LockIn README

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About our Prototype:

We built our Med-fi Prototype on Figma, aiming to mimic the appearance the app will have on an IPhone 14 Plus screen.

Link to Med-Fi Prototype:

https://www.figma.com/proto/NEvykCwiHWIeG7pYQy7LP2/medfi-prototyped?node-id=1-13&node-type=canvas&t=OKfafA6dIwcSE344-1&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=1%3A13&show-proto-sidebar=1

Press the "play" icon on our prototype in the top right corner. Click through live buttons to see the different task flows and to explore the app.

Target User:

LockIn is designed for students and young professionals who want to improve their relationship with technology, boost productivity and engage playfully with friends.

Tools to Create Prototype:

We used Figma to build this prototype, as a design tool and as a simulator of appearance and user flow on an IOS screen. App icons were taken from Google search results, and earlier Lo-fi prototyping was done on pen and paper.

Operating Guidelines:

Our prototype is built to simulate the core functions of the LockIn app. The prototype allows users to test out the process of creating and joining screen time competitions with friends. The instructions below serve as guidelines for using different parts of the prototype. The format of these guidelines are as follows: each screen will be included in order by which it is usually accessed, followed by a bulleted list of information and next steps available from that screen. This guide will walk you through the features and navigation of the app, allowing you to join screen time competitions, track your usage, invite friends, and view analytics.

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1. Login and Onboarding

- Welcome Screen: Welcome to LockIn screen with options to Login or Sign up.
- Phone Details: Enter your phone number to receive a verification SMS, which you will enter on the Verification Code screen.
- User Details: Input your first and last name on the What is your name? screen.
- Permissions: The app requests permission to access your screen time data. Tap OK to proceed.

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2. Navigation Bar

The bottom navigation bar includes:
- Home: Explore available competitions, execute join competition process if active
- Compete: current game, recap of screen time goals, competition feed, head to head, and analytics contained here. Setting up a competition also contained here.
- Friends: Invite friends to competitions, view friend status, and send invitations.
- Profile: Check your achievements, lifetime statistics, and screen time savings.

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3. Joining a Competition

- Go to the Home tab and select a competition to join.
- Competition Details: with "view", See participant information, screen time limits, and competition duration.
- Tap "Join for $15" to join, and confirm your entry by tapping GO on the next screen.

When you are in an active game in the LockIn app, here's what you can access:

Game Overview and Progress Tracking

Once you join a game, you're presented with the "Current Game" screen. This screen shows key details such as:

- Time Spent vs. Daily Limit: A progress bar displays how much screen time you've used so far against the set limit (e.g., 40 minutes out of 3 hours).
- Remaining Time: The countdown shows how much screen time you have left for the day before you risk losing your contribution.
- Daily Status: The app indicates which day you're on within the game duration (e.g., "Day 2") along with a timer showing the total time used for the day.
- EOD Page: When you make it through another day, it congratulates you, stating how many days and competitors remain.

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5. Competition Feed and Analytics

- Competition Feed: Access this via the Compete tab. It shows all active competitors, their screen time, and updates when someone drops out.
- View Analytics: Under "profile" tab, Check your weekly screen time trends, app usage breakdown, and specific app metrics. This section also includes details on daily phone pickups and your top-used apps.

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4. Customizing Competitions

- Create Custom: Tap on Create Custom from the Welcome to Lockin page to set up your own competition.
- Set Goal & Duration: Choose the competition duration and screen time goal. Options include preset days or a custom limit.
- Visibility: Decide if the competition is public or private and set the entry amount.
- Staking amount: Set the buy-in for this competition.
- Continue.

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6. Inviting Friends

- Invite Friends: Go to the Friends tab to invite friends to your competition.

- Search for friends by username or phone number, or invite from your previous competitors.
- Pending & Accepted Invitations: See the status of each invite (e.g., accepted, pending) on the invitation screen.
- Share Invite: Share competition invites through social media platforms like Instagram, Facebook, and more.

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7. Start Competition

- Once friends have accepted your invite, review the Accepted and Pending sections.
- Tap Start Competition once you're ready to begin with your invited participants.

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8. Profile and Lifetime Stats
- Profile: Track your achievements: lifetime wins, total money earned, and screen time saved.
- This section provides a motivational overview of your usage and the impact of reducing screen time through LockIn competitions.

Wizard of Oz Elements:

Live Screen-time insights/approval: One major wizard of oz on our prototype is in the access to actual screen-time data on the user's phone. The prototype simulates the process of approving access to screen time and displaying live data from this, but this is not a real part of the prototype.

Competition insights: The prototype simulates the experience of tracking and interacting with other competitors' data, but it does not actually have any implemented connection between other users of the prototype or their screen time data.

Recalculating live payout: The app will recalculate the payout when a person drops out from the competition and display it. We simulated that by changing the number between screens.

Searching Contacts: The prototype simulates the ability to type in a phone number or name in the search bar and invite those contacts to the game, but this is not in fact possible.

Sharing to other apps: The prototype simulates the posting of competition invites or information on other apps, but this is not a functional process yet.

Verification Code Process: The prototype simulates triggering, receiving, entering and approving a verification code, but this process is not really set up.

Limitations:

Locking Feature Not Implemented: Our final product will lock viewers on the competition page with a live timer, but this timer is not yet implemented, so leaving this page is still possible in this prototype.

Data Privacy: One important value to our team is data privacy and security. While there is a simulated verification code to log into the app, we chose not to include any further messaging about privacy and security. A page communicating with users about security measures, a data permissions waiver when onboarding, or security indicator badges would represent this value more, but we opted to not include them for simplicity and to emphasize the core functionality of the app.

Total # of clickable button options: Not all buttons represented on the prototype were live to preserve the simplicity of the model. When multiple of the same button were available, we only created live button triggers for one. This means the connections are simpler, but it also means some choices of buttons do not work.

Screen sizing inconsistent: This prototype is designed to display perfectly on iPhone 14 plus simulators. While most iPhone sizes work and do not cut off screen elements, some smaller generations are cut off and improperly positioned. Ideally, the final version of the app will adjust to all iPhone screen sizes.

Hard-Coded Elements:

Data/Analytics graphs: As mentioned in the "Wizard of Oz" section, the data analytics and live tracking of one's own and one's competitors' screen time is hard coded in the app, with current numbers serving as example values for a user to see at any given time.

Pot + payout quantity : As mentioned in the "Wizard of Oz" section, the winnings, buy-in and live payout numbers are all hard-coded and written in.

Choices of apps to share/observe: App icons appear often throughout the prototype, whether as choices to share competition invites, or top app usage examples. In all cases, these app icons would be changeable, expandable, and dependent on user data and preferences. In the prototype, however, the selections are hard-coded.

User Avatars: AI-generated avatars are hard-coded to represent user profiles. In reality, users would be able to set profile photos for themselves. For consistency, we hard-coded them.