will send Quest to server
    - Server will push/reroute Quests to receiver's device

# Task Flows

- Task 1: Easy
- Task 2: Medium
- Task 3: Hard



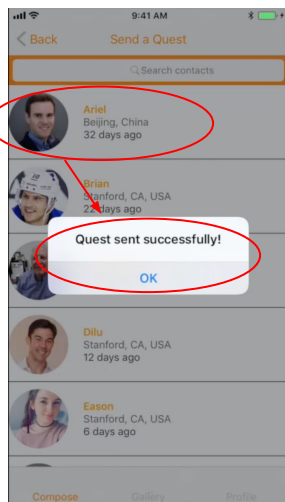
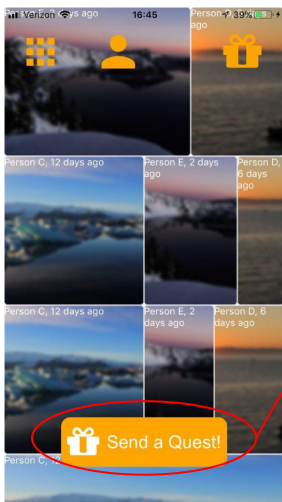
# Task 1: View Gallery



- By tapping associated button or background of landing screen, a user can navigate to their gallery and see their received (and previously completed) Quests.



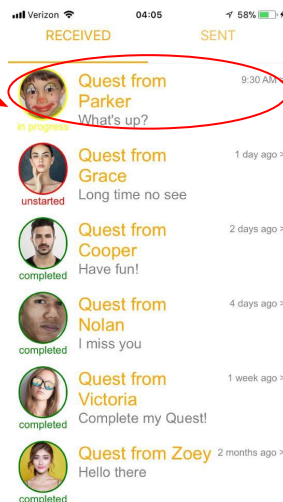
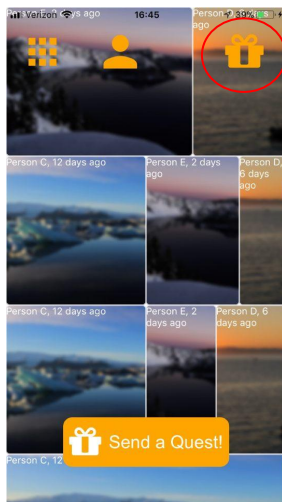
# Task 2: Send Quest



- A linear progression of interfaces follows when one decides to send a Quest to a friend.
- Order
  - Select Friend
    - Significance of sending Quest
  - Create message
  - Select destination on map near recipient
  - Select game for recipient to play upon arriving at Quest
  - Confirmation



# Task 3: Complete Quest



- Users can start and finish the Quests they have received by navigating into their notifications and entering AR mode
- Once they finish the quest, the app will return them to the notifications interface

## Future Work

- Unimplemented Features
- Plans Moving Forward



# Unimplemented Features

- Final “Send a Quest” UI
  - Could not decide on layout - want to be pretty similar to hi-fi 1, but aligned with new look and feel
- Ability to add friends
  - Probably will be through contacts/Facebook. Unfinished because we deemed that milestone minor in the beginning stages
  - Hardcoded list of friends
- Ability to send a quest in the real world
  - Seems like a task for closer to the end of the project, once design decisions have been agreed upon



# Plans Moving Forward

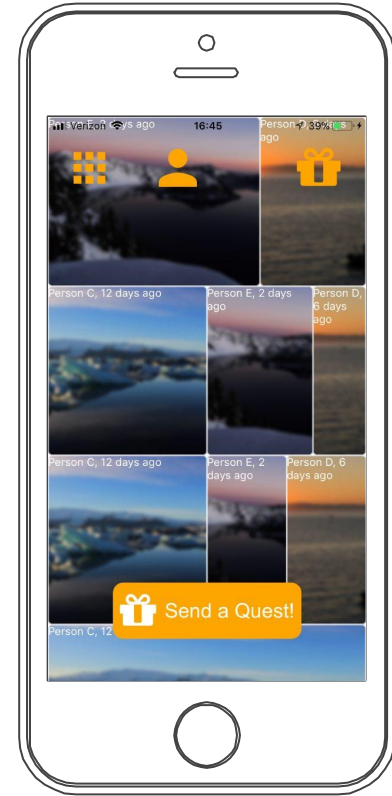
- Agree on definitive color scheme
  - Just been using orange for actionable color for now, but need to think about what we want the app to convey
- Decide on adding “milestones” into the quest
  - Like “checkpoints” on the journey in which users can play games. More work, but more interesting for user
- Flesh out rest of interfaces on the front end
  - Redesign front end and design of app according to the feel of the landing screen
- Fully fleshed out games for opening quests

\*\* orange text indicates field test may be necessary



# Thanks!

Any Questions\*?



*\*no pun intended*