

The logo for 'timelock' is displayed in a bold, lowercase, sans-serif font. The letters are filled with a vibrant, multi-colored gradient that transitions from purple on the left, through blue, green, yellow, and orange, to red on the right. The logo is centered within a solid black rectangular background.

***timelock***

**Medium-Fi Prototype  
Read Me**

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**[Link to Prototype](#)**

# What is TimeLock?

Timelock is designed for groups who love creating and sharing meaningful memories, but don't want documenting the event to detract from their experience.

During our interviews, user testers shared their frustration with wanting to be fully present at social events while also wanting a tangible way to remember those moments.

Timelock makes documenting events fun and effortless, allowing participants to collaboratively capture their experiences in real time.

## Design Tools:

Our medium-fidelity prototype was primarily built using Figma, which served as our main design tool. The prototype simulates a mobile application experience.

## Overview:

There are 3 task flows to complete in our medium fidelity prototype:

Create a Timelock

Add Media

Share a Timelock

## OPERATING INSTRUCTIONS

### Fixed Set of Interactive Buttons:

The prototype features a fixed set of interactive buttons for navigating through various task flows. Clicking on any empty space on the screen reveals the different options available for interaction on that page.

### Navigating to a Task Flow:

On the left side of the website, you'll find all the task flows of our prototype, categorized as simple, moderate, and complex. Simple involves adding media to a Timelock, moderate focuses on creating a Timelock, and complex pertains to sharing a Timelock with friends.

### Start the Full Prototype:

To begin the prototype experience, click the play button labeled "Present" in the top right corner. This will guide you through the process of creating a Timelock, automatically transitioning to adding media and sharing, simulating how the app functions before, during, and after an event.

# Details and Navigation

## Back, Next, and Done Buttons:

The Back and Next buttons are located at the top left and right of the screen. Clicking on the Next button allows you to navigate to the next step/screen in the prototype. When entering information, the top right may also feature a button labeled "Done," which lets you proceed to the next step upon completing a task.

## Purple Gradient Buttons:

Clicking purple buttons located at the bottom of the screen such as "invite friends" or "add" will also allow you to navigate to the next step/screen in the prototype

## Preset Details for Text Elements:

Clicking on elements where the user is prompted to input text changes them to pre-set event details for ease of use. This is to simplify navigation and demonstrates how the app would function during a real event.

# Creating a Timelock

## Step 1: Enter Your Timelock Details

- The user creates a Timelock by adding a Timelock title, date, and media types
- The first screen is designed for users to enter information about the Timelock, including the title, date, and media types.
- Users can click on the title and description fields to input the details for their Timelock, (which in this prototype will fill with preset event details upon clicking).
- Click the purple "Add Friends" button at the bottom to navigate to the next page.

## Step 2: Invite Friends

- After creating the Timelock, the user is brought to a screen to invite friends.
- They can click the Back button at the top to return and edit Timelock details or proceed to invite friends directly.
- Users can click the white "Invite" button next to each contact or group they wish to invite.
- There are also options at the bottom to copy the invite link or share it externally.
- Once finished inviting friends, click the top right "Next" button

# Creating a Timelock (cont)

## Final Step: Timelock Page

- Once the user has invited friends, they are directed to their Timelock page, which features a countdown timer until the Timelock event and displays the metadata for the event.
- There are white buttons that allow users to go back and edit the Timelock information or add more friends.
- To finalize the creation of a Timelock, click the top right "Done" button.

# Add Media to a Timelock

## Notification Screen

- The user receives a push notification indicating that it is their turn to submit to the Timelock. Click on this notification to navigate directly to the Timelock app.
- Users also receive notifications when other participants submit media to the Timelock, enhancing the social experience.

## Capturing and Submitting Media

- Upon entering the app, the user is immediately brought to a quick-camera view to select and capture media.
- At the top center of the screen, users can view information about previous media submissions, fostering a sense of community.
- At the bottom of the screen, the name of the Timelock is displayed, identifying which Timelock the user is currently participating in.
- There is a swipe bar that allows users to swipe and select other media options, such as text, photo, photo gallery, or audio.
- Click the camera button to take a photo and navigate to a screen to see the captured photo (optionally can add a comment to a media submission).
- Above the purple "Add" button at the bottom, media is tagged with metadata, including the name of the Timelock and the song playing in the video.
- To add the captured media to the Timelock, click the "Add" button at the bottom

## Default Screen

- After submitting a piece of media, the user is navigated to a default app screen, which shows only the media they submitted (blurred).
- This screen has no additional functionality, displays blurred images and features a countdown until it is the user's turn to submit media again.

# Sharing a Timelock

## Viewing the Timelock Memento

- After the event is complete, the Timelock can be viewed showing a memento created from the media submitted during the event.
- (specific form factor for the memento is to be determined, with potential options including AI-generated stickers that incorporate the submitted media)
- Below the memento, there are buttons to emoji-react to different pieces of media included in the Timelock.

## Sharing the Timelock

- To share the Timelock, click the "Share" button located below the memento.
- This opens the phone's native share screen, allowing the user to select their preferred sharing method.
- By swiping, the screen transitions from the memento to a detailed view that includes additional statistics and media related to the event.

# Limitations

## Lack of Home Page and Navigation Structure:

The current prototype does not include a home page or an interface that allows users to navigate back and forth between task flows on demand, which limits the user's ability to explore the app freely.

## Pre-filled Input Fields:

Input fields for essential details, such as event title and description, are auto-filled with pre-defined details. While this simplifies testing, it restricts user testers from entering their own unique information, which could hinder their experience and feedback.

## Limited Functionality of Advanced Features:

Although the main buttons for core functionality are implemented, some advanced features that may enhance user experience are not yet clickable or functional. This may limit user testers from fully engaging with the prototype.

# Hard Coded Items

For our current medium-fidelity prototype, we hard-coded users, event details, photo captions, and contacts to share with.

Fields such as event titles and descriptions are pre-filled with specific, unchangeable details, preventing users from modifying them to reflect their own experiences or preferences. The photo users can take and the resulting memento are also hard coded.

## WIZARD OF OZ TECHNIQUES:

The graphic animation, which is intended to be created by Midjourney, is currently a hard-coded image. The recording button in the Simple Task Flow is hard-coded to display button states for video recording.

Additionally, notifications and avatars are represented by hard-coded images instead of actual users. Finally, the aggregation of the final memento consists of hard-coded photos, videos, images, and emojis that would be generated by AI.

In the context of user testing the prototype, it is not necessary for users to create event details on the spot, as this could lead to confusion or stalling, particularly when they are not actually at an event to take photos. This decision helps communicate the task flows to user testers with minimal confusion, allowing them to focus on the overall experience rather than getting bogged down in specific details.