Reunite
Jen H., Tyler H., Danielle T., Ricky G.
README FOR REUNITE MEDIUM-FI PROTOTYPE

OPERATING INSTRUCTIONS:
For our medium-fi prototype, we used Figma in order to design the screens as well as prototype the transitions between screens. Users can click on buttons and navigate between screens in an interface which simulates the experience and constraints of tapping on an iPhone X. If the user clicks on a non-interactable part of the screen, Figma will briefly highlight elements which the user is able to interact with, allowing the user to progress through the simulation.

WIZARD OF OZ AND HARD-CODED TECHNIQUES:
We hardcoded and used Wizard of Oz techniques to simulate different experiences in our prototype.

- In our app, if two users want to meet up, we plan to automatically find times that both users are free and present them with their possible options. Since we couldn’t implement this AI scheduling in Figma, we simply show a hardcoded set of possible meetup dates / times.
- We hardcoded user data into our prototype. The user is logged in as Tyler and can view his profile data as well as interact with the user data of Tyler’s friends: Jen, Danielle and Ricky.
- We hardcoded incoming push notifications from Ricky and Jen in order to simulate the user receiving a notification from our prototype.
- We hardcoded planned travel information from Jen in the prototype as well as an upcoming meetup with Danielle, in order to simulate the different features the user can take advantage of when navigating the prototype.

LIMITATIONS:
Using Figma has some limitations. For example, Figma doesn’t support non-button interface elements such as text fields. Consequently, we couldn’t simulate some experiences such as a messaging feature. Furthermore, we had to use pre-populated data rather than letting the user input their own data.

Because we hope for feedback on the key functionality of our app, we hoped to direct the user to critiquing our main taskflows. We consequently left out some more minor features such as adjusting specific settings within the app and adding new friends.

Because Figma only supports click-and-navigate transitions, we were constrained in our simulation of user navigation. We expect the final version of the app to have much smoother transitions between screens, making the user experience more fun. We further plan to investigate different ways of transitioning between screens, such as swiping left and right to access different screens.