# Midway Milestone: Quest

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### Value Proposition

"Make communication meaningful again"

### **App Introduction**

Problem: Many forms of digital communication don't give users sufficient tools to have meaningful interactions.

Solution: Provide a mobile interface in which users can take their family members, friends, or loved ones on an emotional journey to find a substantial message.

### Overview

- Talk on heuristic evaluation major issues
- Discuss revised design
- Talk about current prototype design process/status
- Demonstration of task 2 + 3

## Heuristic Evaluations + Redesign Overview

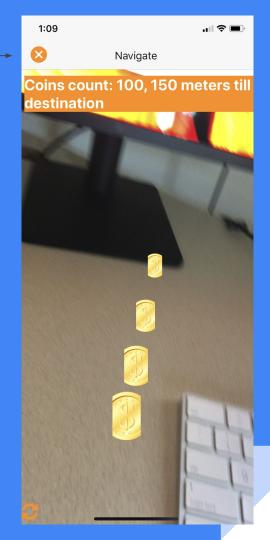
Problem: Upon opening app through a notification, user has no access to home screen

Solution: Add a bottom navigation bar!



Problem: Impossible to exit AR navigation mode once started.

Solution: Include an exit button!



Problem: No information on quest progress.

Solution: Add relevant information to top of AR navigation screen!



### Redesign Key Points

More navigation freedom

More guidance and clarity where needed

## Implementation Status

# Tools / Expo (C) GitHub

ES6





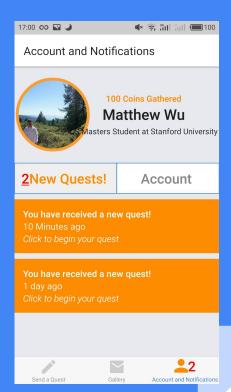
### Implemented Features

- AR features finished
- Task 2
- Task 3
- Navigation bar implemented
- Search functionality included

### Unimplemented Features

- Task 1 unfinished
- More hard-coded data still needs to be added
- Account profile page needs functionality





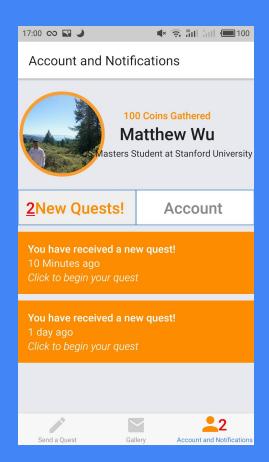
#### Plan to Finish

- Fish task 1 & Profile
- Find ways to mitigate iOS and Android rendering differences
- Continue
   every-other-day team
   progress meetings to
   discuss issues and
   tasks



### Hard-coding

- AR functionality
- User profiles and communications



## Demonstration!