Creative Tools *for Everyday Users*

Assignment 8 Interactive High-fi Prototype

Team 1 – Nhu, Emma, Adi, Aanika

COTERMS AND PROUD

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Who:

Graduates navigating post-college transitions.

Problem:

After graduation ➔ young adults lose the structured environments that once inspired creativity ➔ everyday life becomes routine ➔ harder to explore new interests or feel connected.

Solution:

A playful app that helps new graduates rediscover creativity and connection through small, everyday *dares* that inspire curiosity, exploration, and self-expression.

We are building...

Each dare feels like a drop: a small, spontaneous ==spark== of creativity that lands in your day, capturing the energy of playful discovery.

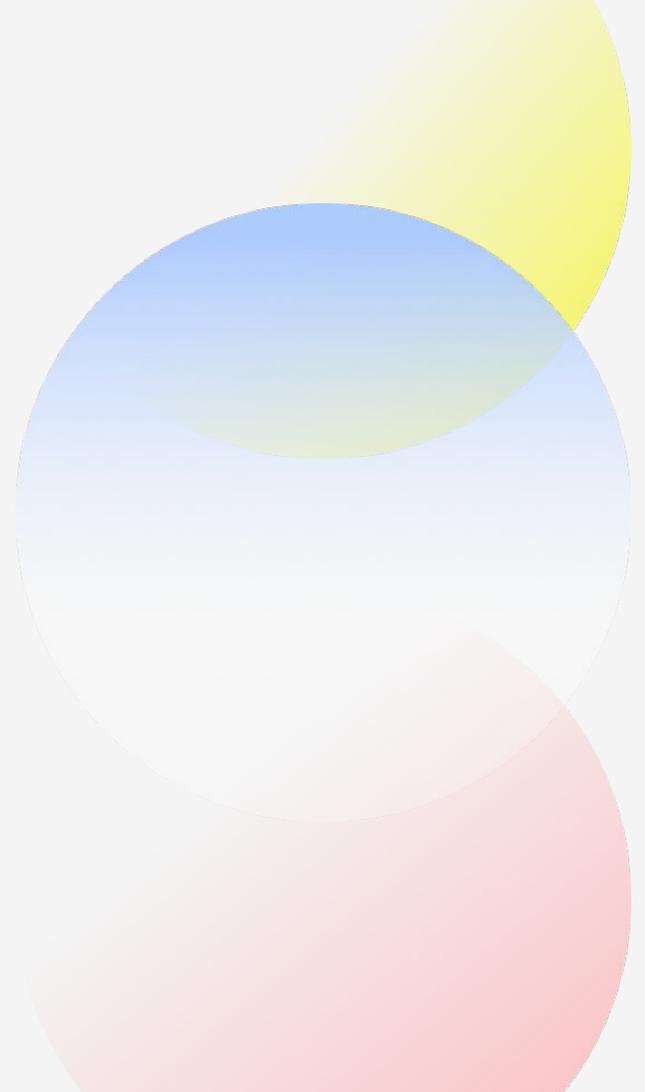Every day, a new dare is dropped into your world: quick, doable, and fun to share.

DareDrop: Everyday creativity, delivered as a dare.

Playful prompts that turn ordinary moments into creative ones.

Outline:

1. Heuristic Evaluation Results

2. Product Revisions

3. Prototype Implementation Status

4. Hi-fi Prototype Demo
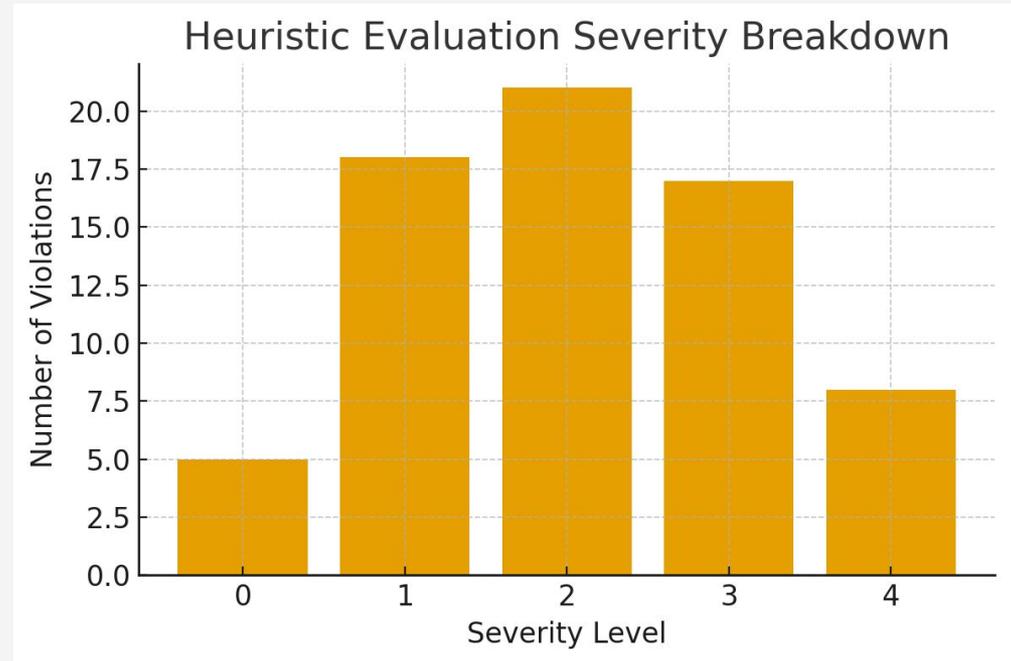
Heuristic Evaluation Results

High-Level Summary

Total Violations: **69**

% severe (3–4): **37% (25)**

Most common heuristics violated:

- H7 (Efficiency)

- H4 (Consistency)

- H8 (Minimalist design)

- H1 (Visibility)

Severity Breakdown

Inefficient Navigation & Poor Flow Structure

Inconsistent Layouts, Icons, and Patterns

Common Themes

Weak Visibility of System Status

Overly Busy or Unclear Visual Hierarchy

What This Means For Our Design

69 Total Violations

12 Major Patterns

33 Prioritized Revisions

What This Means For Our Design

- Severity 3 + 4 violations → **25 required revisions**

- Additional Sev 1–2 that affected core flows → **8 more revisions**

- **Total planned UI revisions: 33**

High-level insights:

- Frequent H7/H4/H1 violations → **prioritize navigation, layout consistency, and state visibility**

- Many H8/H11 issues → **strengthen hierarchy + accessibility**

- Several H12 items → **revise dare prompts to be more inclusive**

Major High-Severity Problems

Most critical issues (severity 3–4):

1. **Navigation inefficiency** (user can't reliably access Today/Your Dares/Create)

2. **Inconsistent layouts** (logo/streak/buttons move across screens)

3. **Weak system status visibility** (missing completion states & feedback)

4. **Ambiguous icons** (pencil, streak, share)

5. **Low contrast / accessibility issues**

6. **Risky/uncomfortable prompts** (value alignment)

7. **Missing safeguards** (loss of text on exit; no error prevention)
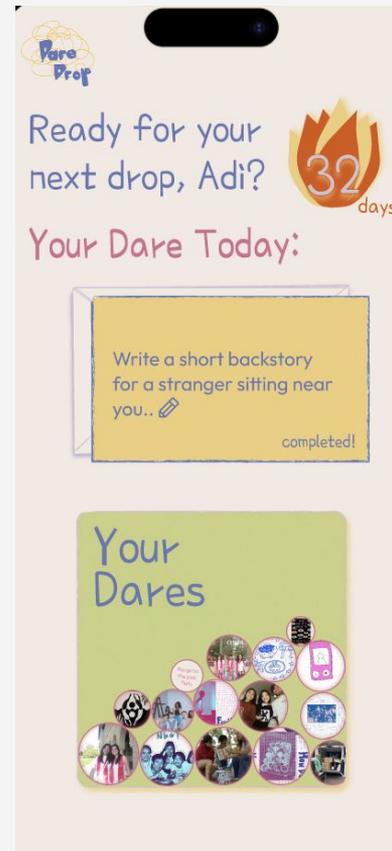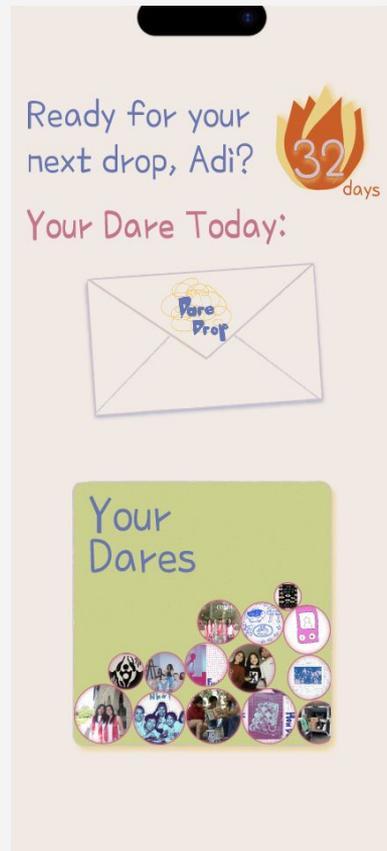
Fixes for All Severity 3 & 4 Violations

Severe Violation	Fix Implemented	Status
Congrats page doesn't show the completed dare	Figma screen wiring issue	hi-fi
Home screen layout breaks after creating a dare	Figma screen wiring issue	hi-fi
App jumps inconsistently between days/dare types	Figma screen wiring limitation	hi-fi
Past Dares page flickers back and forth with the home screen	Figma screen wiring issue	hi-fi
Streak/fire icon doesn't increment	Figma screen wiring limitation	hi-fi
Your Dares card on the home screen isn't clickable,	Figma screen wiring issue	hi-fi
Past dares can't be opened unless the user first opens today's dare	Figma screen wiring issue	hi-fi

Fixes for All Severity 3 & 4 Violations

| Severe Violation	Fix Implemented	Status
Users can't edit or revise a dare after completing it	added back arrow; pencil edit icon appears	hi-fi
The Your Dares page shows both Back and Home buttons even though both lead home	added 'your dares' page w singular home button	hi-fi
The app provides little incentive or motivation for users to complete dares	envelope opening animation	hi-fi
A pencil icon implies the dare text is editable even when it isn't	removed pencil icon	hi-fi
Brown text on a reddish-orange background is difficult to read	changed to more accessible color styling	hi-fi
After creating a dare, there's no clear indication of where it gets saved	highlight animation appears when new dare is added to bin	hi-fi
Newly created dares can't be immediately shared or passed on to friends	added share button to congrats screen	hi-fi

Fixes for All Severity 3 & 4 Violations

Severe Issue	Fix Implemented	Status
Dare pages use labels like "dare 11," which are meaningless to users and not tied to context.	removing dare number label	med-fi
The example dare (writing) shows a title, but users are never instructed to add one.	added title input for writing dares	med-fi
Shared dares lack context: recipients receive an image with no explanation or description of the dare.	added detail to messages sent with share	med-fi
If users leave the dare screen mid-task, there's no indication of whether their progress is saved or lost	ability to save draft	med-fi
Users can't recover in-progress dares if they exit the app	ability to save draft	med-fi
Users cannot save a dare as a draft or return to continue editing later.	ability to save draft	med-fi
Past-dare bubbles are small and inconsistent in size, making them hard to scan	hover/tap bubble expansion	med-fi

Fixes for All Severity 3 & 4 Violations

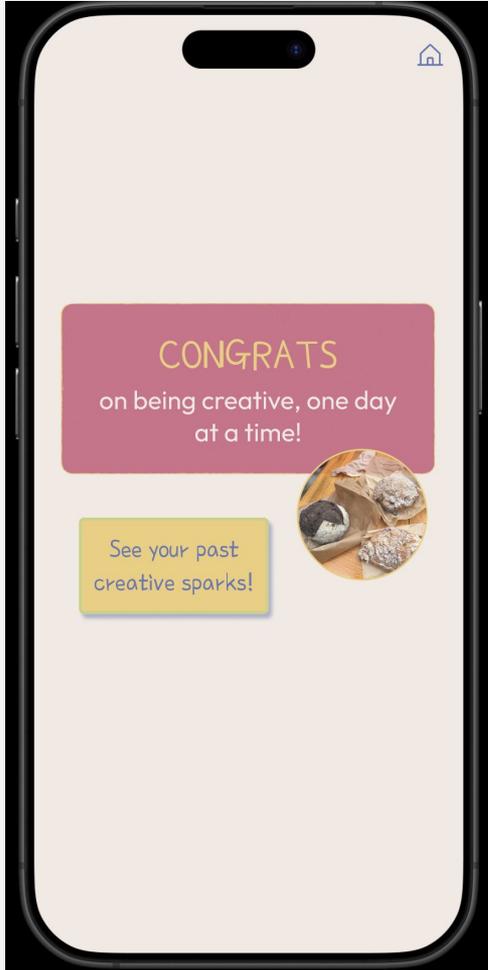| Severe Issue	Fix Implemented	Status
The visual bubble layout makes it hard to search for or find a specific dare	dare bin is intentionally not optimized for fast search, but for delight + rediscovery	
There's no way to track which dares were shared or with whom	not meant to be a social app; meant to curate internal motivation, not external	
Specific prompts "write about a stranger near you" doesn't work for all users	reinforce open-ended prompts; one dare a day is special	
There's no profile page for viewing account info like name, picture, or logout	profile is unrelated to key tasks; will add personal info to hi-fi when adding auth flow	

Key Product Revisions
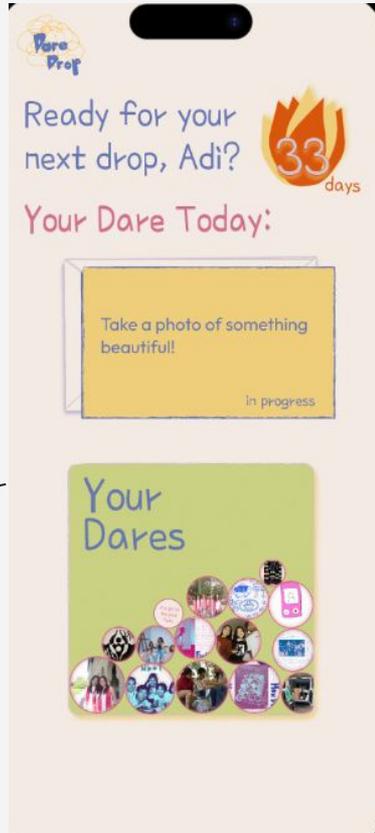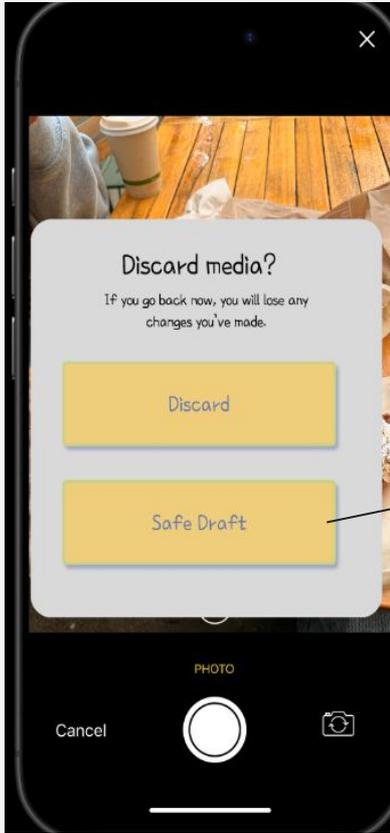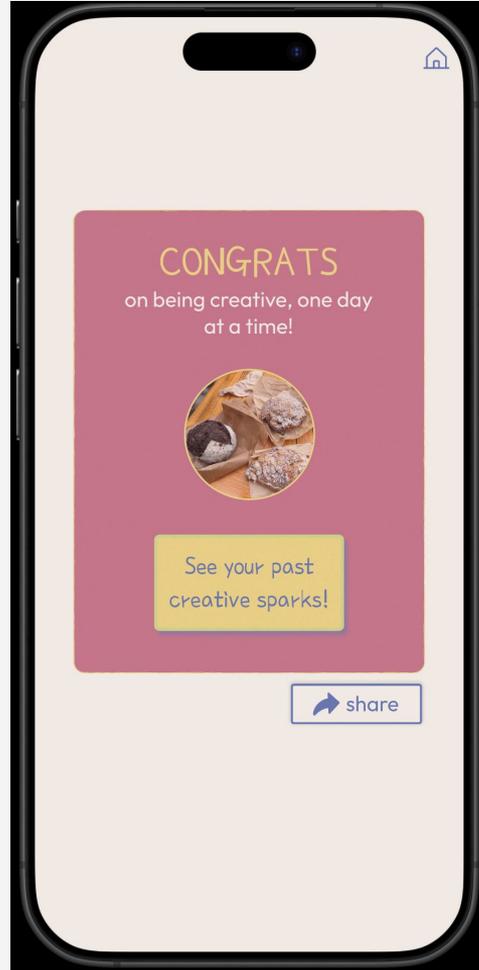
Error Prevention

Include a pop-up upon the user exiting to let them know that their progress has not been submitted. Maybe include a way for them to come back to it and complete it later or tell them that all of their progress will be lost.

old

Error Prevention

Include a pop-up upon the user exiting to let them know that their progress has not been submitted. Maybe include a way for them to come back to it and complete it later or tell them that all of their progress will be lost.

new!!

old

new!!

CONGRATS

on being creative, one day at a time!

See your past creative sparks!

CONGRATS

on being creative, one day at a time!

See your past creative sparks!

share

After creating dare, need to navigate all the way to past dares to share →
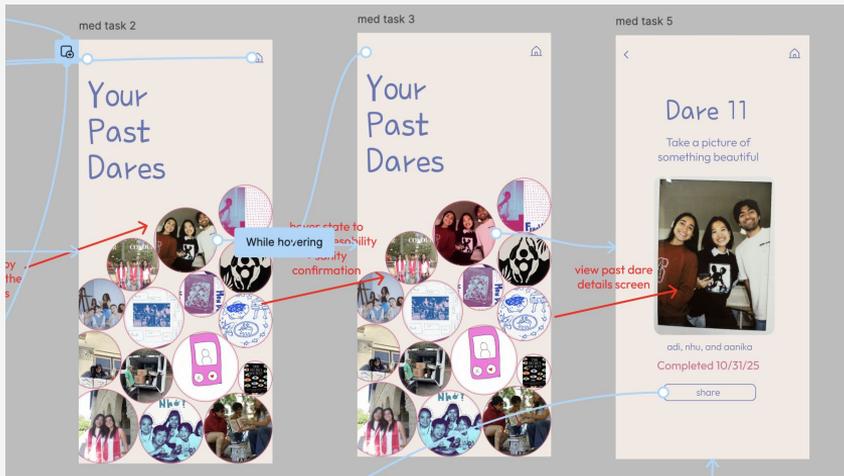
Add share option directly on dare completion page

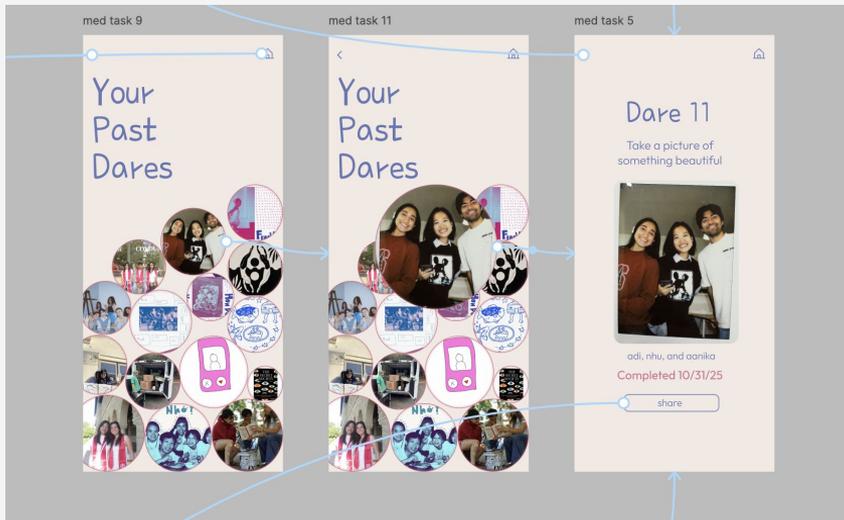# Visibility of System Status

User cannot spot new dare →

Newly created dare is briefly highlighted to indicate where it is stored.

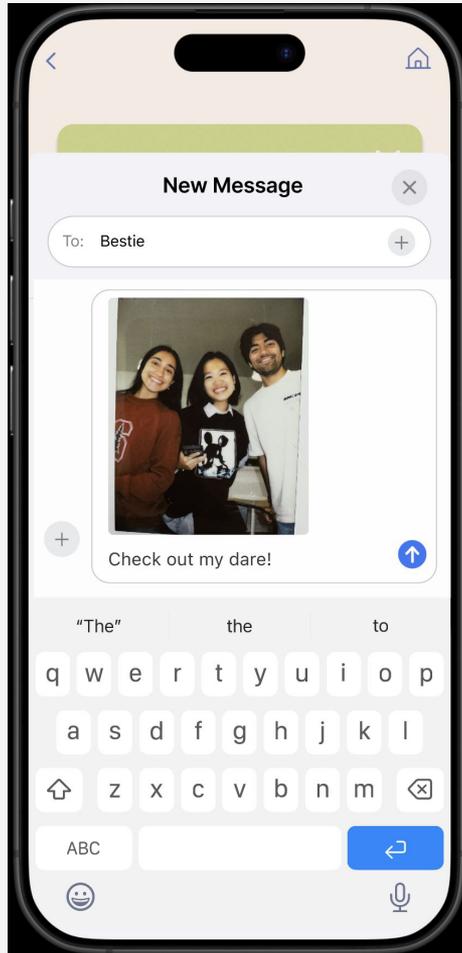After delay →

New dare glows for 5 seconds when newly added

Accessible Design

Having a soft hover feature where users can scrub through to enlarge the image to make it easier for the users to actually view the images in full size.
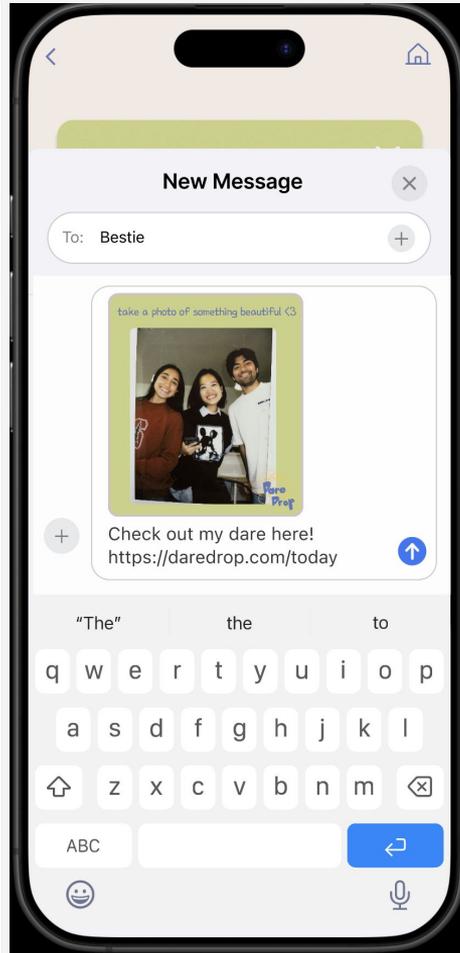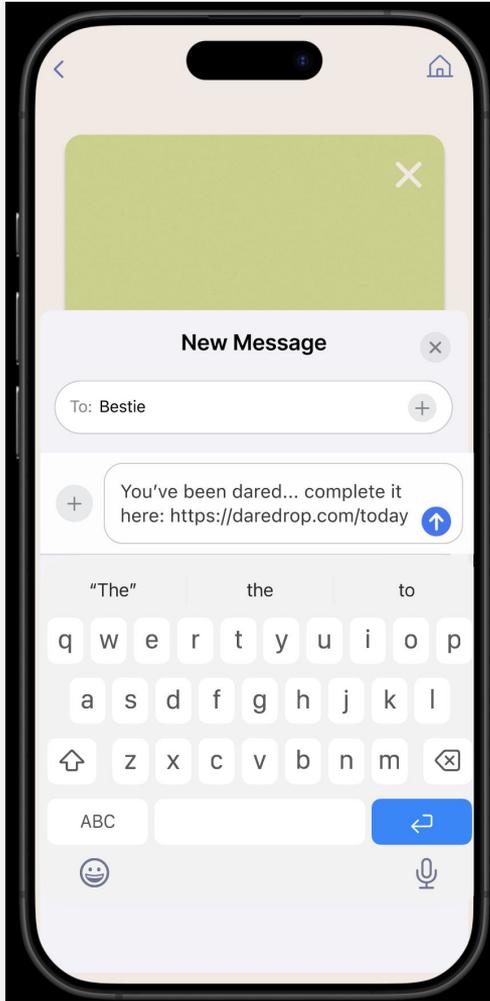
Hover vs Enlarged

old

new!!

New Message

To: Bestie

Check out my dare!

"The" the to

New Message

To: Bestie

take a photo of something beautiful <3

Check out my dare here!
https://daredrop.com/today

"The" the to
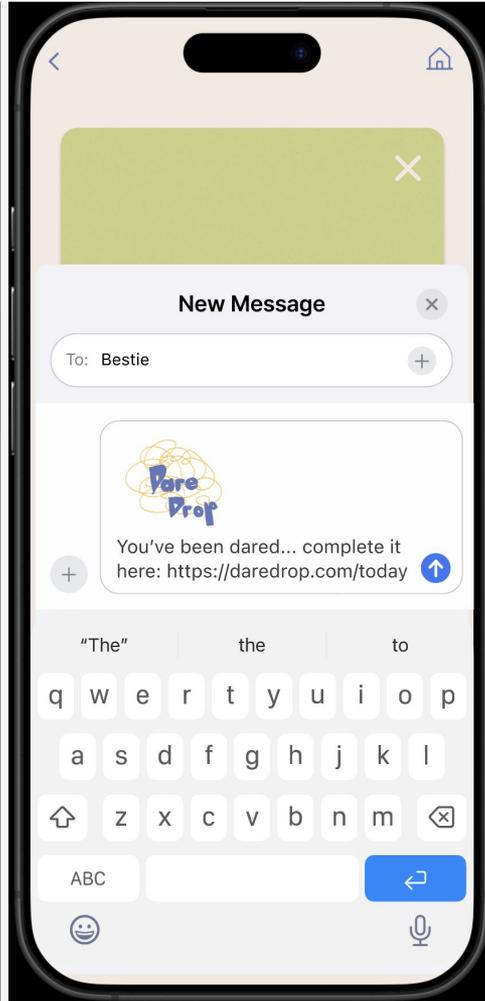
Consistency & Standards

Previously there was no context for receiver of a shared dare →

Add link that redirects to app and poster-like detail

old

new!!

Consistency & Standards

Previously there was no context for receiver of a shared dare →

Add link that redirects to app and more info for receiver

Usability Goal 1 – Learnability

Objective: Users should quickly understand how to receive, complete, and view dares without help

Clearer Context: Adding consistent links and explanation text helps users immediately understand what a shared dare is, reducing ambiguity for first-time receivers.

Reinforced Mental Models: The highlighted new new dares + more visible buttons help users learn the app's structure early and reducing confusion.

Improved Discoverability: Click-to-enlarge previews show users that thumbnails are interactive, making key actions easier to learn without instructions.

Guided Error Recovery: Exit pop-ups teach safe usage patterns (discard vs. save draft), reducing learning mistakes and supporting early user confidence.

Usability Goal 2 – Efficiency & Satisfaction

Objective: Users can navigate, share, and review dares smoothly and find the experience enjoyable

Reduced Navigation Steps: Adding a share button directly on the completion screen lets users share instantly, eliminating unnecessary back-and-forth between screens.

Faster Retrieval: The highlight feature reduces time spent searching for new dares, helping users complete tasks more quickly and with less frustration.

Smoother Browsing: Click-to-enlarge eliminates extra taps and makes scanning past dares more efficient and enjoyable.
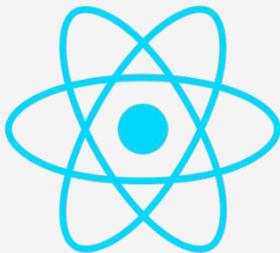
Less Rework, More Trust: Error-prevention pop-ups prevent accidental loss of progress, increasing satisfaction and creating a more reliable, supportive experience.
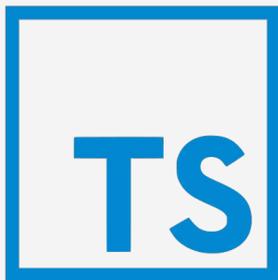
Prototype Implementation Status
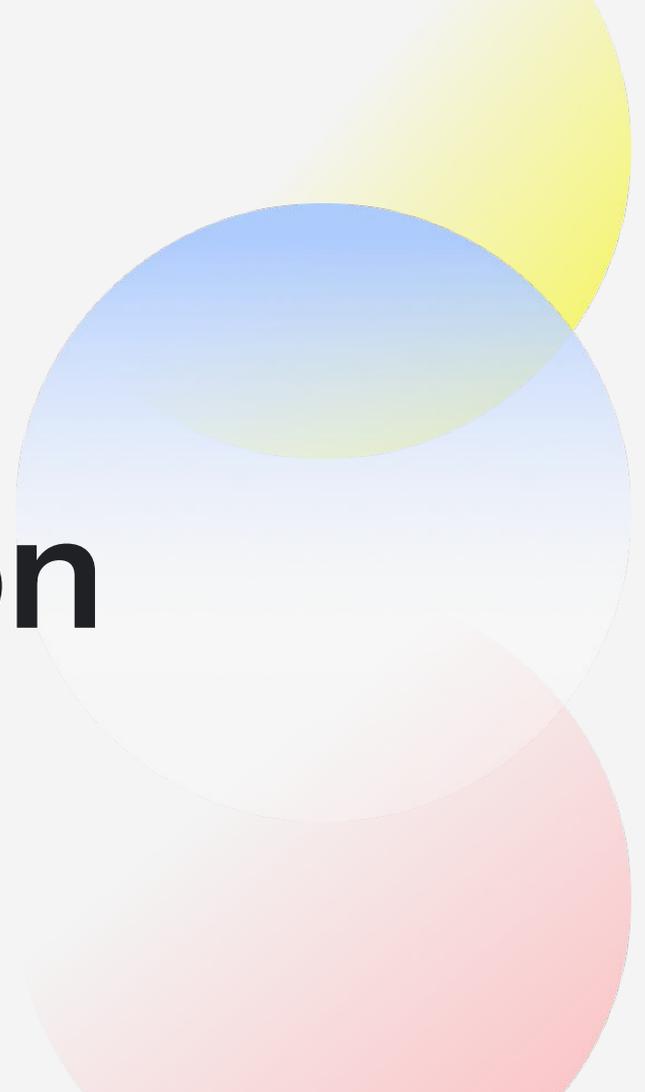
Implemented Features

[COMPLETE] Simple Task Flow: Receiving a spark of inspiration

★ Opening up dare with envelope animation

★ View today's dare

★ Completing photo dare

★ Visible Share + View Past Dares options on dare completion page

★ Allowing users to go back and edit their dare

★ Dare saved to *Your Dares* bin w/ animation to indicate where it's added

★ Cleaned-up and consistent styling/layout throughout app

★ Improved accessible + visible design and color theme

Unimplemented Features & Plans for Hi-Fi

P0 – ETA: by Thanksgiving

- ❏ Authentication flow - user account creation, updating their profile info
- ❏ Supabase integration to save user accounts + dares
- ❏ Share dare flow
- ❏ View past dares flow
- ❏ Daily dares that change every day - generate bank of dares
- ❏ Ability to save drafts for dares and return to complete later
- ❏ Visual clean-up for system visibility (smoothen envelope and streak visuals)

P1 – ETA: by the start of Week 10

- ❏ Enlargement/preview of dares in Past Dares bin for viewing accessibility
- ❏ Add detail to message sent when sharing dare
- ❏ Consistent method for dare bubble images of different dare mediums

P2 – ETA: by Tuesday of Week 10

- ❏ Potential AI-powered dare recommendation algorithm

Wizard of Oz Techniques

We relied primarily on **hard-coded aspects** (the app contains fixed values and behaviors baked into the code). These allowed us to test core UX flows and interface behavior without building a backend, authentication system, or time-based logic.

We **did not use Wizard-of-Oz techniques** - would involve a human manually simulating the system behind the scenes.

Our goal was to make the prototype feel consistent and automated during testing, so all functionality needed for user flow evaluation was implemented as lightweight, hard-coded logic rather than human-operated behavior.

Hard-Coded Aspects (to prioritize rapid prototyping)

Feature	Why Necessary
Fixed Daily Dare Generation: set to *"Take a photo of something beautiful"*	test user flow + UX for **receiving/completing dares** without building backend API with database, time-based daily refresh logic – focus on interaction
Empty State Messages for future implementations	Currently guides user behavior immediately and focus on important functionality
Simulated Dare History + local-only state management	allows testing completion flow **without building full gallery/archive system** and connecting to database to store historical data
Streak Counter	**validates gamification UX** without implementing actual daily completion tracking + dae validation
Set Profile to "Adi"	tests **personalized greeting** without building user authentication system

Plan For Finishing

How We'll Prioritize the Remaining Work

- Focus first on core completion flows and system stability so the full end-to-end user experience is testable

- Layer on usability improvements next (learnability, accessibility, consistency)

- Add features and further design changes based on heuristic reviews and past user testings , only after main flows are stable

- Maintain fast iteration loops with shared debugging + device testing

Team Member Responsibilities

We Will Be Doing:

- **Engineering:** implementing remaining flows, refining Supabase integration, stabilizing data flow, and fixing bugs
- **Design:** tightening layout consistency, improving accessibility, refining visual elements, and simplifying interactions
- **Testing:** performing rapid user walk-throughs, identifying usability issues, and validating that flows behave as expected on-device

How We'll Work Together:

- Rotate members across **pair sessions** (one focused on engineering, one on UX) to move features to completion quickly
- Use a **shared task board** to assign feature clusters and track progress
- Conduct **short daily syncs** to surface blockers and redistribute tasks
- Reserve the final stretch for **polish, QA, and fixes informed by user testing**