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PIFE README

Pife

"Always have a friend to play with"

How to Use:

We used Marvel to create an interactive mobile mid-fi prototype (and Figma to create the screens of our prototype). This prototype emulates an iPhone. By tapping on a blank part of the screen, Marvel allows the user to see blue boxes that will lead to future screens. These blue boxes are what allow our prototype to be interactive!

Wizard of Oz and Hard-Coded Features
- Hard-Coded: One avatar is used throughout the app
- Hard-Coded: Textual content for input fields (e.g. "My Collaboration Schedule", "My Practice Goal", "Number of Collaborators", genre and instrument filters)
- Hard-Coded: Selected collaborators
- Hard-Coded: The happiness and level of the user's avatar
- Wizard of Oz: Creating a button that "moves time forward" to indicate a reminder screen that reminds the user a collaboration was scheduled. In reality, this screen would show up automatically at the correct time
- Wizard of Oz: Deleting a collaborator automatically fills the empty spot with a different collaborator. This was done to fill blank space and to make sure the user had chosen two collaborators. In reality, the blank space would stay blank until the user selected another collaborator to fill the spot.

Limitations

We were limited in our ability to allow users to select their own avatar from a list of avatars since the creature was hard-coded onto future screens of the app. Due to the limitations of Marvel, we opted for using click options in lieu of swipe gestures between different screens. Allowing users to pick the number of collaborators in this prototype was also limited because future screens in the collaboration tool relied on the user's choice - Marvel does not allow for these screens to dynamically change based on user response. We were also limited in our

ability to bring up the keyboard so users could input a text response. In the future, we plan to enhance the gamification of the avatar and allow more personalization of avatars. We also plan to make collaboration more dynamic, with several profiles to choose collaborations from and useful reminders of when collaborations will happen. In terms of general flow, we plan to add more animations, gestures, and ways of collecting user input in Pife.