

# ELEVATE

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## High-Fi Prototype



## Tools used

We built our high-fidelity prototype using React Native, Expo, with some backend aspects done using Supabase. We used Apple's Xcode Simulator and Android Studio to test the app as we developed it.

## Operating Instructions

You can access our prototype on an iOS device, on an android device, or online. We recommend accessing it on an iOS device. To access the app on an iOS device:

1. Download "Expo Go" from the App Store
2. Login to Expo with username: [cjindart@stanford.edu](mailto:cjindart@stanford.edu) / password: 1234567890
3. Open your phone browser and visit [https://expo.dev/preview/update?message=publishing%20whole%20app&updateRuntimeVer\[...\].6bf-99fe-bde094812edc&group=c42370bb-1ec9-479b-b993-4e234c0a1f5e](https://expo.dev/preview/update?message=publishing%20whole%20app&updateRuntimeVer[...].6bf-99fe-bde094812edc&group=c42370bb-1ec9-479b-b993-4e234c0a1f5e)
4. Click on the rectangular purple button labeled "Open project using Expo"

## **How to Use**

Most of this 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. 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. Additionally, some screen changes are executed by a timer (loading animations) instead of user tap input.

## **Wizard Of Oz**

The algorithm by which the user is matched to a group isn't shown, but it's meant to be assumed through the loading animation. Additionally, this prototype navigates the app as if the user is "CJ," and will be reflected as so through the Login and View Profile pages.

## **Hard-Coded Features**

Several aspects of our prototype were hard-coded, so as to maintain the audience's immersion in the product while also illustrating use cases for the product.

1. Your Crew, including members and their respective profiles and targets, are loaded through a hard-coded backend. The crew page loads the members using the backend database, but we manually inputted those four users into the database so that they show up on that screen, since we don't have users for the app yet.
2. The Me page has hard-coded information, including the bio, major, year, and target information.
3. The first target on the personal tab is hard-coded, but then if you click on the "See All" button, you'll see both the hard-coded target and any targets that you fill out and submit

## **Limitations**

Our app is far from perfect—there are still many features yet to be implemented.

1. Editing our chosen Wizard of Oz profile has not been implemented.
2. Not all of the elements are responsive, including clicking on the crew profiles.
3. Due to not having a full backend implementation, new completed check-ins and created or cleared targets by the user cannot be updated respectively in My Home. However, the targets submitted are displayed when you click "See All".