



# DareDrop

## A6: Med-Fi Prototyping ReadMe

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### Target Audience

**DareDrop** targets recent college graduates adjusting to post-college life, helping them rediscover creativity and connection through playful, everyday dares that spark curiosity and self-expression.

### Design Tools

Our team designed in Figma, chosen for its versatility, real-time collaboration, and powerful prototyping tools. While we based our layouts on the iPhone 16 Pro dimensions, DareDrop is built to function smoothly across all iOS devices.

### Operating Instructions

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#### General

There is a predetermined set of buttons the user can click to navigate through the prototype. If any other spot on the screen is clicked, these buttons will be highlighted in a blue box. For ease of navigation throughout the prototype, there will be a home button on most screens that brings you back to the home page. The home page is meant to be dynamic, which is not completely possible using Figma; from this, the home button will currently navigate back to the home page for one particular flow, the Story of a Stranger Flow.

### Simple Task Flow Navigation

**Simple task flow: User gets dare inspiration.**

1. Home page view
  - a. The user sees a playful envelope on screen.
  - b. A header reads: "Ready for your next drop, Adi? Your Dare Today:"
  - c. The "Your Dares" section below shows thumbnails of completed challenges.
2. Opening the dare
  - a. Click the envelope icon to open your new dare.
  - b. The envelope animates to reveal a card titled "Your Dare Today."

### 3. Viewing the prompt

- a. Two example dares:
  - i. "Take a photo of something beautiful."
  - ii. "Write a short backstory for a stranger sitting near you."
- b. The user can tap the flow start arrow to start either task.



flow start arrow for Writing Dare Flow

### 4. Completing the dare

- a. Completion depends on the medium used to submit the dare.
- b. For the writing dare:
  - i. A text box appears with placeholder text.
  - ii. The user types out the response; for this prototype, if the user types out "The", a complete story will populate.
- c. For the photo dare:
  - i. A camera interaction is simulated (static in prototype form).

### 5. Task Completion

- a. Upon finishing, click "complete".
- b. The screen transitions to a Congrats page:
  - i. "Congrats on being creative, one day at a time!"
  - ii. Two call-to-actions:
    1. "See your past creative sparks"
    2. A bubble showing your newly completed dare.

## Medium Task Flow Navigation

### Medium task flow: User reviews their past dares.

#### 1. Accessing past dares

- a. From the "Congrats" or "Home" screen, tap "See your past creative sparks."
- b. You'll enter a colorful collage-style screen labeled "Your Past Dares."

#### 2. Viewing a completed dare

- a. Each circular thumbnail represents a past dare (e.g., a doodle, a photo, or text submission).
- b. Click any bubble to expand it
- c. Hover state will appear to suggest you're accessing the right dare

#### 3. Dare detail view

- a. Opens a new page with:
  - i. Dare title (e.g., "Dare 11: Take a picture of something beautiful")
  - ii. Thumbnail (e.g., a photo of Adi, Nhu, and Aanika)
  - iii. Date completed (e.g., "Completed 10/31/25")
  - iv. A Share button at the bottom

## Complex Task Flow Navigation

Complex task flow: Users share creative engagement & pass on dares.

1. Navigating to sharing options
  - a. From the Dare detail view, tap “Share”.
  - b. The app transitions to the Sharing Flow screen
2. Share Your Dare Options
  - a. Two buttons appear:
    - i. Pass it on! — Sends the same prompt to a friend.
    - ii. Share your Creativity! — Sends the user’s finished dare (photo/text).
3. Social Sharing Simulation
  - a. When tapping a share option, a familiar iOS share sheet appears.
  - b. Options include Messages, Messenger, Mail, and WhatsApp.
  - c. A mock-up message populates automatically
    - i. For “Pass it on”: “You’ve been dared... [link for DareDrop]”
    - ii. For “Share your creativity!”: “Check out my dare!” + attached photo or text snippet.
4. Returning to App
  - a. After “sending,” users return to the Congrats or Past Dares page.
  - b. The app reinforces a sense of accomplishment and continuity

## Limitations

- Dynamic updates (streak, text and image input) not fully functional due to Figma constraints
- User-generated content excluded from mid-fi scope
- Backend and data storage features not implemented
- Prototype realism limited, some transitions and flows are simulated with frame jumps

## Wizard-of-Oz Features

- Dare reveal interaction pre-set and not randomly generated
- Streak count and updates pre-set to mimic user progress
- Sharing and reflection flows scripted to appear interactive but without real content upload
- Past dares pre-populated with example thumbnails to simulate user history
- Dare flows design to simulate what it would look like and doesn’t allow for real-time interaction

## Hard-Coded Features

- Past dare bubbles and streak values manually placed and not updated dynamically
- Text input and photo upload use static placeholder content
- Reveal and navigation flows rely on linked frames instead of conditional logic
- Sharing and dare fields are pre-filled to demonstrate interaction flow

## Justifications

- Figma's constraints made it impossible to simulate dynamic data, conditional logic, or real backend functionality, so Wizard-of-Oz and hard-coded elements ensured we could still demonstrate realistic interactions
- These techniques allowed us to replicate a believable user experience, letting testers focus on usability, navigation, and emotional flow rather than technical performance
- By pre-setting dares, streaks, and interactions, we could control the testing environment and gather consistent feedback on core features (reveal → reflect → share)