

ELEVATE

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Medium-Fi Prototype

<https://www.figma.com/proto/nPJsN6q5m7h1WMQgvdS9p5/Med-fi-prototype?node-id=15-257&node-type=canvas&t=MmEZ2SOELzrRTYnp-0&scaling=min-zoom&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=15%3A257>

How to Use

All screens for our medium-fidelity prototype were designed using Figma, a collaborative design tool that allowed us to recreate the shape of a mobile interface; our prototype's screens and dimensions replicate those of a modern iPhone (models iPhone X and newer) and is meant to simulate how our app would be used in the real world. To access the prototype you can click [here](#), but the full link is also explicitly typed above.

Most of the prototype can be navigated as users would a normal mobile application. Tapping a button will take users to a new screen, and back buttons are available for backwards navigation to an older screen. When tapping on whitespace or “non-clickable” areas, blue bounding boxes will appear. These boxes indicate the current screen's objects that the user can tap to further interact with the prototype. However, some buttons may not lead to a new screen and instead may be counted as whitespace because not all possible interactions and resulting screens have been fleshed out (see Limitations). Additionally, some screen changes are executed by a timer instead of user tap input (see Automated Navigation).

This prototype is executed as if the user is “CJ.” Most screens include a navigation bar with two options: group home and personal home. Pressing either at any point will return the user to the respective group or personal home screen.

Automated Navigation

There are four instances where the prototype automates through a screen and completes execution by a three-second timer: after account creation, goal creation, goal

completion, and check-in form completion. These screens will automatically lead or return the user a home screen (respectively, group, group, personal, and personal home screens) after three seconds. There are no “clickable” objects on these screens.

Limitations

Some features in our prototype are not yet available, as their implementation wasn't prioritized for the medium-fidelity prototype (rather, we focused on being able to get through all task goals). A few of these features were also not possible because the free version of Figma lacks conditional prototyping. However, they are still present so as to demonstrate the functionalities that will eventually be implemented for the final stage prototype.

As noted in How to Use, users interact with the prototype as CJ, and this information is reflected when viewing CJ's profile (in comparison to viewing a different profile). However, profile and user interactions are limited on this prototype: editing CJ's profile and liking another user's weekly check-in aren't executable interactions for this prototype. Interactions that prompt user input (i.e., text boxes, check boxes, and group chat typing) are also not functional. On certain screens, some objects may appear to be cut off by the navigation bar; these are meant to suggest user scrolling. While our current prototype has no scrolling feature, the user may assume that there is more viewable content beyond the cut off objects. While some information shown across screens is hard-coded, including certain goals, group members, and chats, the flow (including weekly check-in questions and goal creation) is intentional.

Lastly, the weekly check-in asks the user if they'd like to set goals while completing the check-in—in our final prototype, if the user decides to create a goal on this screen, the app will display all new goals in the respective screens. However, since our prototype was constructed using the free version of Figma, this conditional interaction isn't demonstrated.

Post-Scriptum Note

For some reason, a couple of our screen sizes are inconsistent with the rest. This size is slightly larger than the iPhone size used by Figma, so it's possible to scroll around within the frame a tiny bit if using a mobile device to interact with the prototype.