



ShopCrawl

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Target Audience

ShopCrawl is designed to help young adults and recent college grads meet new people and explore new shops while being productive. By organizing multi-stop chore runs, or “crawls”, ShopCrawl makes shopping a party.

Design Tools

We designed and built our medium-fidelity prototype using Figma. All interactable elements were created in Figma, and the icons were imported using the Iconify library. Our prototype was designed to be operated on the dimensions of an iPhone 16, but will eventually be compatible across all mobile platforms.

Operating Instructions

General

- There are a predetermined set of buttons the user can click to navigate through the prototype. These buttons will be highlighted in a blue box if any other spot on the screen is clicked.
- On the home screen, you are able to complete any task depending on which buttons you select.
- Our prototype is broken up into 3 main tasks. “Simple - Join Crawl” where you can find crawls in a local area with search filters, “Moderate - Create Crawl” where users can create crawls with specified details, “Complex - Connect with Past Crawlers” where, once a user has completed a crawl, they are able to connect with people they have previously crawled with.

Main Page

- Join crawl
 - Clickable button that brings you to the join crawl page. Discussed more later
- Friend requests
 - Clickable buttons that bring you to each person’s bio who has requested you. Discussed more later
- Message Button
 - Clickable button on the top right that brings you to the Messages Page
- Navigation bar

Navigation bar

- The navigation bar appears at the bottom of the main screen to be able to flow between the different main areas: past crawls, create crawl, and view bio / friends
- Create crawl:
 - Left most button that brings you to your previous crawls. To be discussed in more detail what this area has

- Middle clickable button that brings you to the create crawl main page
- Right most button is the bio which brings you to the personal homepage. This button is NOT functional right now, but will be implemented for the high fi prototype

Available Crawl Landing Page

- This is the page where you find the available crawls
- At the top
 - Back arrow button to go back to the main page
 - Filter button which opens filters on crawl you want to join
 - NOTE: there is no input into the filters we implemented, and no back button for the filters, just need to hit apply after opening the filters
- Below the map
 - Tapping on each of the different crawls will bring you to that specific crawl's page
- On the bottom
 - Clickable to bring you to the create a crawl home page

Specific Crawl Join Page

- Landing page of a specific crawl that you wish to join with details on people, stores, and time.
- On the top is a back button to go back to the available crawl landing page
- Can toggle between the crawlers and the stores. This brings up information about what crawlers and what stores on the crawl
 - NOTE: cannot click on the specific crawlers or on the specific stores
- Press the Join Crawl button to join this specific crawl
 - Once joined a popup window appears with a success and transitioned to a new Joined crawl screen. Close the popup to see the new screen with the clickable.

- NOTE: most of the buttons on this screen are non functional at this current iteration
- Click the arrow on the top left to go back to the home screen. The home screen should be updated to show the upcoming crawl
 - NOTE: the upcoming crawl may not necessarily be the one you selected, but rather an example of what this would look like once you selected a crawl

Past Crawls Landing Page

- Click on the back arrow on the top left to go back to the home page
- Click on the Blue buttons that hold previous crawls to view the information about that crawl
 - Now on the specific crawl page, can toggle details of the crawlers and stores
 - Can click on back arrow on the top left to go back to past crawls landing page
 - Press on individual crawlers to see the respective bios
 - NOTE: can not press on stores
 - NOTE: each shopper leads to the same landing page at this current iteration

Bio page

- Can look through information on a prospective shopper you met or a friend you made
- Press on the message button to message to open the messaging between you and the shopper
- Click on the report button to report this user
- Click on the back arrow to go back to the past crawls
- NOTE: the remove or add friend buttons are not functional at this iteration

Message one User

- Here holds the previous messages
- NOTE: the message button is not functional at this iteration
- NOTE: the back arrow brings the previous messages you have sent to other users (not just to one shopper).

Messages

- On this messages page, you can click to the individual chats you have with DIFFERENT users (despite all having the same name). The back arrow brings you to the home page, NOT past crawls page

Report

- Here is where you can report a user
- After clicking the report button, you can either submit the report or cancel and go back by hitting the arrow on the top left
 - Because of the importance for a report, a popup appears if you cancel, ensuring you want to cancel. Click on the red button to continue filling out the report, click on the blue to cancel the report and go back to the past crawls landing page
 - Submitting the report opens a popup. Click the home button to go back to the home landing page
 - NOTE: can not enter text into the details boxes at this iteration

Create Crawl Landing Page

- First: Click the title, date, time buttons to add in details (Required before the next steps)
 - NOTE: this is a Wizard-of-Oz feature that automatically adds preset times, date, and title when you click on ONE of those buttons
- Toggle in between the public and private crawl by hitting the symbol next to the public crawl (not required to move on)

- Can hit the back arrow on the top left to go back to the home landing page
- Hit the Start Creating button to add in details on stores and crawls

Create Crawl Store Details

- First: click the search bar next to the City to add the city. This automatically loads in Menlo Park (Required)
- Second: Click on the center most store icon in the app to open up details on that store (Required)
- Third: Click the length search bar button on the bottom of the popup to add the time for the crawl. Automatically loads in “45 min” (Required)
- Fourth: Click the Add store button on the bottom left to add this store (Required)
- Fifth: Click on one of the other store icons in the map to open up the list of other stores (Required)
 - NOTE: These stores get automatically added to the list without the popups. Skipping through the process of this popup in this iteration as it is not necessary
- Click on the Add stores to finalize these stores to the crawl and move to the add crawlers page
- Click on the back arrow in the top left to go back to the create crawl landing page WITH all the information already filled out (title, time, etc.)

Create Crawl Crawlers page

- First: click on the invite button for Ashley to invite him to the crawl (Required)
 - NOTE can not click on the other crawlers before you click on Ashley
- Second: click on the search bar on the top to search for other crawlers. This automatically loads in daniel’s name. Once his name is loaded in, click on the search icon on the right of the search bar to actually “search” daniel (required)
- Third: Daniel’s popup will appear. Click on invite to add him (required)

- NOTE: can click on the close, but will need to then re open the popup and invite him to continue
- Fourth: to finish the inviting do one of the following (required) :
 - Click on the search bar to “search” for more crawlers. Once you click on the search bar, this automatically loads in the other crawlers
 - Click on the blue invites under the recommended crawlers. This automatically loads the crawlers in. NOTE: just need to click on one of the invites and it automatically loads all of the crawlers in
- Click on the add crawlers button to add these crawlers to the crawl
- Click on the back arrow button at any time to go back to the add stores page

Preview Crawl Page

- Preview the details of the crawl before submitting
- Toggle between the crawlers and stores to see the details
- Click the add crawlers button to go back to the add crawlers page
- Click on the add stores button to go back to the add stores page
- Click on the confirm crawl to submit
 - This opens the crawl created popup. Click on the Home button to go back to the home landing page

Hard-coded

- Several buttons and text fields are non-functional placeholders used to demonstrate layout and navigation (the messages that exist in the messaging screen, can't send more in)
- Profiles, store listings, and crawler cards are pre-loaded visuals as they can't be edited, searched, or customized by the user.
- Navigation links (like back buttons or confirmation actions) simply move to preset screens rather than processing any real data.

Wizard-of-Oz

- The “Create Crawl” page auto-fills fake text when clicked, imitating user input.
- The “Confirm Crawl” button brings up a pre-made success screen, mimicking a completed process.
- The “Report Submission” screen instantly displays a message, faking a server response.

Known limitations

- Limited input flexibility: Most fields are static/preset; you can't fully customize every store/crawler.
- Partial wiring: Some buttons/screens are illustrative only; a subset of flows is end-to-end.
- Desktop-first testing: Best experienced in Figma's desktop player; mobile mirroring is limited.
- Low UI design: We aim to make the design more fun and active at a future time frame, right now is rather basic and not as enjoyable

Why this is acceptable now: We wanted to focus on concept validation. We prioritized testing the overall flow and design direction before implementing detailed interactivity or data-driven features. Once we validated, we can push to add more lively, and interactive