armoir

High-fi Prototype README

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Our prototype was built using Xcode to be executed on an iPhone XR running iOS 12.0. It is available as a .ipa file from our website. For devices that have been added to Stanford's provisioning profile, the .ipa file can be installed via iTunes. For reference, we used Cocoapods for our dropdowns and JSON processing, called DropDown (https://github.com/AssistoLab/DropDown) and SwiftyJSON (https://github.com/SwiftyJSON/SwiftyJSON).

WIZARD-OF-OZ & HARD-CODED FEATURES:

We have all our user information and items available as hard-coded content. Since armoir is a social platform for clothes, we created mock users, mock items, mock closets, mock descriptions, mock requests, mock tags, mock distance, etc., to simulate a full user experience and showcase all the features. We also hard-coded the camera feature that adds items to the closet, as you cannot take photos through a computer iOS simulator. The connection to Facebook is a wizard-of-oz technique that has not been implemented. It is just assumed that you are connected to this app through Facebook, and that you are Rhea Karuturi. Another wizard-of-oz tool we used was the interaction between lender and borrower. We have not fully fleshed out the business model for the app, so it is still not clear how borrowers would physically obtain the clothing from lenders. This is another reason why we chose to limit it to Facebook friends, as they would theoretically already know each other. We have relocated the liability of the interaction process to users rather than the app.

MISSING DETAILS:

Due to time constraints, we were unable to completely implement:

- an edit or delete function for the items in the user's closet
- an editing function and "save change" function in the settings page for the user
- a sign up page for non-Facebook users
- search filters such as color or price limit
- a messaging system between users

If not for issues with the tools and the time constraint, we would have liked to implement the missed features above.