

Medium-Fidelity Prototype README

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Prototype Link

<https://www.figma.com/proto/o21ZOGUERfum8vudOKwXJG/medfi?type=design&node-id=48-3404&t=QxhkdkgN1ji4nNbw-1&scaling=scale-down&page-id=0%3A1&starting-point-node-id=48%3A3404&mode=design>

Summary

We built our prototype using Figma and Material UI icons. Clicking the link above will lead users to a homepage that represents the view of the app on-boot. Clicking anywhere on the screen will highlight what the possible actions are, but all navigation tabs are functional.

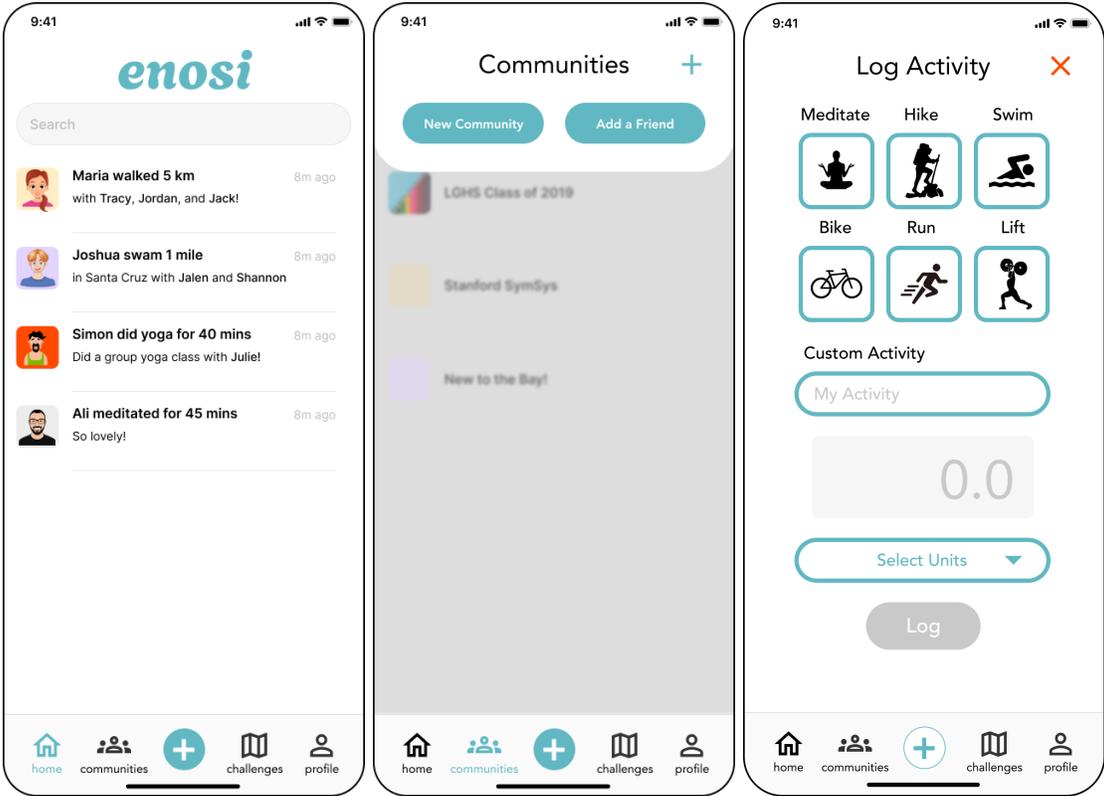


Figure 1: Example screens from enosi medium fidelity prototype

The core flows we cover in our prototype are:

1. Logging an activity:

Tap the plus sign on the bottom navigation bar to initiate this flow. Users will be routed to a series of screens for setting the activity type, duration, and (optional) public caption. Upon posting the activity, the core action is complete, but we have added on screens to simulate what completing a group challenge will look like. If a challenge is completed, they will be prompted to sign a log book for the challenge. Ordinarily, multiple activities from group members will add up towards the challenges and users will be routed back to the home screen upon posting a new activity.

2. Creating a community:

Tap the “Communities” tab on the bottom navigation bar followed by the plus sign in the upper-right corner of the screen. This will open a drop down for task flows 2 and 3, and clicking the “New Community” button will initiate this task flow. Users will be asked to name their group and add friends on the first screen and then on a second screen, users will be asked to set privacy and security settings for their new group. After the community has been created, they will be routed back to the “Communities” tab where the new community will be visible.

3. Adding a friend:

Similar to the previous flow, users can navigate to this flow by tapping the “Communities” tab followed by the plus sign in the upper-right corner of the screen. In this case, tap “Add a Friend” to pull up a search screen for users on the platform. The search shown is for names starting with “Nic” and we simulate the click into a sample profile. Users then have the opportunity to explore the profile, viewing the sample profile’s activities and communities. To send a friend request, a user can click “Add Friend”.

Limitations and Hard-codings

For actions that involve selecting from multiple options, typing, or querying searches, we demonstrate one example so that the focus is on what the use of the

feature looks like rather than allowing arbitrary inputs. We tried to choose examples that show a typical use case.

We also do not enable a full signup and onboarding flow in the medium fidelity prototype, as that would distract from the core experience of being a regular user of the application. Instead, you are “logged in” as a user with a set of friends and challenges already hard-coded.

We also hard-coded communities and activities on the “Home” and “Communities” tabs to demonstrate what a populated version of enosi will look like. Due to not having an attached database to figma, we chose hard-coding as an alternative to still illustrate the functionality.