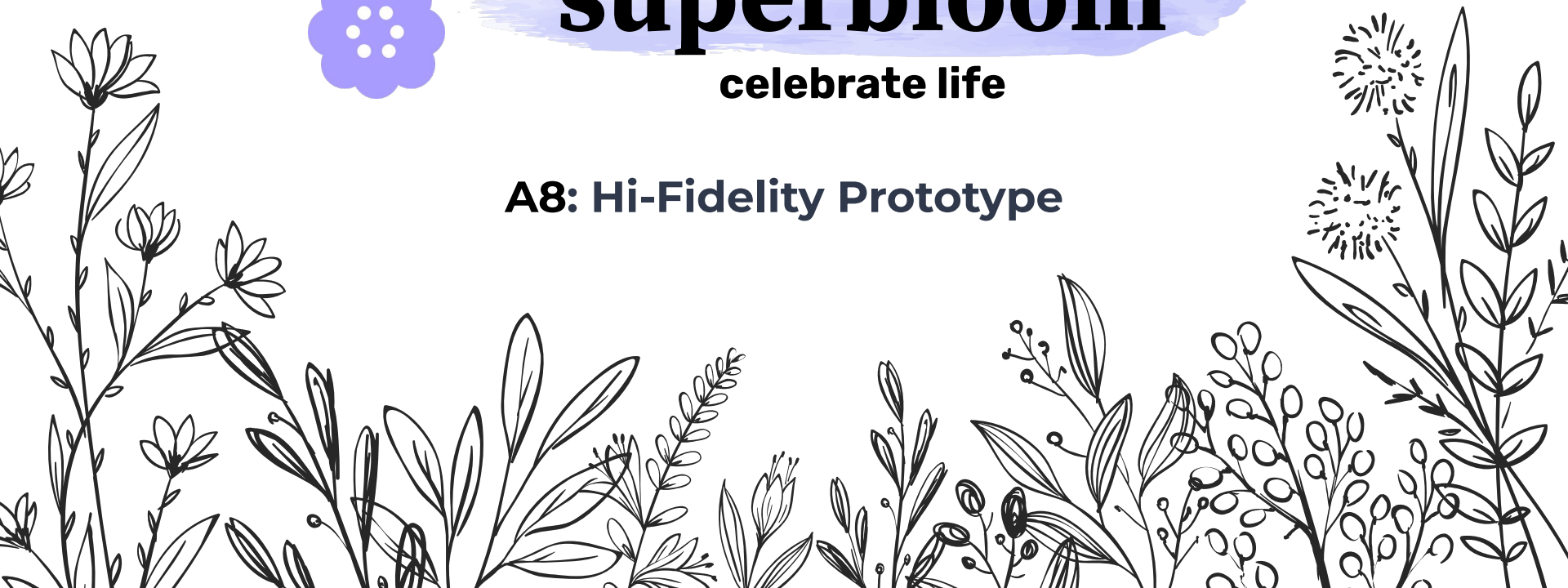


superbloom

celebrate life

A8: Hi-Fidelity Prototype



Team Members



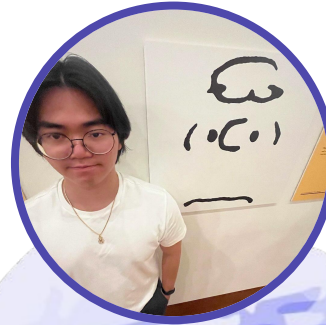
Felicia



Myan



Sunny



Thu

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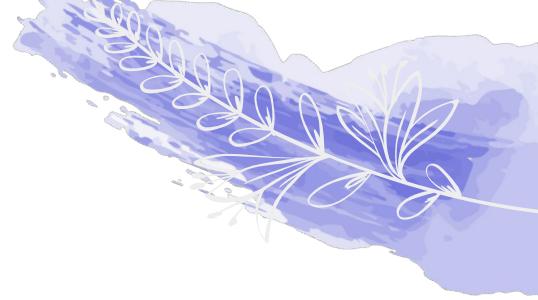
02.

UI Revisions



04.

High-Fi
Prototype



Problem & Solution

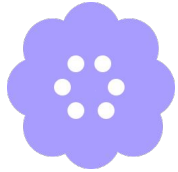
Problem

People who have recently lost a loved one often struggle to process their grief and feel isolated.

Solution

superbloom provides a “virtual memorial” space for users to commemorate the loss of loved ones and heal.

- Users plant their private and public garden, where each flower is a piece of memory
- Users can also see other peoples’ gardens
- Users can host superblooms, which are dedicated memorial events that others can collaborate on



Heuristic Evaluation

Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	0	0	2	3	2	7
H2: Match b/w System & World	0	4	3	0	0	7
H3: User Control & Freedom	0	1	3	0	1	5
H4: Consistency & Standards	0	7	4	3	0	14
H5: Error Prevention	0	2	1	3	0	6
H6: Recognition not Recall	0	4	1	1	1	7
H7: Flexibility & Efficiency of Use	0	1	9	1	1	12
H8: Aesthetic & Minimalist Design	0	1	1	1	0	3
H9: Help Users with Errors	0	0	1	0	0	1
H10: Help & Documentation	0	1	1	0	0	2
H11: Accessible Design	0	2	5	1	0	8
H12: Value Alignment & Inclusion	0	0	1	0	2	3
Total Violations	0	23	32	13	7	75

Summary of Results

Severity 3-4 - 20 violations

Severity 1-2 - 55 violations



Most-Violated Heuristics

H4:

**Consistency
& Standards**

14 violations

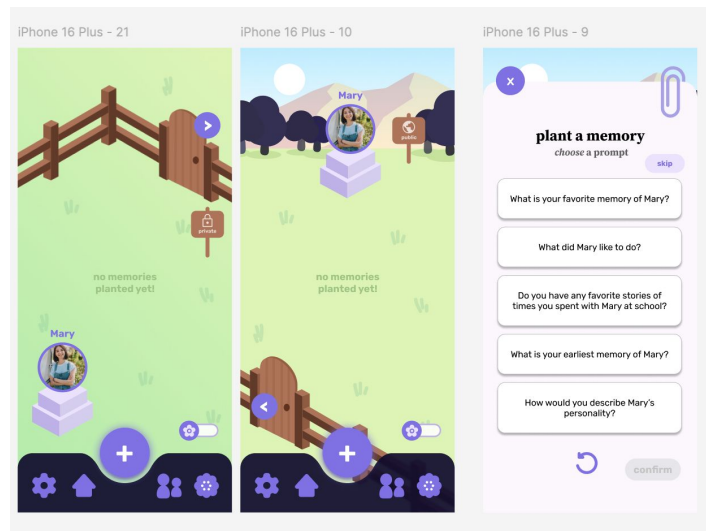
H7:

**Flexibility &
Efficiency of
Use**

12 violations

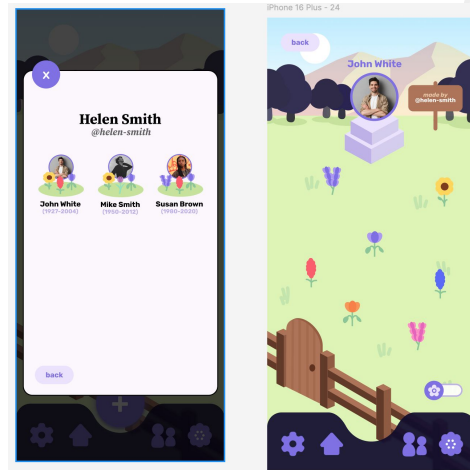
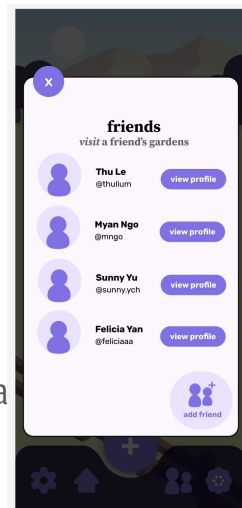
Simple Task (planting memories) Violations

- The **functions** of certain buttons (e.g. toggle) are unclear
- inconsistent locations of back buttons
- Grayed-out flowers resemble a locked or disabled state, **misleading** users into thinking they are inaccessible.
- Inconsistent button sizes (e.g., "back" and "next" vs. "confirm" and "plant") create visual inconsistency and disrupt the user experience.



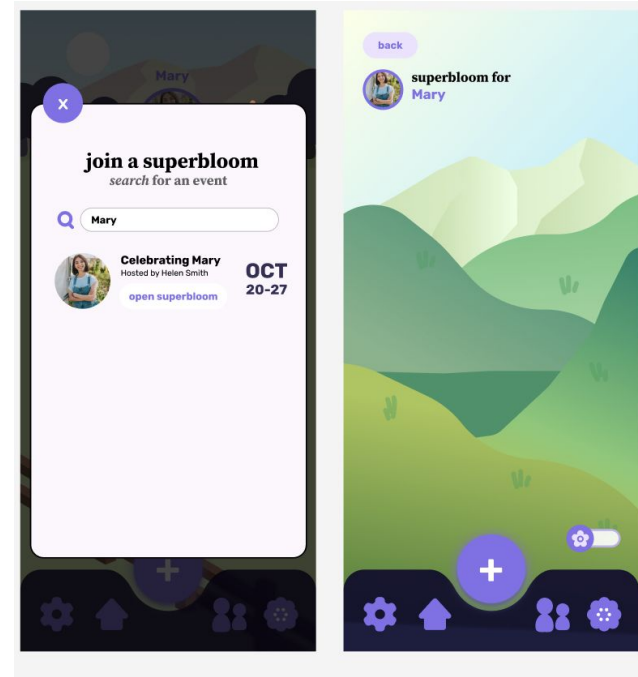
Moderate Task (viewing friends' gardens) Violations

- Color Choice: The purple back button on a blue background lacks contrast
- **Inconsistent behavior** of interactive elements (e.g., clickable doors) across contexts may confuse users
- Switching between memorials in a friend's garden requires **unnecessary steps**, reducing efficiency.
- Scrolling through a long list of friends may become time-consuming and difficult to navigate.
- Users may struggle to associate flowers with posts in a friend's garden, reducing task efficiency and satisfaction.



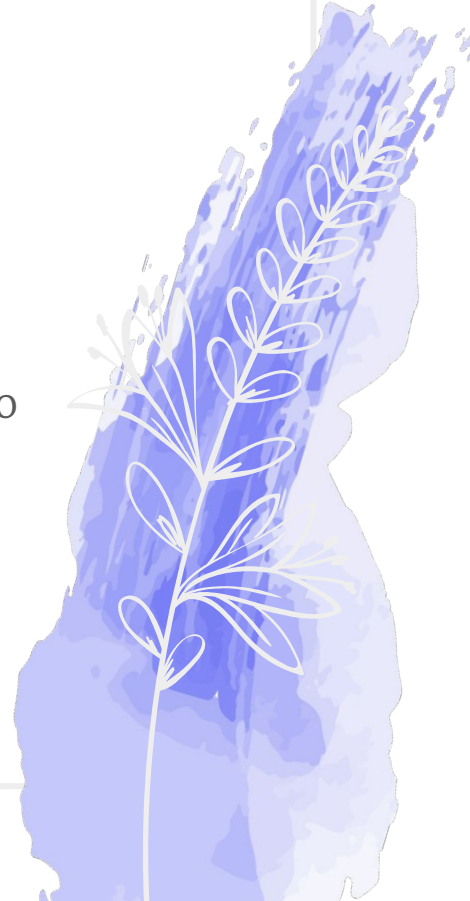
Complex Task (superbloom) Violations

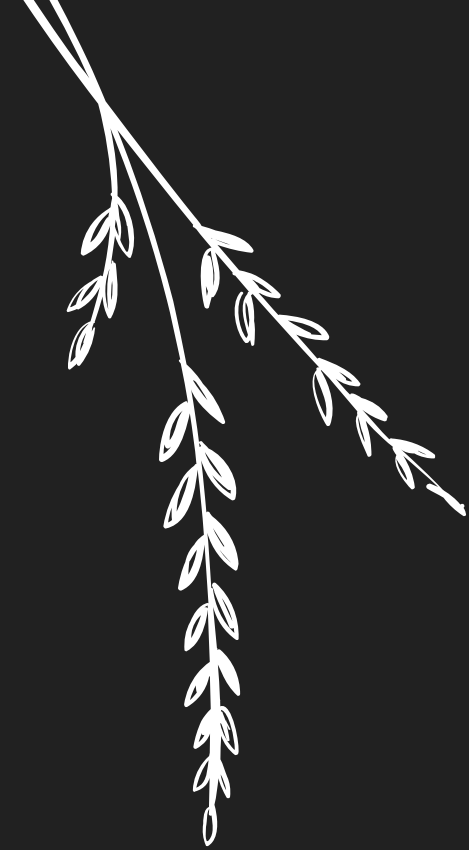
- "confirm" and "plant" are **inconsistent**
- **Lack of documentation** for features like superbloom may confuse users about its purpose or functionality.
- Inconsistencies in displayed information (e.g., post dates visible in gardens but not in superblooms) create confusion.
- Inability to deselect an image without the back button restricts user control and reduces **task flexibility**.
- Mismatched cues (e.g., associating events with names rather than more intuitive inputs) make tasks harder to complete and increase navigation time.



High Severity Violations

- Simple Task: cannot **edit or change a post** once it is planted as a memory
- Complex Task: no page for joined superblooms; no way to **create a superbloom**; no way to access created superblooms
- Other Violations: triggering tombstone display violates values in design; no guard against **triggers**





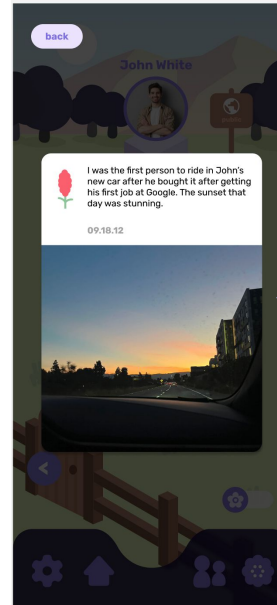
UI Design Revisions



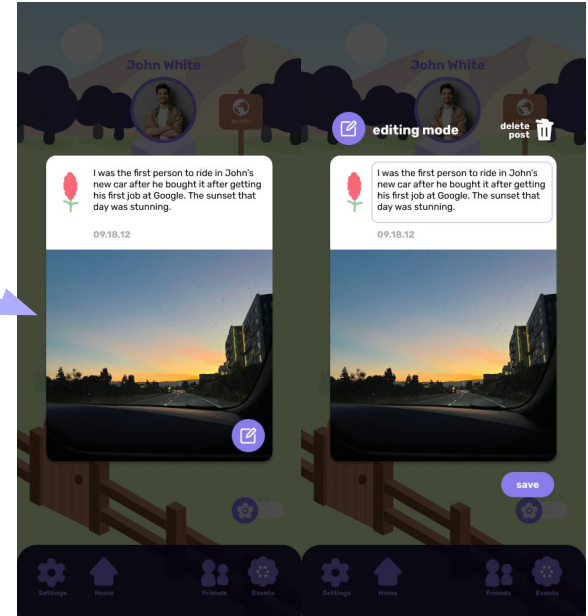
Severity 4 - Editability of posts

H3 (User control and freedom)

- Add feature to edit post after it has been made for greater user control
 - Allow editing caption or deleting post



before

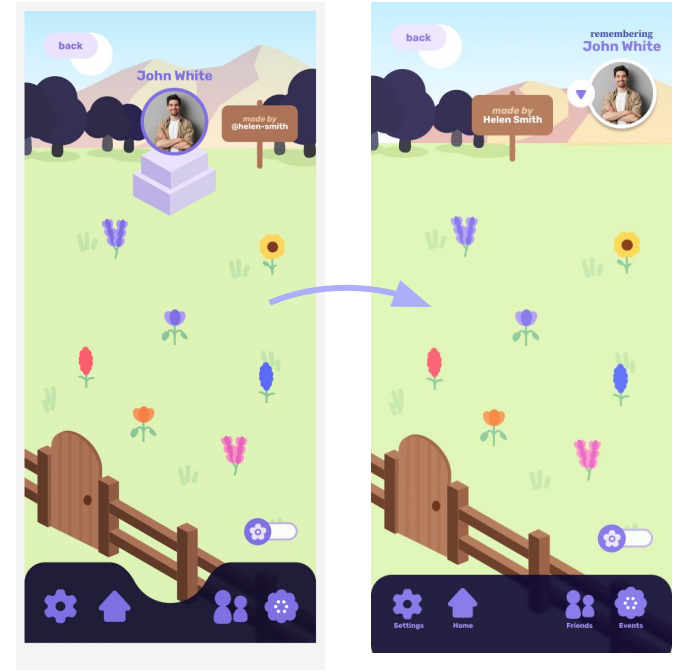


after

Severity 4 - Design sensitivity

H12 (Value alignment and inclusion)

- Removed potentially insensitive or triggering tombstone/cemetery visual, more clearly a garden

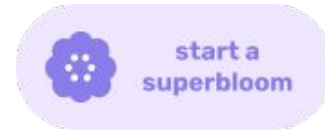
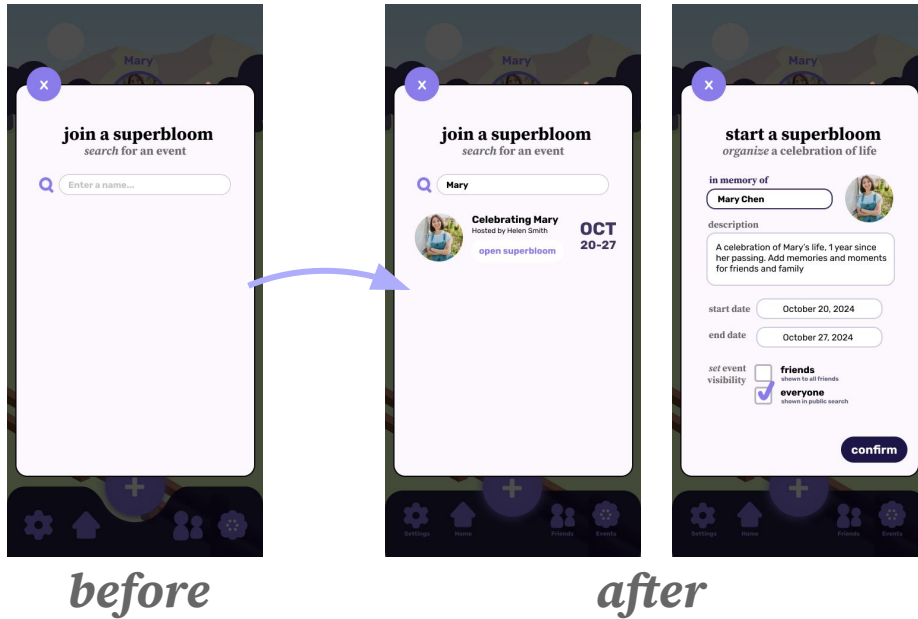


before

after

Severity 4 - Starting and managing superblooms

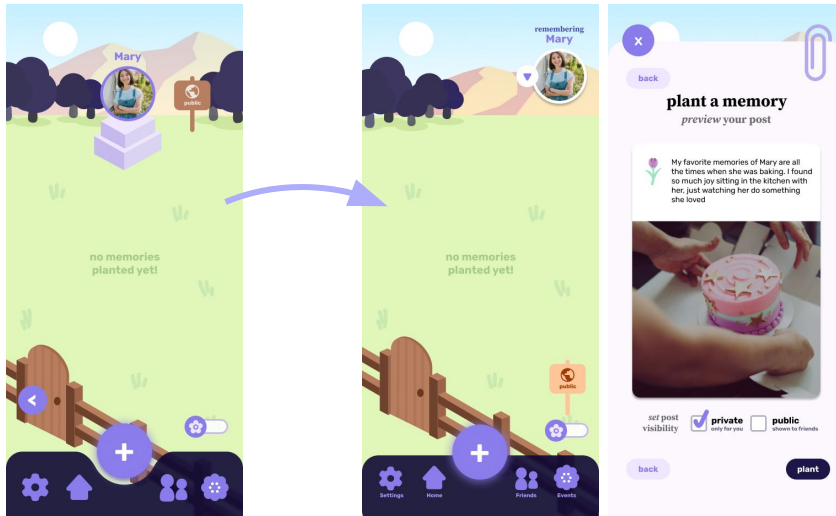
H1 (Visibility of system status), H6 (Recognition not recall), H7 (Flexibility/efficiency of use)



- Show superblooms you've joined and created in the "Superblooms" page
- Added form page for starting a superbloom event

Severity 3 - Managing public vs. private posts



H5 (Error prevention)



before

after

- Use the wooden sign as the toggle between gardens for clarity and efficiency
 - Keep element in place to reduce confusion
- Allow user to pick post visibility before posting



Prototype Implementation Status



Components



Tools/Frameworks

- **React Native**
- **React Navigation** through Expo Router
- **Supabase** (database)
- **Figma** (design)
- **Github** (version control)



Wizard of Oz Items

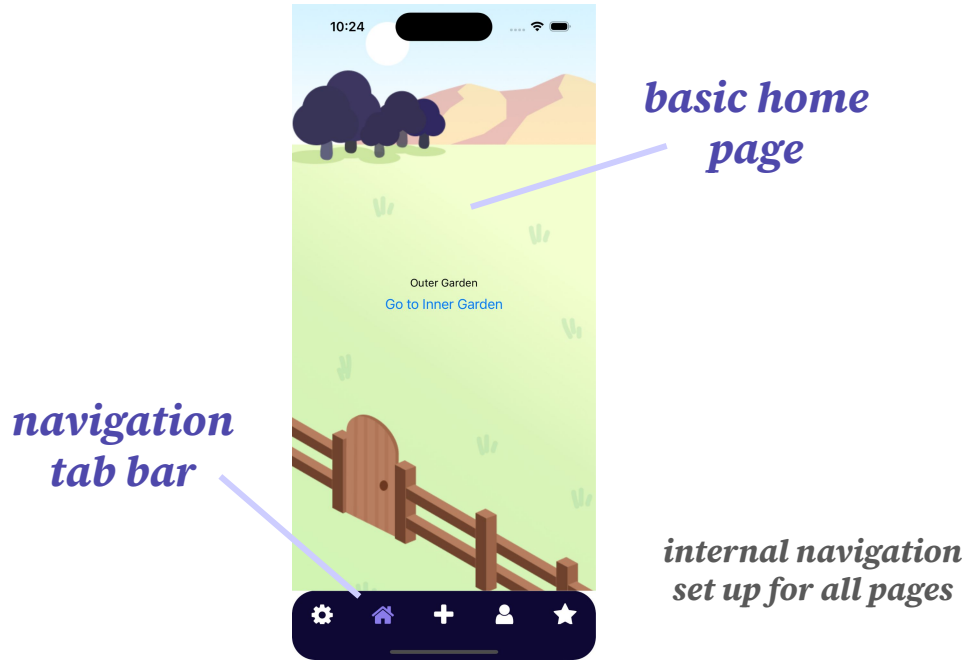
- Users are magically stored in the backend and can be retrieved through search
- Friend-adding process
- Each name is linked to the garden



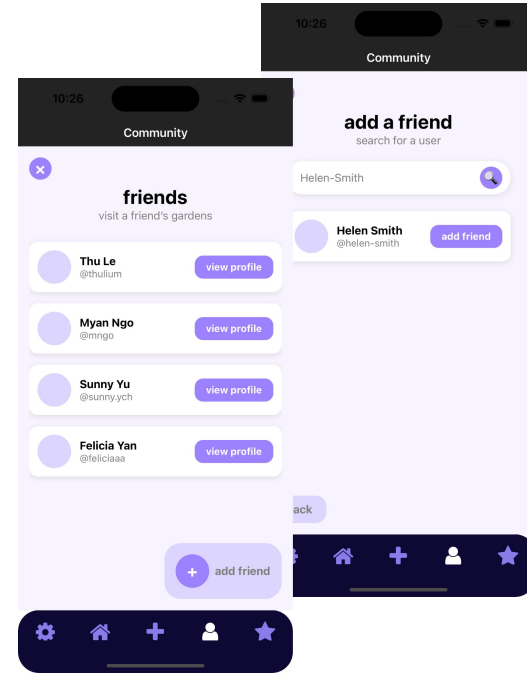
Hard-Coded Aspects

- User's friends
- Gardens in Helen Smith's profile
- Items in the garden for John

Implemented Features



community page (moderate task)



Unimplemented Features

- Planting a flower (upload memory)
- Save memory to Supabase
- Render memory as a flower in garden and post in collage

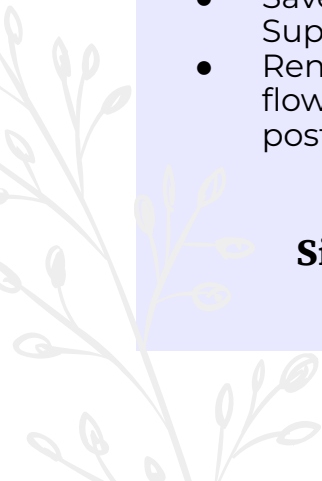
Simple Task

- Populate Supabase with some existing posts
- Add logic to fetch data from Supabase and update new data to Supabase
- Populate Supabase with the user's friends
- For each friend, put the gardens on a Supabase dataset
- Refine the search engine to search from Supabase

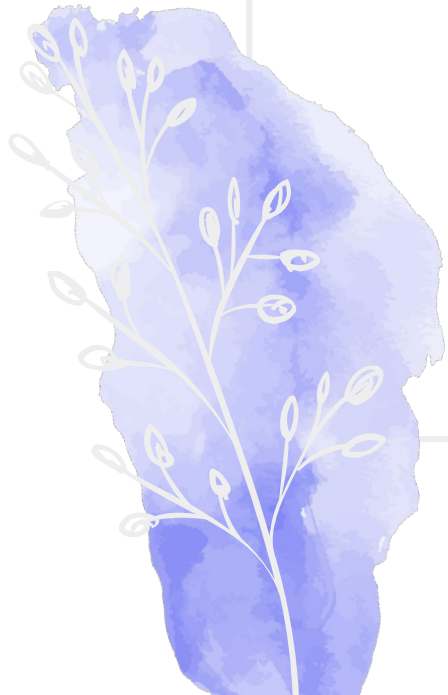
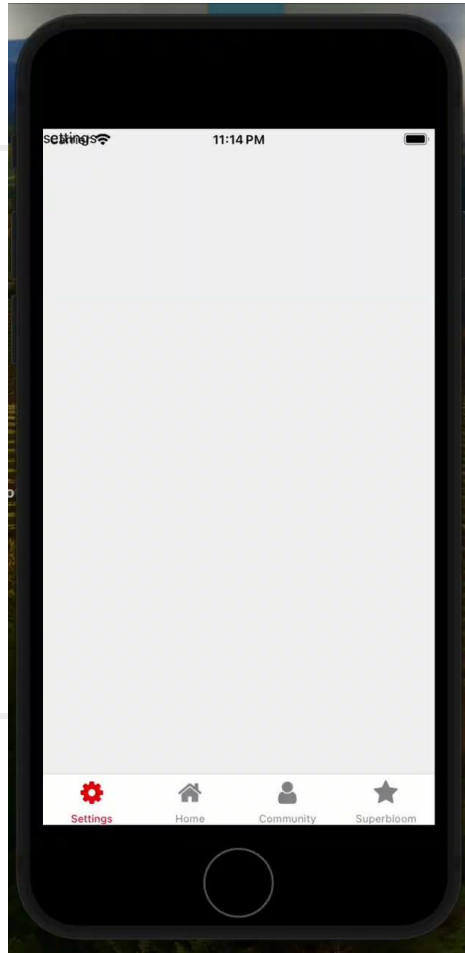
Supabase (Backend)

- Search superbloom
- Create superbloom
- Upload memories to a superbloom and dynamically update the garden UI

Complex Task



Demo Video



Thank you!

Questions?

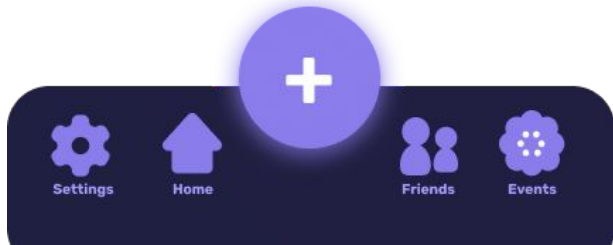
Appendix

Rationale for Level 3 + 4 Violations Not Addressed

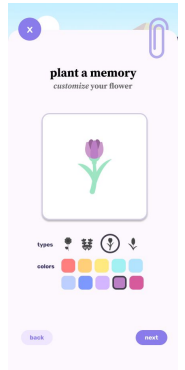
- **Including prompt in post** - prompts are optional and are intended for generating ideas and thoughts, less so to be part of the memories people upload and write about
- **Adding friend interactions (likes/comments)** - want to reduce social pressure to make posts that will get positive feedback and reactions, promote authenticity and sharing openly without shame

Level 1 + 2 UI Revisions

- New nav bar with less confusing button for adding a memory
 - Flower icon looked like a cog
- Added descriptive text for more clarity

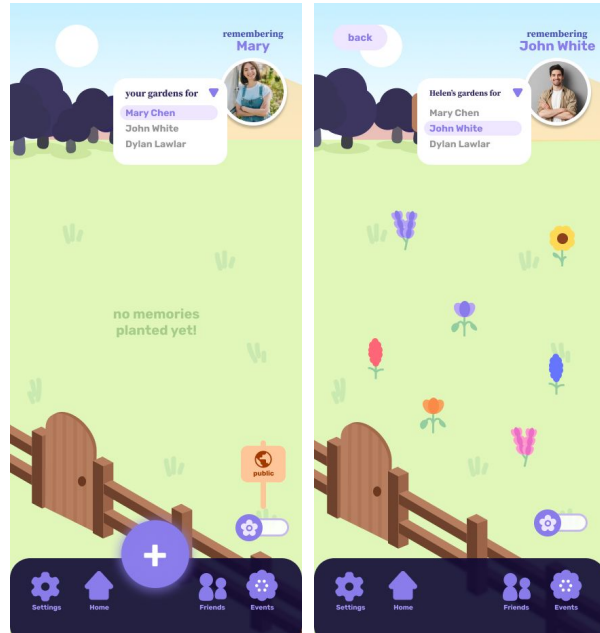


- Check buttons changed from circles to squares to reduce confusion
- Show real name instead of username for better recognition
- Separate steps to plant a memory into more pages to eliminate need to scroll



Severity 2 - Moving between gardens of the same user

H7 (Flexibility & Efficiency of Use)



- Added dropdown menu to switch between gardens for the same user
 - Used for both looking through your own gardens and when you're visiting the gardens of your friends

Other Minor UI Revisions

- Icon redesigns for usability (shuffle)
- Dark accent color for final step button for exiting a flow (plant a memory, confirm a memory import, start a superboom)
 - Greater distinction from buttons that take you to another step to complete
- Increased text sizes for accessibility
- Clicking out of pop-ups by clicking outside