

Trunkate

Joshua T | Fadumo J | Benjamin K | Roland ML

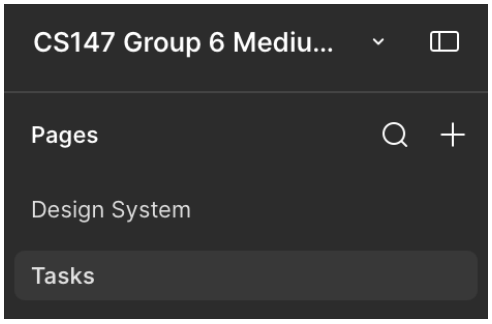
[Link to Prototype]

1. How to Access & Setup

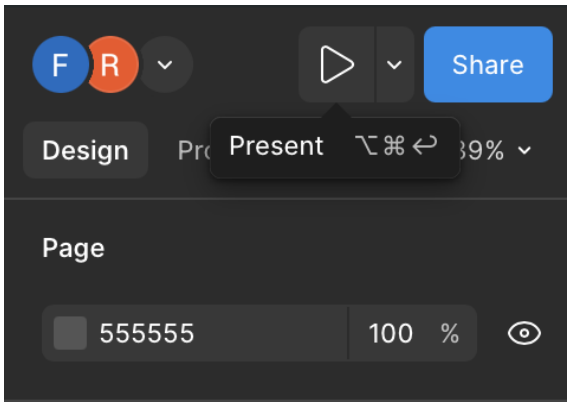
Click the link to the prototype:

[Link to Prototype]

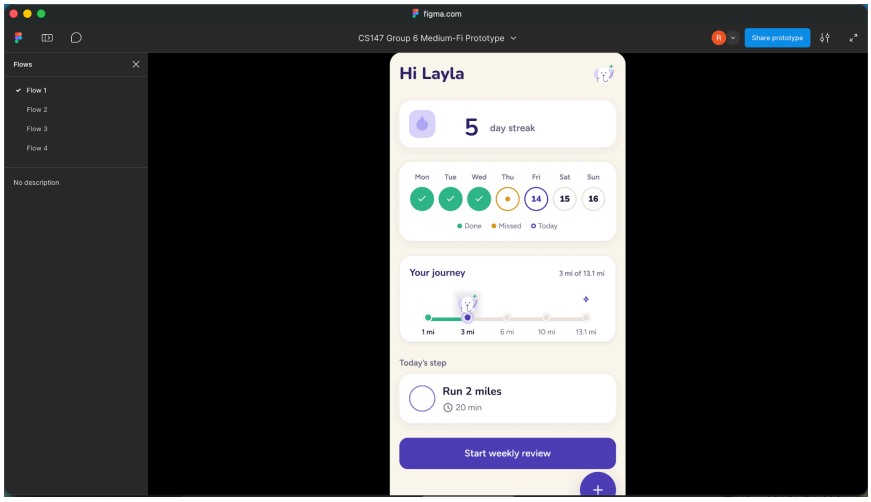
Click on “Tasks” under “Pages”:



Click on the “Play” button labeled “Present” when hovering over:



What Prototype should look like:



2. Device Requirements

Any modern browser can open the Figma prototype. Both mobile phones and laptops should work. Mobile phones may offer a more native experience.

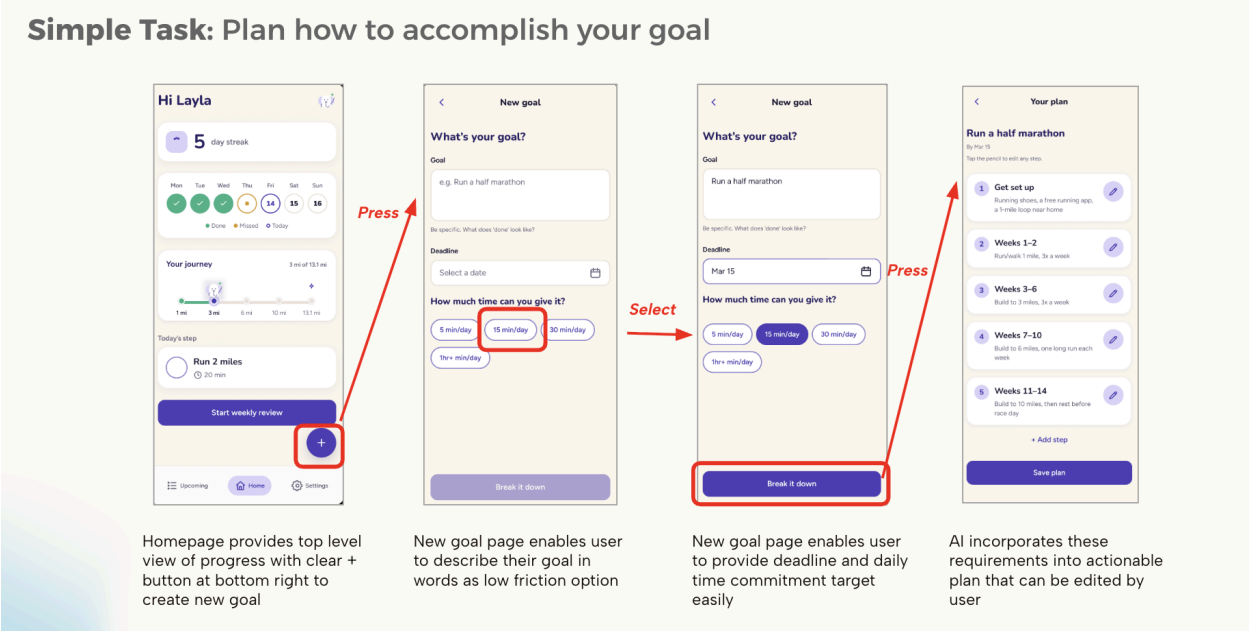
3. Application Context

The application is typically run on a mobile phone. It is used to track, breakdown, remember, and measure your goals by busy college students and professionals.

4. Operating Prototype

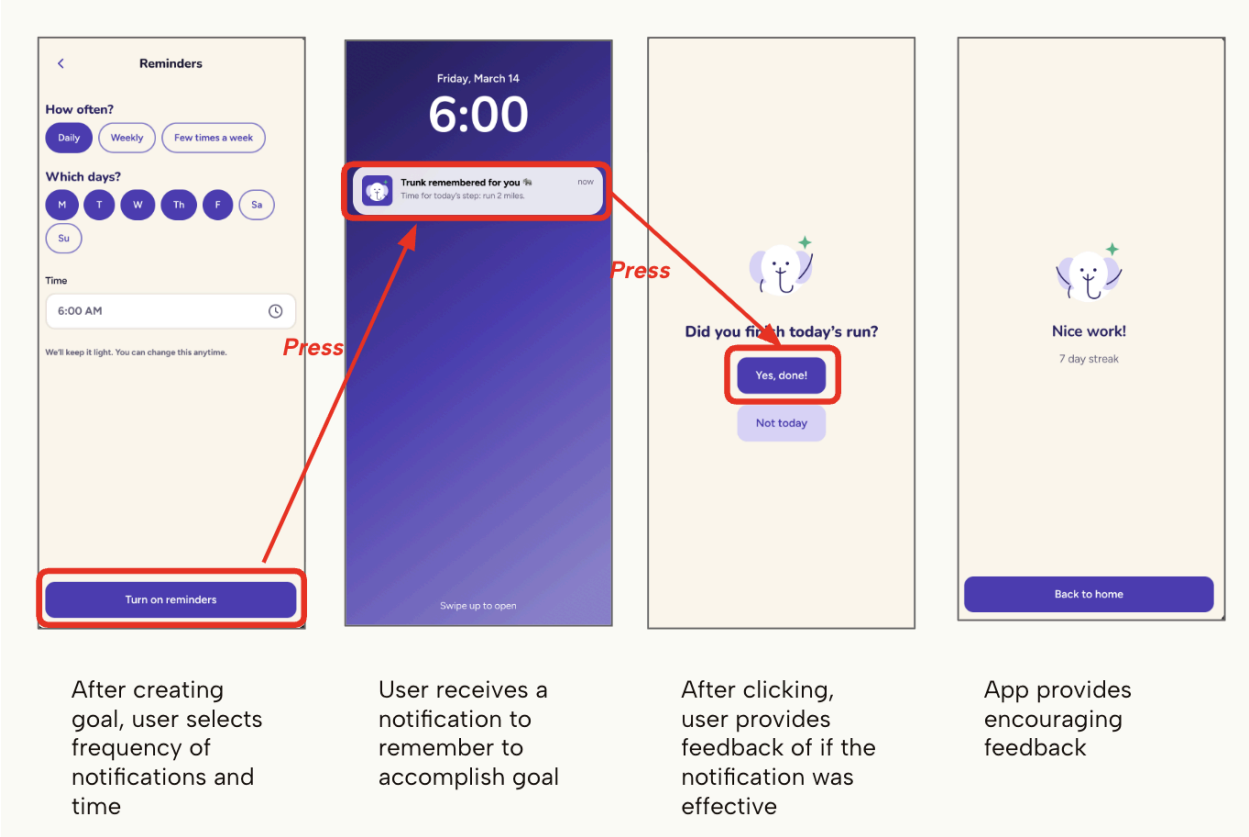
You can operate the prototype by clicking on pressable areas of the screen. If you do not know what is pressable, you can click anywhere on the screen (except a configured navigation button or selection modal) and observe which areas of the screen are boxed in blue. Anywhere with a blue outline can be clicked to navigate to the next state or screen. Sometimes the buttons are unreachable due to being too zoomed out, in which case you can zoom in by pinching the trackpad outwards.

Task 1 (Simple) : Plan a Goal



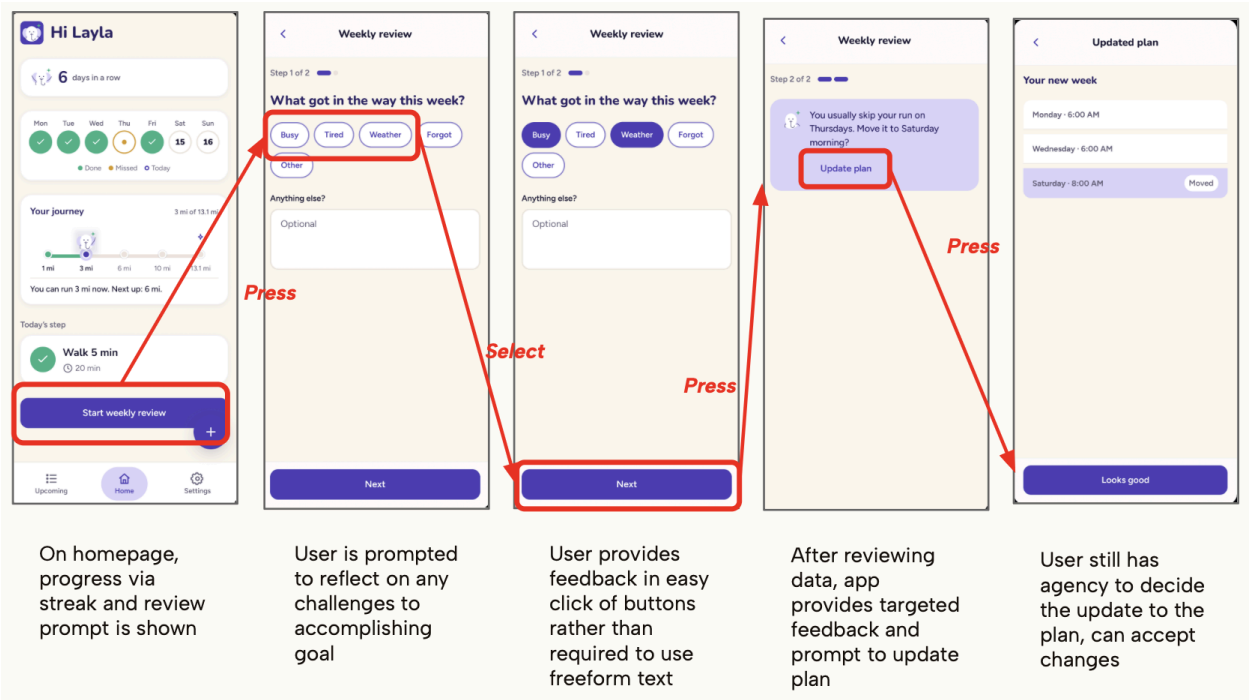
1. Tap the purple + button in the bottom right corner
2. Type a goal, in this case a preselected example, and choose how much time you want to give it per day
3. Tap Break it down
4. Review your plan. Tap the pencil icon next to the first step to edit it.
5. Tap Save Plan.

Task 2 (Moderate): Remember it



1. Choose how often, which days, and what time you want reminders. Tap Turn on reminders.
2. Tap the reminder on the example mock-up of a lock screen
3. Answer "Did you finish today's run?" Tap Yes, done! to grow your streak, or Not today to do a 5-min version, ignore it for now, or move it to tomorrow.

Task 3 (Complex): Review your week and update your plan



1. On Home, tap Start weekly review
2. Pick what got in the way this week and tap Next
3. Read Trunk's insight and tap Update plan.
4. Check your new week and tap Looks good.

5. Tools

Figma: to design clickable UI with reusable components
Notability: to electronically sketch revisions on iPad

6. Limitations

- Only the three task flows are fully clickable. Upcoming and Settings are mostly for show.
- Text fields don't take real typing. Tapping a field fills in sample text.
- You can't add, delete, or reorder steps for real. Editing shows one example change.
- Only one goal (the half marathon) is fully built out.
- The prototype doesn't remember anything between sessions.

7. Wizard of Oz Techniques

- Certain functionalities not present in mid fi prototype, including having user type or stat
- AI goal breakdown: there's no real AI. The loading screen ("Trunkating your goal...") is on a timer, and the plan is pre-written
- AI weekly insight: the Thursday insight on the Analysis screen is pre-written, not generated from real data
- Notifications: the lock-screen reminder is a mock screen, not a real push notification.

8. Hard Coded Items

- Simple Task: add goal
    - Goal: Set to “Run a half marathon”
    - Deadline: Set to “Mar 15”
    -
    - Breakdown: Not AI generated, hard-coded
    - New step: Template shown, but nothing typed in
- Moderate Task: reminders
    - Time: Set to 6am
- Complex Task: reflect & update plan:
    - AI weekly insight: Set to “You usually skip your run on Thursdays. Move it to Saturday Morning”
    - Option info text box not editable
- Streak
    - Set to 5 days