



Bad Day Good Day



Inbar K.



Philip Q.



Gabe S.



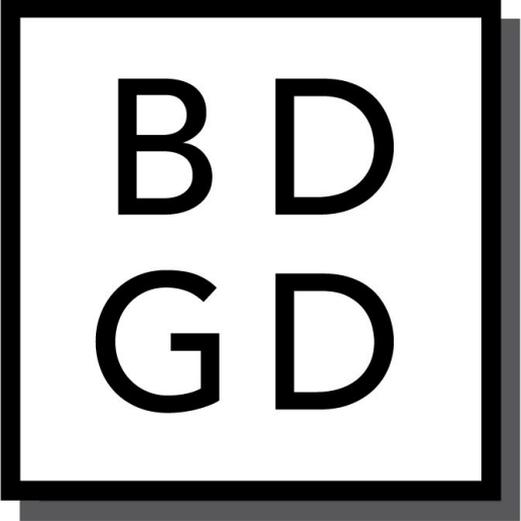
Michelle W.



Value Proposition

Bad Days, Good Days: All Careers Have
Them

Be well informed of your career path



B	D
G	D



Problem & Solution

- People don't have enough information outside of their network regarding the positives and negatives of jobs.
- We propose a solution to provide a platform to read, share, and interact with stories of personal good and bad day experiences for different careers, to gain a new perspective on these careers.



Tasks

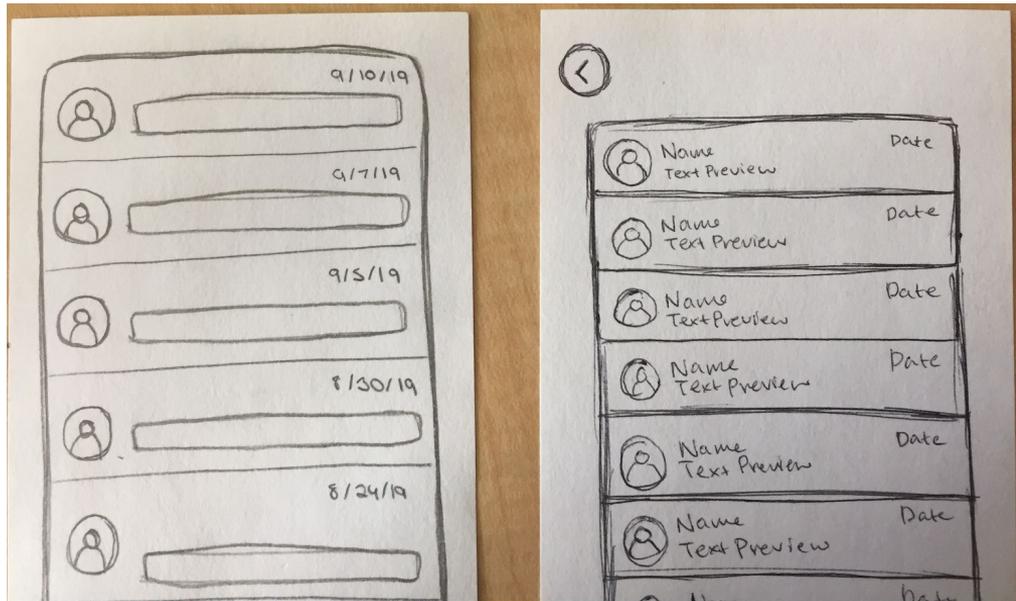
- **Simple Task** - Research about careers through stories of good and bad days on the job.
- **Medium Task** - Allow the user to share stories that they agree with or find helpful.
- **Complex Task** - Submit stories of personal experiences for other people to read about and learn from.



Additional Tasks

- **Simple Task** - Create/Login an account
- **Medium Task** - Direct message another user
- **Medium Task** - Look at liked/saved stories

Problem 1 - Difficulty going back a screen

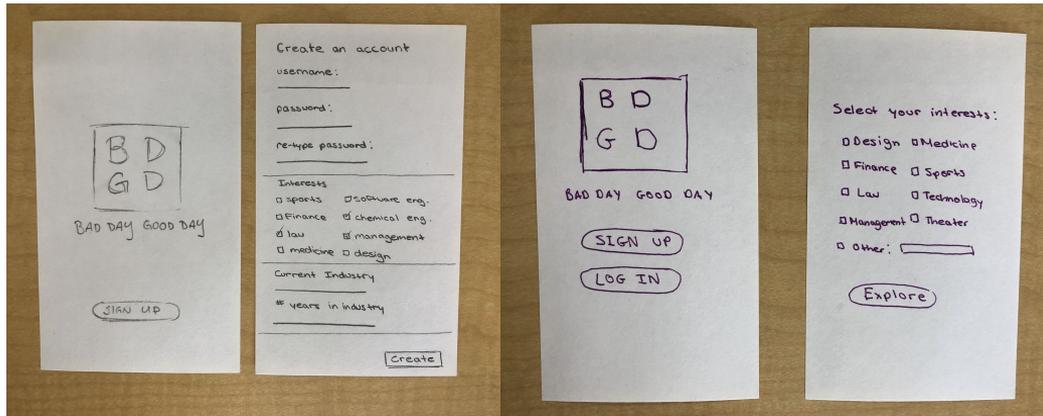


Before

After

Rationale: We found that some users expressed a want to be able to go back a page, specifically in the messaging section. To address this, we added a back arrow in the top left of the screen on certain pages to go back one screen.

Problem 2 - More Robust Start Up Screen and Setup

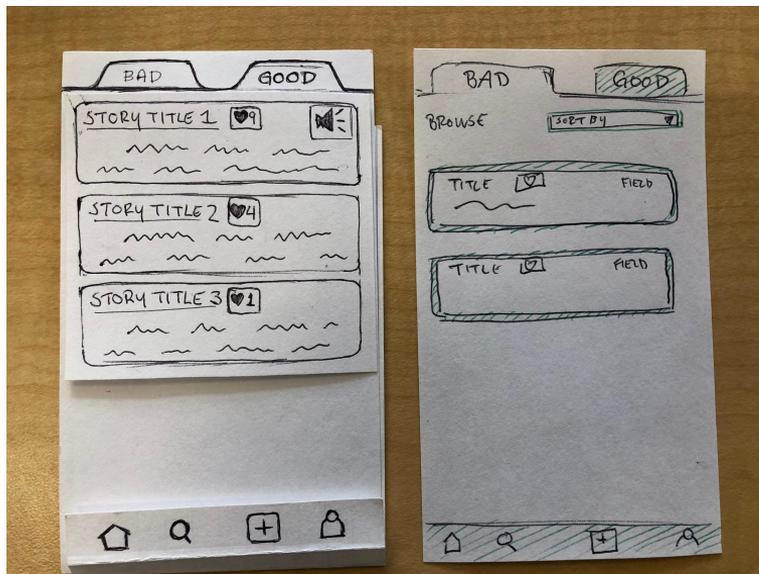


Before

After

Rationale: We wanted a way for users to be able to create an account and sign into their account from the start up page. In the create an account setup we also wanted to include a way for users to input careers not listed that they are interested in ("other:" text field).

Problem 3 - Difficulty knowing which parts of the app are interactable

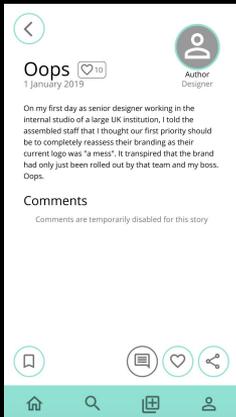


Before

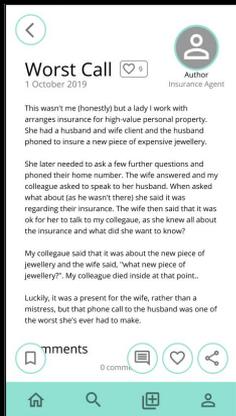
After

Rationale: We wanted the user to clearly know what aspects of the screen are interactable, and thus gave every interactable part a light green box to indicate intractability.

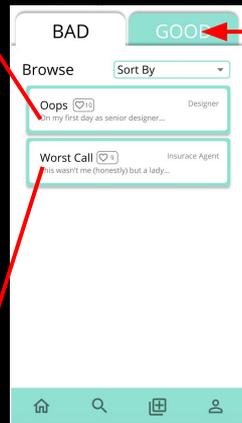
Task Flow 1 - Read a good/bad day story



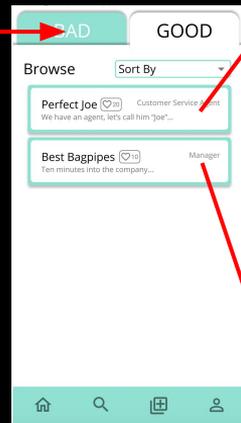
Story Article - Bad 1



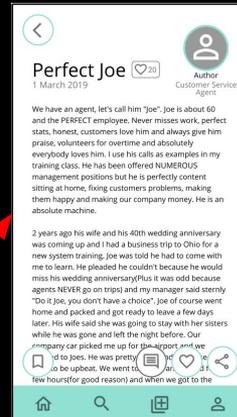
Story Article - Bad 2



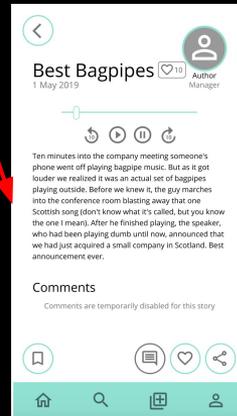
Home Screen - Bad



Home Screen - Good

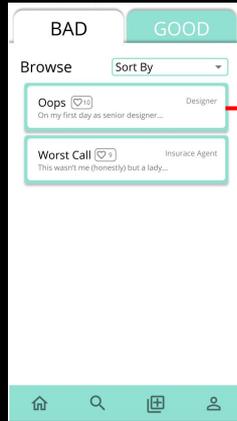


Story Article - Good 1



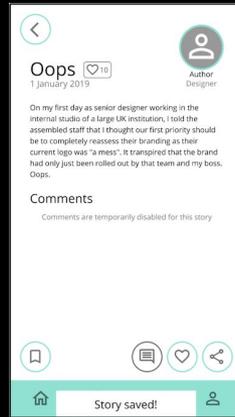
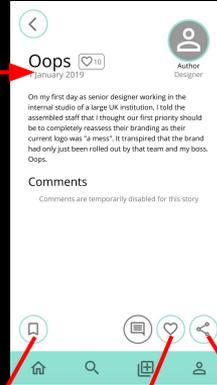
Story Article - Good 2

Task Flow 2 - Like/Save/Share Stories



Home Screen - Bad

Story Article - Bad



Save

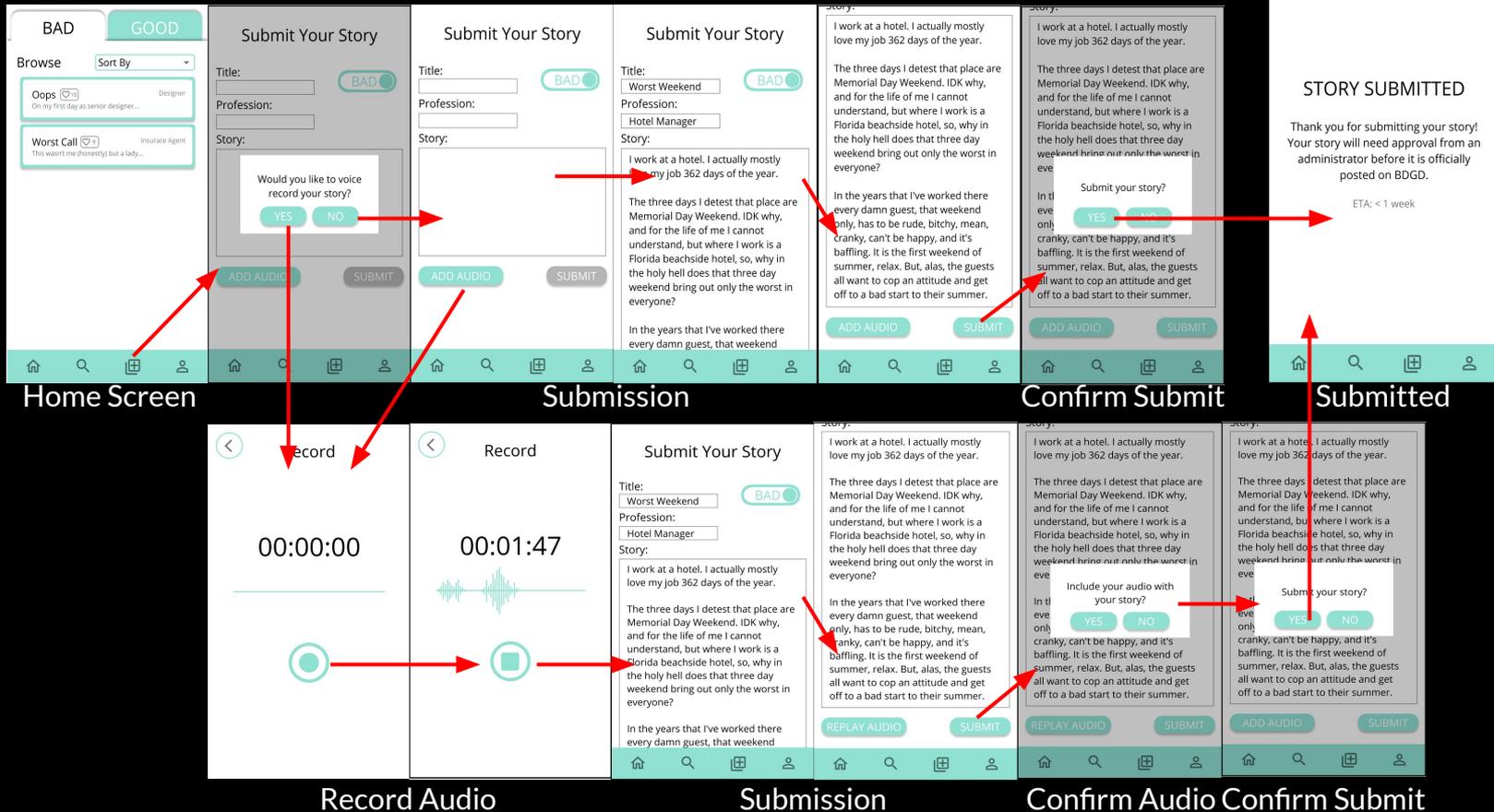


Like

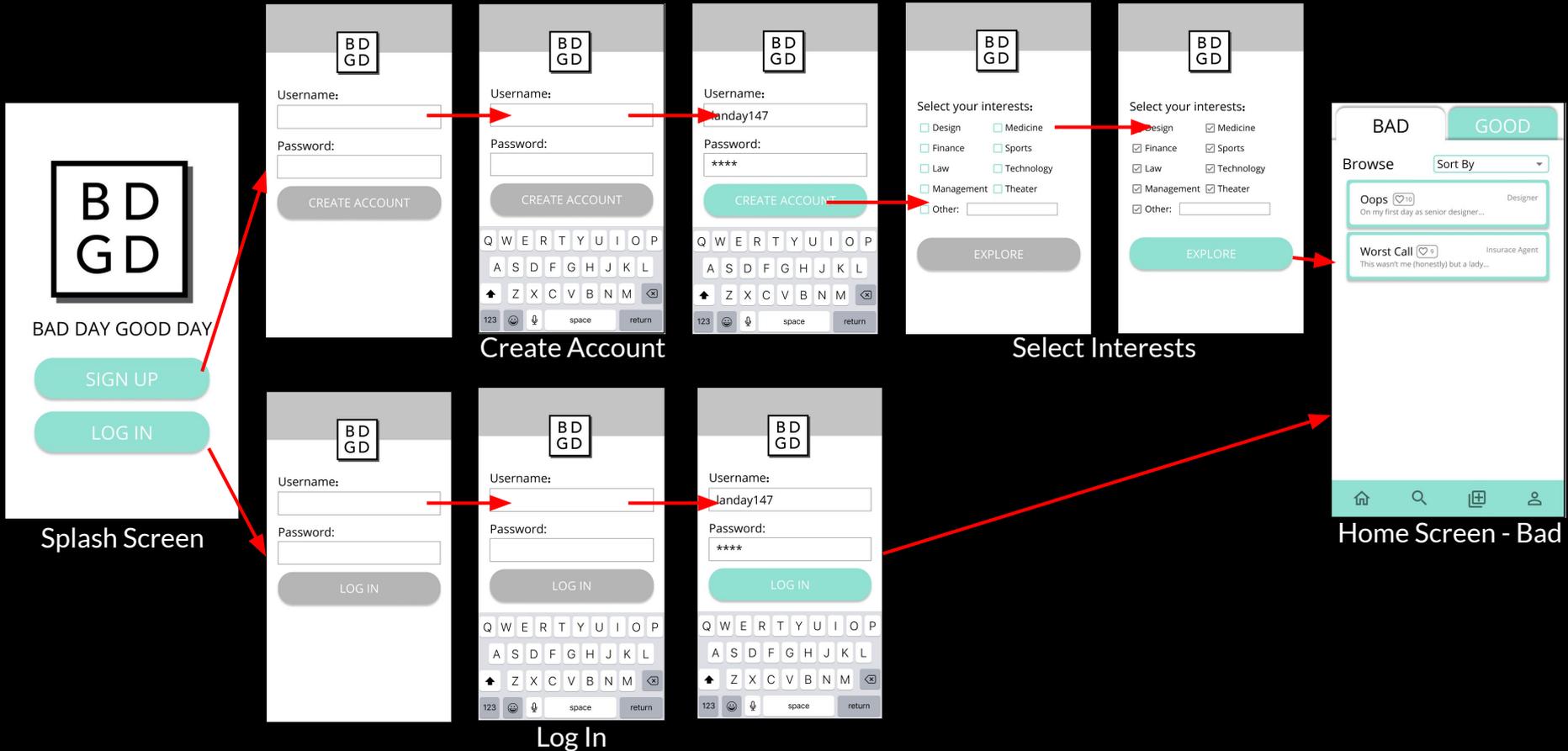


Share

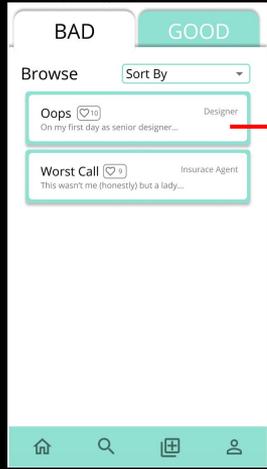
Task Flow 3 - Submit a Story



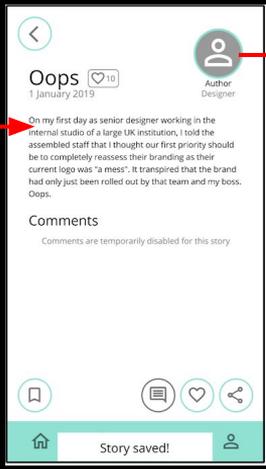
Task Flow 4 - Create/Login account



Task Flow 5 - Direct Message Another User



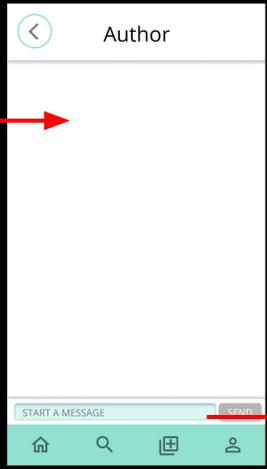
Home Screen



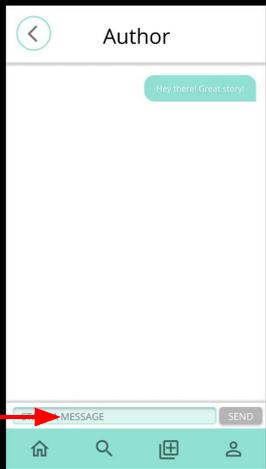
Story Article



Author Profile



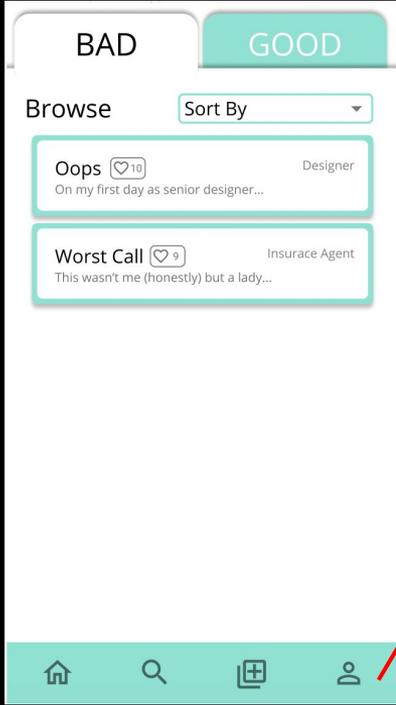
Private Messages



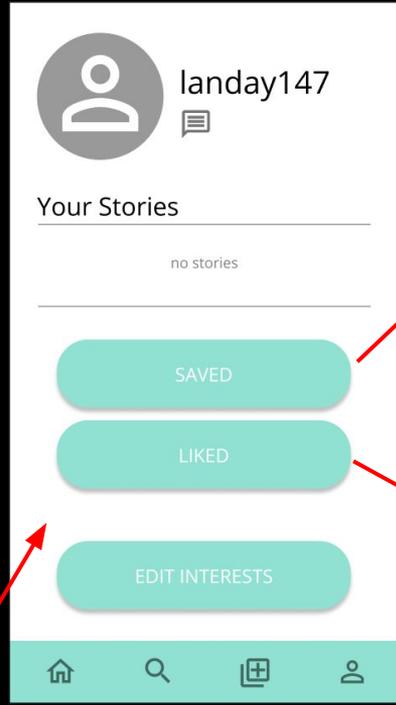
Private Messages



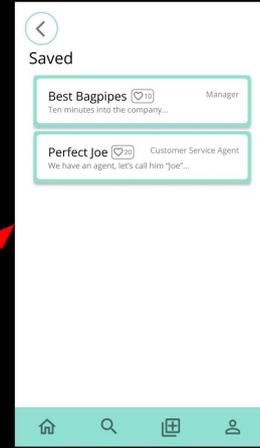
Task Flow 6 - Look at Liked/Saved Stories



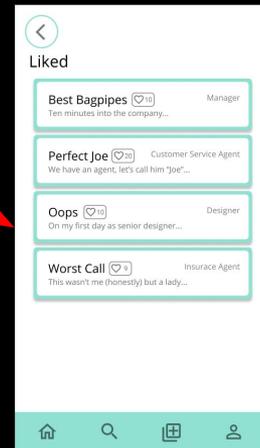
Home Screen - Bad



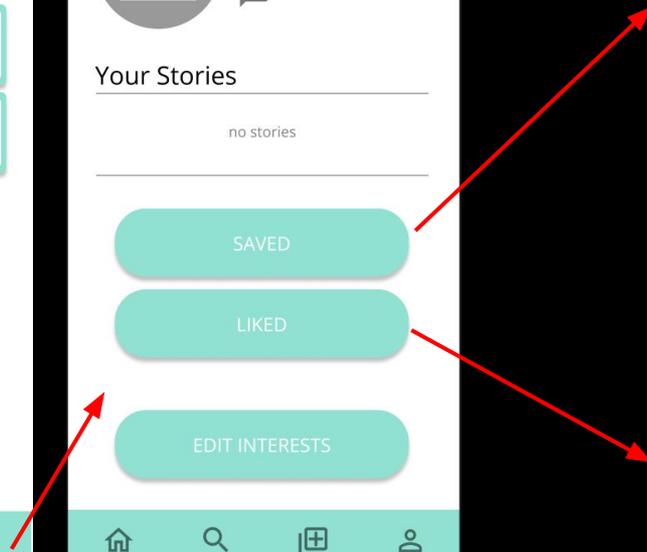
User Profile



Saved Stories



Liked Stories



Prototype Overview



- We chose to work in Figma
 - Reasons:
 - Easy to learn and collaborate in
 - Some of us had previous experience with it
 - Has a screen setting for iPhones, which is our target device.
 - Helpful Tools:
 - Easy to connect each screen to concretely visualize the task flows
 - Student accounts allow multiple users to edit simultaneously
 - Realtime test play updates when editing
 - Unhelpful Tools:
 - Does not allow the user to type in text and record that text
 - No option to insert premade buttons and text boxes



Limitations



- Due to the scope of the medium-fi prototype assignment and the properties of the Figma design tool, the medium-fi prototype does not completely simulate all actions that will be implemented on the final product.



Limitations



- Current limitations include:
 - Creation of custom text input and profile.
 - Limited access to available stories.
 - Unimplemented commenting and sharing interaction features.
 - Unimplemented voice recording and editing feature.

