

# THUNDR

Austin J., Caroline W., Emma A.

## OPERATING INSTRUCTIONS:

For this medium-fi prototype, we used Marvel for the mobile app prototype. The mobile application prototype emulates an iOS phone. Marvel highlights clickable areas so users can click on buttons and icons on the page to navigate to a different page and/or see an effect/animation.

## HARD-CODED FEATURES:

- Textual content for the usual profile during sign-up and login
- Data such as the user's name, brainstorming partners, and title
- Brainstorm ideas, edits, and ranks
- The people shown under the share feature

## WIZARD OF OZ FEATURES::

-Because we could not use voice interaction, we used "Wizard of Oz" techniques on our prototype to show how an idea would be added using voice interaction as well as in input fields.

## LIMITATIONS:

To focus on the main tasks, we simplified our task flows. We plan for our final mobile application to possibly include pages for personalization as a way to categorize and vote more specifically on brainstormed ideas. Furthermore on the home page there might also be ways to connect and add friends/invite people on the Thunder app as well as offer group suggestions based on prior groups. In the final prototype when swiping to show more ideas or people, rather than changing the entire screen as it does in marvel, it will just swipe only the chosen content, such as ideas or people.