clarus

A6: Med-Fi Prototype Readme

Prototype

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Target Audience and Context

clarus is designed for startup founders and designers who collaborate on digital products and creative assets, where feedback often gets lost in scattered threads or lacks emotional clarity. The app is used during design critiques, product reviews, or sprint feedback sessions to make communication more personal and efficient. Instead of relying on plain text comments, users can leave voice, video, or written feedback directly on shared prototypes; analyze comments using AI; and join real time calls. Within the prototype, users should be able to navigate through screens, simulate adding multimodal comments, and review engagement activity, experiencing how clarus makes feedback feel more natural, expressive, and human-centered.

Design Tools

The prototype was built using Figma, chosen for its easy collaboration features and industry-standard design capabilities. Figma enabled the team to create realistic front-end simulations that mirrored how clarus would look and feel as a finished application. The component-based design system provided consistency across screens, while its built-in prototyping tools supported user testing and feedback collection.

Access and Device Requirements

To access the prototype, click this link: [Prototype](#). Please view the prototype on an iPhone 13 Mini device.

Operating Instructions (General) and Tasks

Once opened in Figma, users can click through preset screens and interactive buttons to simulate the app's core features—viewing shared files, leaving multimodal comments, and checking recent activity. The prototype walks users through a realistic feedback flow, demonstrating how Clarus integrates voice, video, and text feedback in a clean, collaborative interface. While it's not fully functional, it effectively conveys the intended user experience and shows how founders and designers can review work, provide feedback, and track engagement in one streamlined space.

Each screen includes highlighted, clickable buttons that let users complete key task flows:

- Simple task – comment asynchronously using voice, video, or text
- Moderate task – view and complete AI-generated to-dos
- Complex task – call designers in real time

Users can always press the back button in the top left corner to return to the previous screen.

Operating Instructions (Specific)

- **Login Page:**
  - Click "Login" to go directly to the "Connect a Design File" page. From there, users can select a design file to link with clarus.

- **Select File Page**
  - Users can now choose a file to interact with. From this page, they can either:
    - Leave a multimodal comment (simple task), or
    - View and complete AI-generated to-dos (moderate task).
  - At the bottom of the screen, the navigation bar provides access to:
    - Call: Start a real-time call with designers.

- **Activity:** View all recent activity across files, such as new comments.
- Files: Access all design files connected in Clarus.

- **Leaving a Comment**
  - When a user enters a file from the "Select File" page, they automatically enter "Commenting Mode," indicated by the "Commenting Menu" at the bottom. Users can follow the on-screen instructions to leave one of three types of comments:
    - **Voice Comment:** Tap the microphone icon to record. A stop button will appear when recording starts. Tap "Stop" to finish. Choose "Done" to save or "Redo" to re-record.
    - **Screen Record Comment:** Tap "Click to Record." After a short countdown, recording begins. Press the red stop button at the bottom to finish. Select "Done" or "Redo" as needed.
    - **Text Comment:** Tap the text bar to type a comment. Click "Done" when finished.
  - After commenting, users are directed to the "Recent Comments" page, which shows all comments left on the file—along with the author, time posted, and modality. Clicking on any comment opens it for full viewing, including the transcript and voice or video playback.

- **View and Complete AI Generated Todos**
  - From the "Select File" page, tap the "To-Do" button in the blue Commenting Menu.
  - Users will see a list of AI-generated categories of to-dos
    - Tap the dropdown arrow to view the exact action items each linked to a specific comment. It includes details such as who created the comment, when, and in which modality.
    - Check the box on the left to mark the task as complete.
    - Tap the right arrow to open the full comment, view its transcript, and play back the corresponding voice or video.

- **Calling a Designer in Realtime**
  - From the navigation bar, go to "Files" and click the Call button.
  - You'll see a list of designer contacts—select one to start a call.

- Once the call connects, key controls appear at the bottom of the screen:
    - **Screen Share:** Start sharing your screen.
    - **Microphone:** Mute or unmute yourself.
    - **Camera:** Turn your camera on or off.
    - **End Call:** Hang up.
- When screen sharing, you can collaborate in real time with your designer. Tap "Show Controls" to reopen the call buttons, including the Stop Sharing option. Tap anywhere on the screen to hide controls again.
- During the call, you can also select Notes to jot down key points. Tap the text area to type, and press the "X" button when done.

Figma's Pros and Cons

We used Figma to build our prototype because it offered easy collaboration and industry-standard design tools. Figma allowed us to maintain a consistent system design through reusable components, create realistic frontend prototypes that mirrored the final product, and share our work easily for user testing and feedback. However, it also presented challenges, including a steep learning curve for new users, limited capability to develop complex interactions, and occasional inconsistencies between design and implemented code. Overall, Figma's strengths in testing and prototyping outweighed its drawbacks, enabling fast, consistent iteration and smoother development.

Hard Coded and Wizard of Oz Features

Our prototype incorporated both hard-coded and Wizard-of-Oz simulated features to enable testing within Figma's constraints. The hard-coded features provided a forced-choice experience—users could only interact with preset interfaces and files, comments always appeared in the same location regardless of where users clicked, and all comments and transcripts relied on default descriptions and modalities. The Wizard-of-Oz features simulated system behavior without full backend functionality. For example, recent activity wasn't tied to actual human changes but still allowed us to test user engagement, and users didn't interact with real people during calls, letting us evaluate the overall calling flow without live interaction.

Limitations of Prototype

Because our prototype was created entirely in Figma, several features were simplified or excluded, limiting realism and feature evaluation. AI features couldn't be integrated, preventing tests of reliability or usefulness. Voice and screen recording were unsupported, meaning users could only simulate comments instead of actually recording them, which limited how we evaluated quality and speed. Similarly, live video calls were not possible, preventing assessment of call experience or collaboration quality. As a result, users experienced only simplified simulations rather than full functionality.