



Build Human Skills One Experience at a Time

Varsha Saravanan | Nick Pyun | Maroua Bezzoui | Taralyn Nguyen

Prototype

<https://www.figma.com/design/es91eTUsey43WM8EawUq4V/MedFi?node-id=0-1&t=MD9Zpi29n5qhxf2I-1>

Target Audience

Level Up is for students and early career professionals who want to boost their human skills—often called interpersonal or soft skills—to enhance their personal and career development.

Design Tools

Our Medium Fidelity Prototype was designed and prototyped on **Figma**, facilitating easy iteration, collaboration, and testing. Our prototype is designed to serve as a mobile-based application with respective dimensions, compatible with IOS and Android devices.

Operating Instructions

General Info

To run the entire flow (recommended), start from the first onboarding screen. This can be accessed by opening the Figma file and selecting “Present” which is represented as a play button on the top right of the screen. From here, select the following flow “Start Here: Log In/Sign Up” and from the top right button on this screen, choose “Fit Height and Width” from the dropdown.

- Note that while most buttons are functional, there are some exceptions in this medium-fidelity prototype. Refer to the rest of the Operating Instructions in this README to understand the limitations in functionality across different screens.

Onboarding

- When users open Level Up, they are brought to the first onboarding page that presents two ways of accessing the app: Log In (for existing users) and Sign Up (for new users).
- **Log In**
 - Upon successfully entering users' email and password, they see a popup box stating "You're all set!" and are allowed access to the app.
 - If the user has forgotten their password, they can click the "Forgot Password?" part of the screen. This will prompt them to enter their email address to have a recovery link sent to their inbox. Upon completion of this step, users can close the pop-up message and will be brought back to the Log In screen where they can enter their recovered password.
 - Users can navigate back to previous screens using the back button on the upper left and can navigate forward to subsequent screens using the next button in the lower left.
- **Sign Up**
 - For new users, the sign-up prompted users to enter their First and Last name, followed by their email address, password, and password confirmation.
 - Upon completion of the sign-up, there is a pop-up screen that indicates that they are all set, which takes them to the Home Screen.

Navigation Bar

The navigation bar will appear on the bottom of all screens except for the onboarding flow, allowing users to navigate to almost any part of the app from any screen.

- **Home** (first from left to right)
 - The Home icon brings users to the home screen, the central screen of the app, and the first one that users see when they log in.
- **Experience** (second from left to right)
 - The Experience icon (represented by a star) brings users to the "My Experiences" screen.
- **Leaderboard** (third from left to right)
 - The Leaderboard icon leads to a Leaderboard list of the users' friends. Users are also able to toggle to view all app members from here.
- **User Profile** (fourth from left to right)

- The profile icon takes the user leads to the user profile page where they can find information about their progress (in XP points) in different skills with a graph depicting progress over time.

Home Screen

- Users will be taken to the home screen right after the onboarding process—either Log In or Sign Up. When users are on the Home screen they are greeted using their first name and can view their Total Experience points (XP), embedded within the purple star icon on the top left side of the screen.
- Below this, users can view their current task completion streak. This is formatted as a 7-day calendar with purple stars marking the days where at least one task was completed.
- **Daily Challenge**
 - Users can view their Daily Challenge under “Today’s Task.” This is a recommendation provided based on the users’ task completion history (what categories they are looking to improve, what categories they should venture more into, etc).
- **Task Card**
 - All Tasks, including the Daily Challenge, are represented by a task card. These task cards have the name of the task and a background picture representing the task on the front side.
 - On the bottom of the front side of the card, users click save for later (represented by the bookmark icon), which will add the task to the “Saved” category in “My Experiences.”
 - Additionally, they can indicate that they are not interested in the task by clicking the “X” icon. This will cause a pop-up notifying the user that the action cannot be reversed to appear. Following this, the task card will be X’ed out.
 - Users can navigate to the back side of the card using the arrow button in the top right for a detailed description of the assigned task and the reflection box for users to fill out upon the completion of the task.
 - *Note that the reflection box is not currently functional. However, on the app, users will be able to add their reflections upon completion of the task.*
- **Skill Categories**
 - This section is found under the Daily Challenge Task Card, serving as a way for users to explore more tasks across the four different categories. Users can scroll down on the Home Page to view these categories.

- Each of the four categories—communication, adaptability, problem-solving, and leadership—has distinct colors. Clicking these categories will take users to the list of all tasks for the respective category. These pages are scrollable, and users can view new, completed, and locked tasks.
- Additionally, there is a “Coming Soon” category to indicate that there are more skills that are to come, allowing users to widen their skills.

Profile

- When a user clicks on the profile icon, they are taken to their profile page. Here, users can view their profile picture, followed by their total XP points. Users can also view a skill-wise breakdown and visual representation (colored progress bars) of how much XP they've gained in each category.
- **View Trends**
 - On the bottom of the profile page, users click the “View Trends” button. This will take them to a graph of their category-wise XP progress in the past month. Users can toggle to view the XP progress of all time.

My Experiences

- When a user is on the “My Experiences” page, they can toggle between saved and done tasks. In the done task list, users can view their completed tasks. In the saved task list, users can view the tasks that they saved for later.

Leaderboard

- When users click on the leaderboard icon from the navigation bar, they are presented with the Leaderboard list. This is where users can view their friends' XP points, and rankings, and challenge them to complete a task.
- Using the toggle bar on the top of the screen, users can view a list of all members and from this, users can add them as friends or challenge them to complete a task that the user has already completed.

Limitations

Despite our attempt to represent full functionality, there are several key

- There is no functionality for the search bar on the leaderboard screens, due to the inability to simulate a searching algorithm on Figma. This functionality will be implemented on the coded application.
- Similarly, users are unable to type in their information while onboarding because the prototype on Figma tools cannot ingest typed user input.

- Users are not able to edit their profiles. However, this functionality will be implemented on the coded application.
- Only the task card on the home screen (Rubik's Cube) has all buttons clickable and functioning (bookmark, uninterested, navigation arrow, navigation bar, etc). Other task cards are limited in complete or partial functionality and prototyping these components was time-intensive, causing us to not go this route.

Wizard of Oz techniques & hard-coded items

- **Static leaderboard:** The list of friends and their levels, and the list of all members in the leaderboard screens are hard-coded. We don't yet have active user users so there is no way for us to get real data.
- **Friend Request and Challenge Functionality:** Clicking the "Add a Friend" button would not send the friend request and the user to the list. Additionally, currently, there is no way to challenge other users and track whether they did the challenge or not. The popups simulate the idea that the request has been sent to the target user.
 - **Why?** We do not have a backend system to dynamically store these operations.
- **Progress Graphs and XP Levels:** The progress graph that displays users' advancement in various skills is currently hard-coded data. For the medium fidelity prototype, users will not see real data reflecting their actual learning achievements. This limitation is a critical factor as tracking progress using real data is vital for user motivation and goal-setting.
 - **Why?** Users have not been using the app for a consistent amount of time, so we have to represent this using hard-coded data.
- **Limited Task Availability:** The medium-fidelity version of this app only offers a small selection of tasks for each skill category to illustrate the user flow. This constraint means users may find the experience somewhat repetitive or insufficiently varied. As we do not yet have a robust backend system capable of dynamically generating tasks tailored to user preferences, the diversity of tasks is significantly restricted.
 - **Why?** We do not yet have a backend stack where enough tasks are stored for each skill and which can be generated in a specific order.

