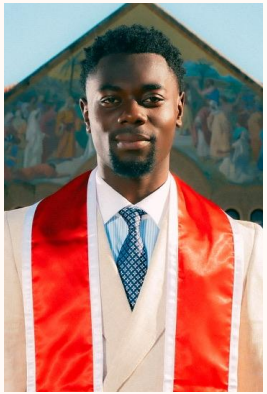
Trunkate
Ben K, Josh T, Fadumo J, Roland ML

Interactive Medium-Fi Prototype

Trunkate Value Proposition:
AI-generated goal breakdowns and notification reminders

Our team



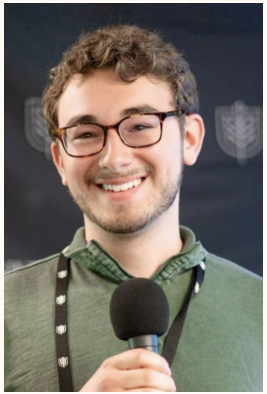
Joshua T

Coterm
CS (HCI) + B.A. Econ
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Senior
Design + CS Minor
San Diego, CA



Benjamin K

Undergrad
Computer Science
Walnut Creek, CA



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Senior
Computer Science
East Palo Alto, CA

Problem/Solution Overview

Problem: Busy professionals and college students don’t track their goals and need measurable steps to achieve them

Primary User: Busy college students and professionals because they have the most ambitious goals; and therefore, biggest need

Proposed Solution: AI-generated goal breakdowns and notification reminders

"it's kind of nice being told what to do when I get to the pool..." - Bob

“...a big goal of mine is…to travel…So…trying to budget and save money that way, but I haven't really been thinking about that either.” - Lily

“I guess goals,…I don't track them at all, which is why I never achieve them.” - Anne

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01 Values in Design

02 Tasks

03 Usability Goals & Key Measurements

04 Revised Interface Sketches

05 Design System

06 Medium-Fi Task Flows

07 Prototype Implementation

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01 Values in Design

Wellness: Helps users achieve their wellness goals, the design does not adversely affect the user by overwhelming them or getting in their way

How is wellness expressed in our design?

- Missed days in amber, never red
- “Not today” option, no guilt
- Reminders you control, with quiet hours
- Big goals broken into small steps
- Trunk encourages, never nags

Value Tensions: With streaks, we have to weigh keeping users on track versus stressing them out

02 Tasks: Same Three from Low-Fi Prototype

Simple: plan your goal

- Simplest; no recall necessary, only reasoning through steps to achieve your goal

Moderate: remember your goal

- More complicated than simple because it requires recalling your goal at the right time

Complex: review progress and edit your plan when necessary

- More complicated than moderate because it requires recalling what you did and reasoning through how you could improve

03 Usability Goals & Key Measurements

Quick task completion: *complete fundamental tasks quickly*

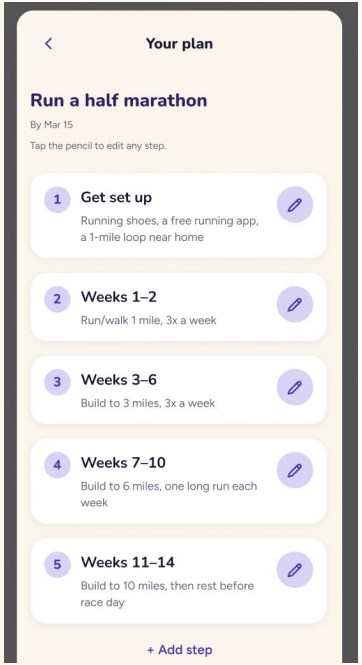
Key Measurements/Goals:

- Time to complete task
- Number of clicks to complete task

Need: Quality questions to gain context for initial plan generation; reduce the amount of plan editing required by the user.



One-click completion



AI generation with edit optionality

03 Usability Goals & Key Measurements

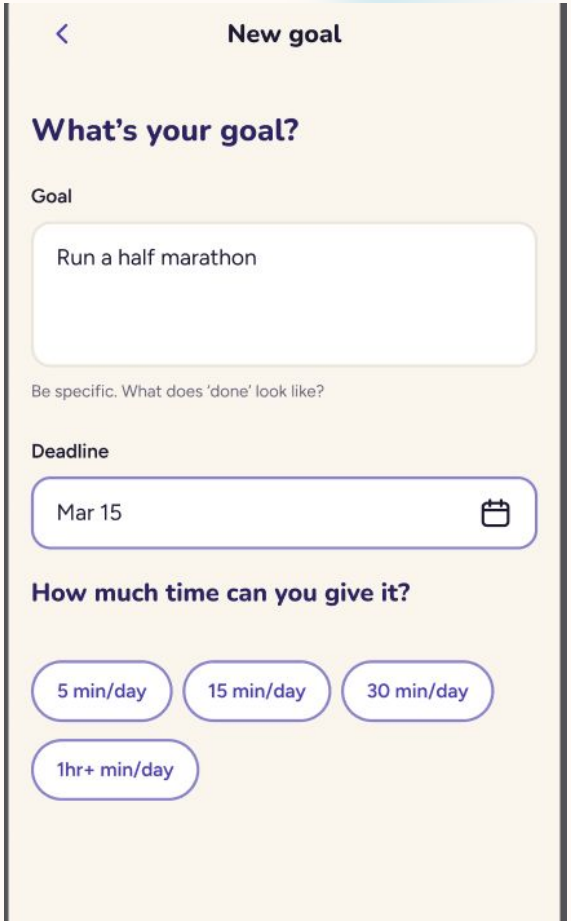
Minimize critical errors when using the interface:
intuitive task completion flow

Key Measurements/Goals:

- Number of critical incidents/errors per task flow
- Minimize overlap of methods to complete a task
- Minimize number of tasks completable on transition screens

Need: Intuitive labelling and MECE (mutually exclusive, collectively exhaustive) options

Singular purpose for this screen, no features to complete other tasks



03 Usability Goals & Key Measurements

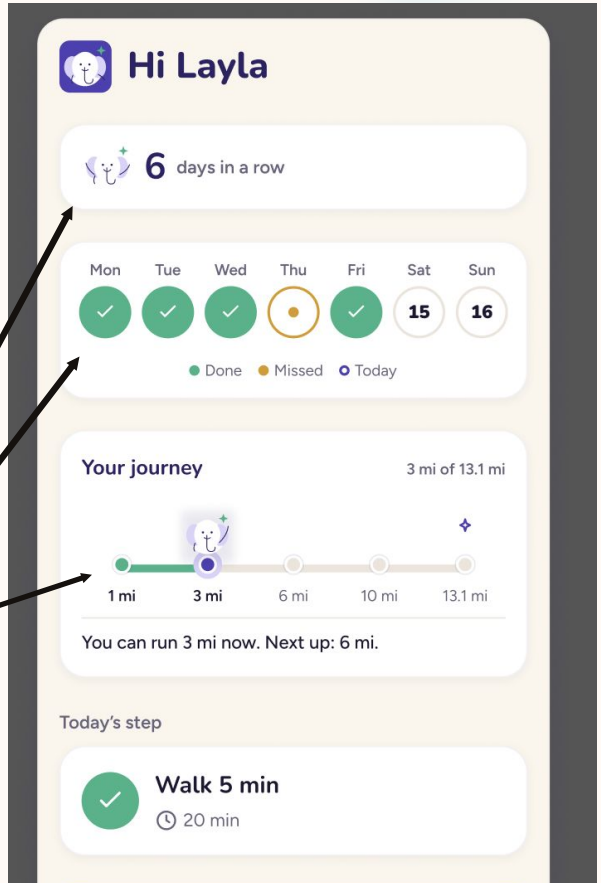
Engaging progress feedback: *motivate users to complete tasks and achieve their goal*

Key Measurements/Goals:

- Centrality of progress tracking features (e.g., streak)
- Frequency/effectiveness of notifications

Need: progress tracking on the homepage of the app, effective notifications

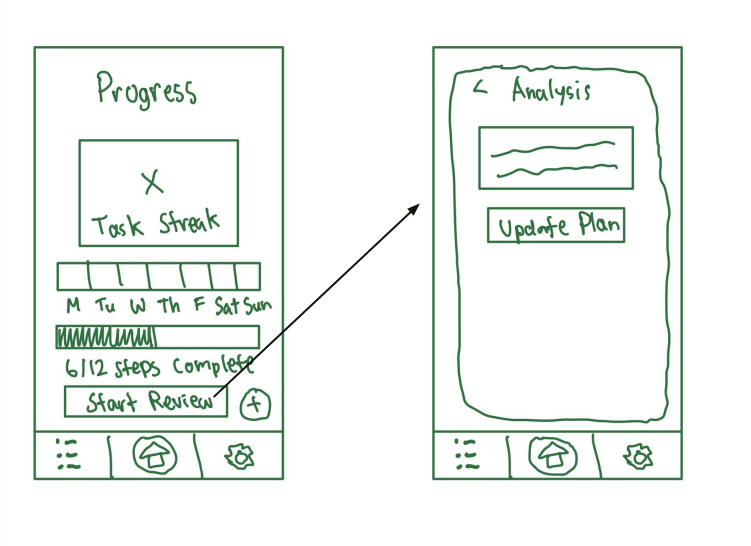
Multiple progress tracking metrics: streak tracker, week tally, overall miles ran etc.



04 Revised Interface Sketches

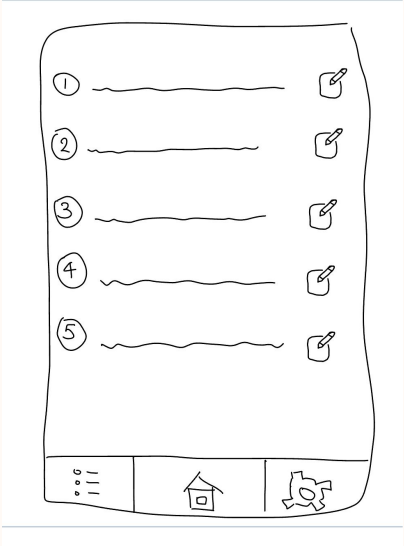
Major Changes:

1. Updated home page and navigation bar: home page is now the previous stat page, the upcoming icon went from a calendar to three dots and lines coming out from them, and removed profile and create goal buttons in navigation bar
2. Less buttons on analysis page
3. We made the breakdown interactable by having an edit symbol next to each step



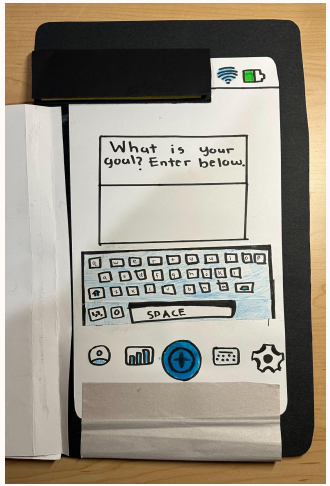
Changed Upcoming Icon & Removed Profile and Create Goal Buttons & Stat Page is now Home Page

Less Buttons on Analysis Page

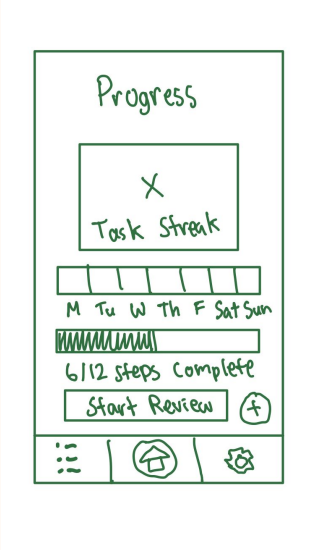


Breakdown Interactable

04 Revised Interface Sketches: Home & Navigation Bar



Before



After: Changed Upcoming Icon & Removed Profile and Create Goal Buttons & Stat Page is now Home Page

Major Change:

1. Updated home page and navigation bar: home page is now the previous stat page, the upcoming icon went from a calendar to three dots and lines coming out from them, and removed profile and create goal buttons in navigation bar

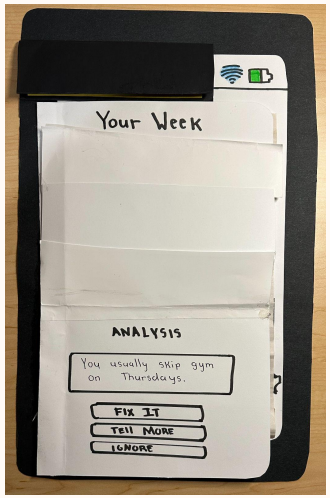
Usability Goals:

- Fast: Start review is one less click to access
- Few Errors: Less likely to mistake upcoming page
- Motivates: Stats being first page is a motivator

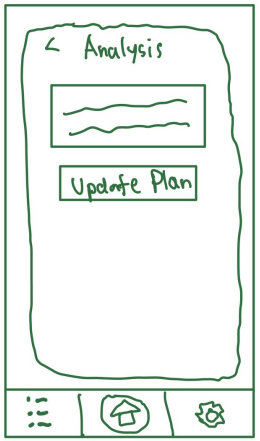
Why:

- 2 low-fi testers were unsure about upcoming icon and asked what were the buttons on the bottom

04 Revised Interface Sketches: Less Buttons in Analysis



Before



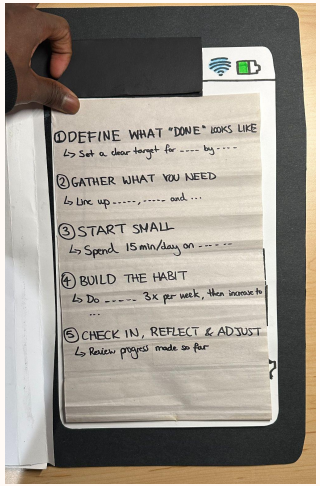
After: Less Buttons on Analysis Page

Major Changes:
2. Less buttons on analysis page

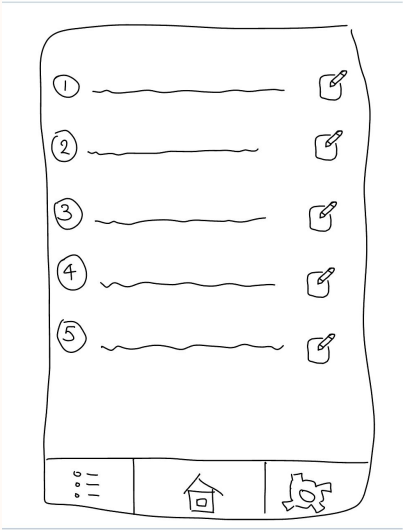
Usability Goals:
- Fast: Only one button to click
- Few Errors: Only one button to click
- Motivates: N/A

Why:
- 1 low-fi tester said too many buttons on analysis page

04 Revised Interface Sketches: Breakdown Interactable



Before



After: Breakdown Interactable

Major Changes:
3. We made the breakdown interactable by having an edit symbol next to each step

Usability Goals:
- Fast: One click to edit plan
- Few Errors: Clear where to click to edit plan
- Motivates: Adds ownership to the plan

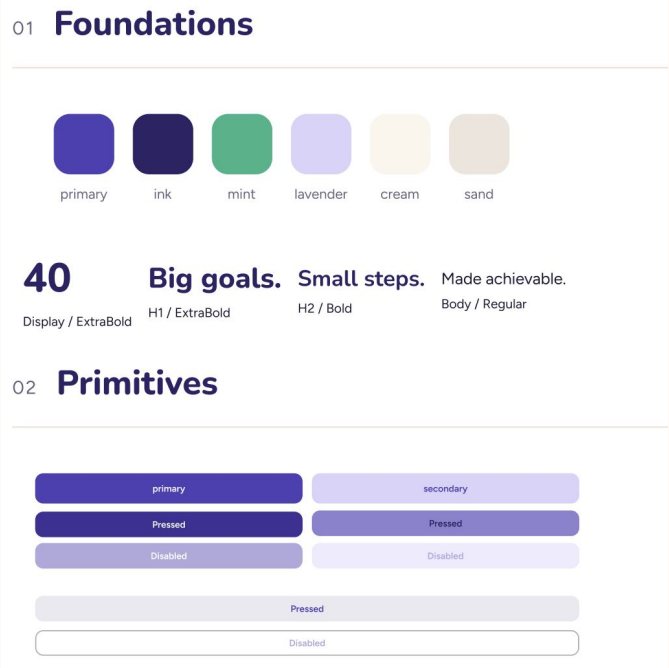
Why:
- 2 low-fi testers were unsure if breakdown was interactable

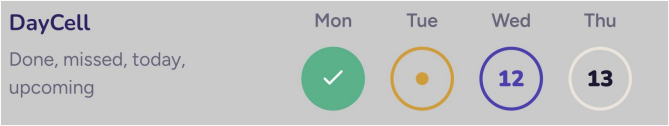
05 Design System

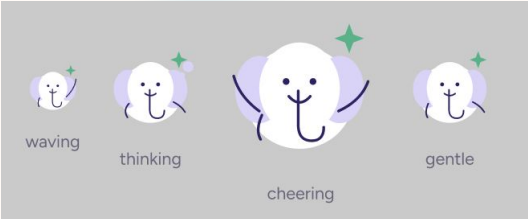
Design Choices:
Colors:
- contrast against background
- purple main color for calm
- lighter shades for calm

Fonts:
-sans serif to make it easy to read
-simple, clean, modern font

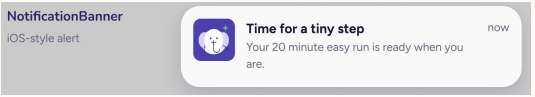
Icons:
-simple abstractions for cleanliness

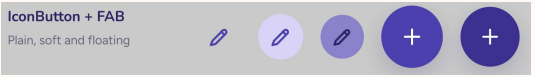


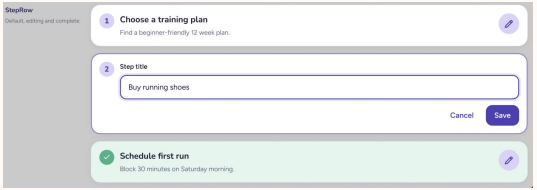






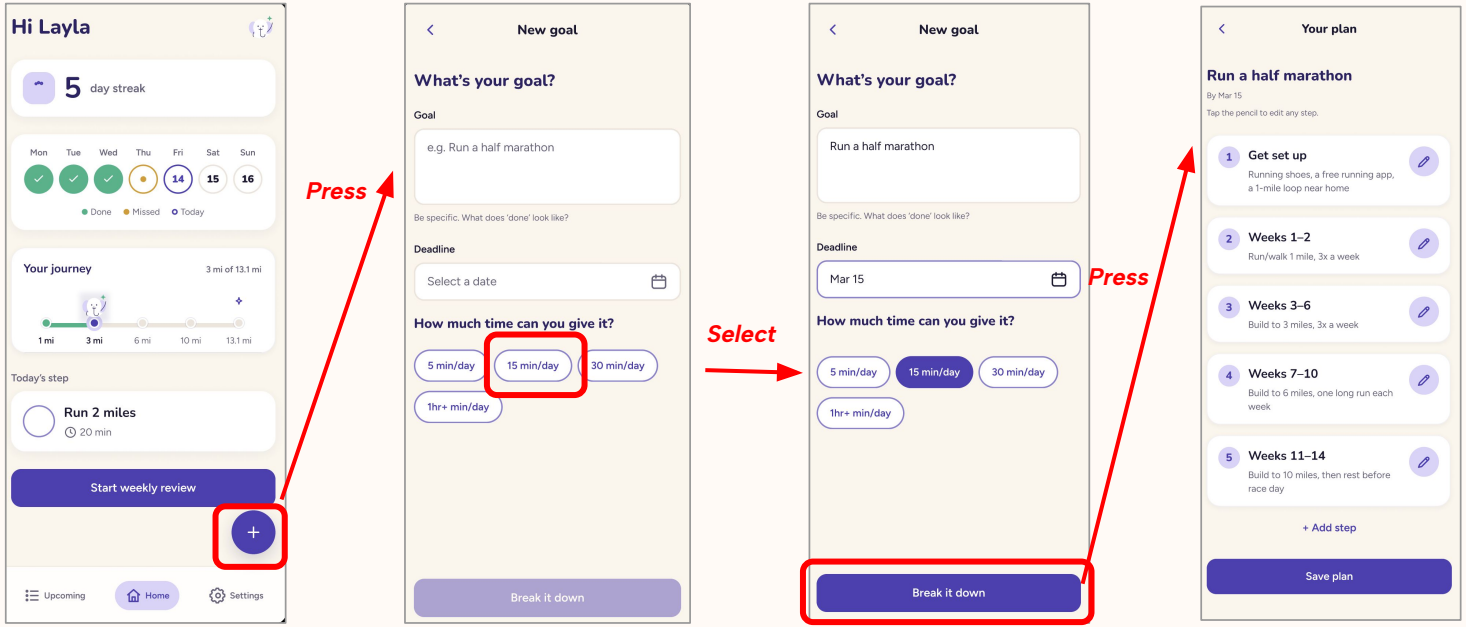






06 Medium-Fi Task Flows

Simple Task: Plan how to accomplish your goal



Homepage provides top level view of progress with clear + button at bottom right to create new goal

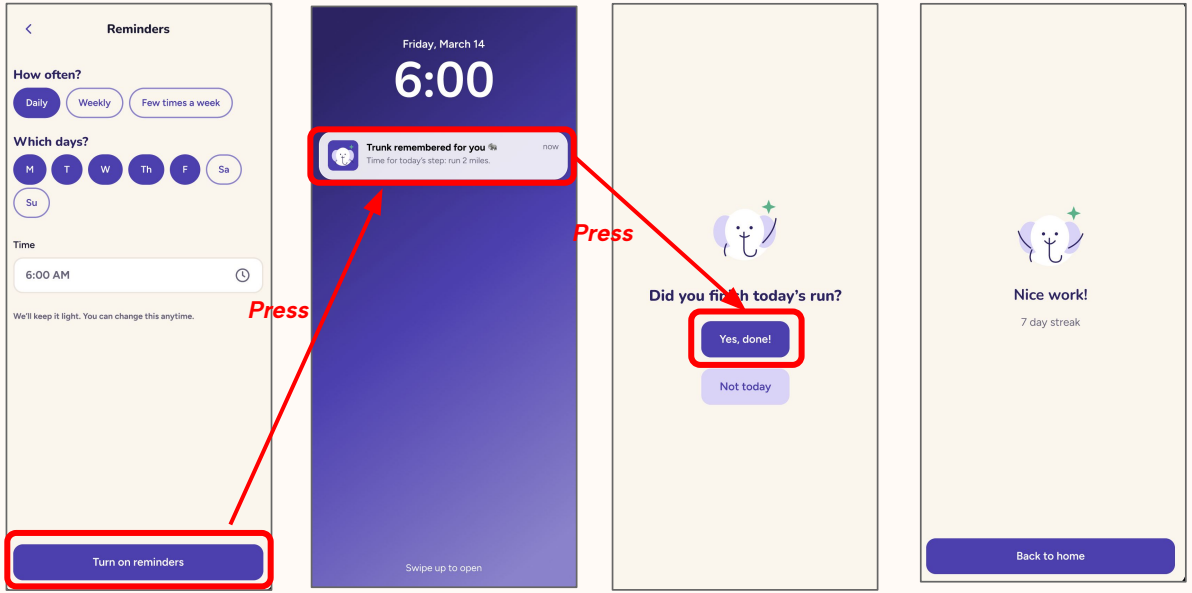
New goal page enables user to describe their goal in words as low friction option

New goal page enables user to provide deadline and daily time commitment target easily

AI incorporates these requirements into actionable plan that can be edited by user

06 Medium-Fi Task Flows

Moderate Task: Remember Your Goals



After creating goal, user selects frequency of notifications and time

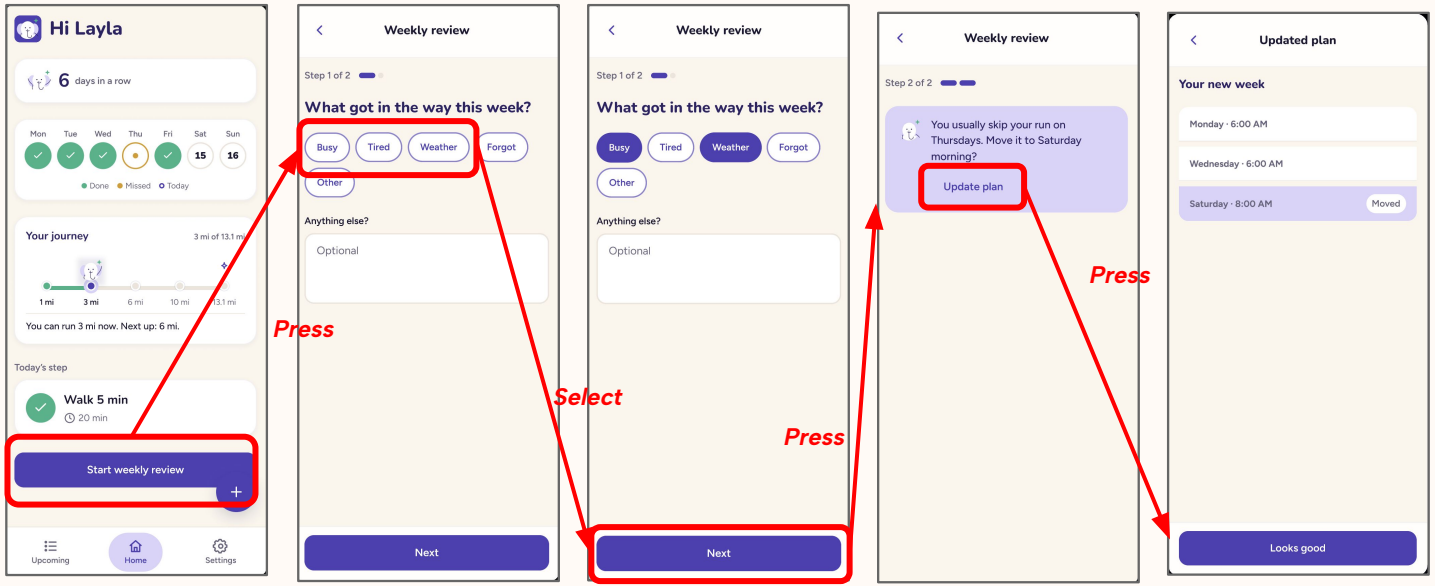
User receives a notification to remember to accomplish goal

After clicking, user provides feedback of if the notification was effective

App provides encouraging feedback

06 Medium-Fi Task Flows

Complex Task: Review Progress and Revise Plan



On homepage, progress via streak and review prompt is shown

User is prompted to reflect on any challenges to accomplishing goal

User provides feedback in easy click of buttons rather than required to use freeform text

After reviewing data, app provides targeted feedback and prompt to update plan

User still has agency to decide the update to the plan, can accept changes

07 Prototype Implementation: Tools

Tool: Figma
Pros:
- Componentize elements to reuse
- Multiple people can work on the same design at the same time
- Designs can be made interactive with connections/animations

Cons:
- Steep learning curve
- Very tedious to add all the connections



07 Prototype Implementation: Tools

Tool: Notability
Pros:
- Intuitive
- Copy paste elements
- Lasso to move elements
- Holding down on rectangle drawing formats it with straight lines
- Undo & redo buttons
- Electronic, doesn't waste paper

Cons:
- Two people can't work on the same note together



07 Prototype Implementation: Limitations

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.

07 Prototype Implementation: Wizard-of-Oz features

Wizard-of-Oz features:

- 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.

07 Prototype Implementation: Hard-coded features

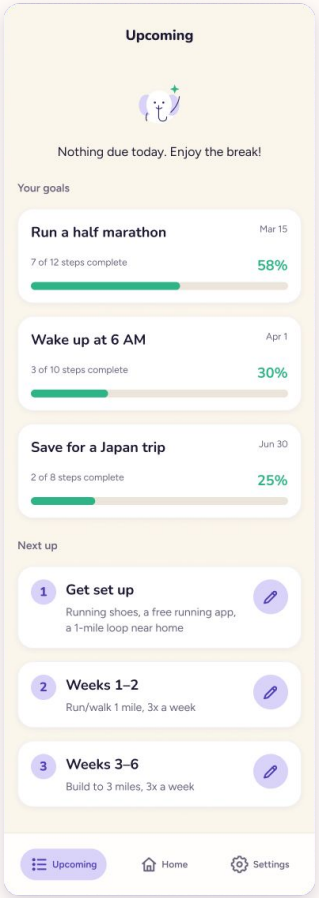
Hard-coded features:

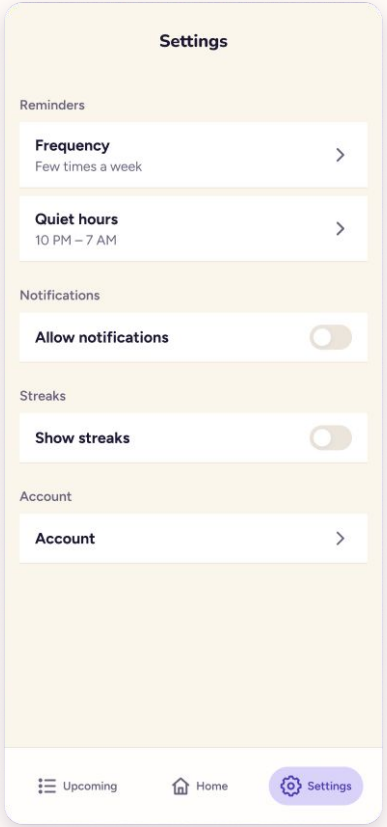
- Simple Task: add goal
  - Goal: Set to “Run a half marathon”
  - Deadline: Set to “Mar 15”
  - Breakdown: Not AI generated, hard-coded
  - New step: Template shown, but nothing typed in
- Moderate Task: reminders
  - Time: Set to 6am
- Complex Task: reflect & update plan:
  - AI weekly insight: Set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

08 Appendix: Link to Figma

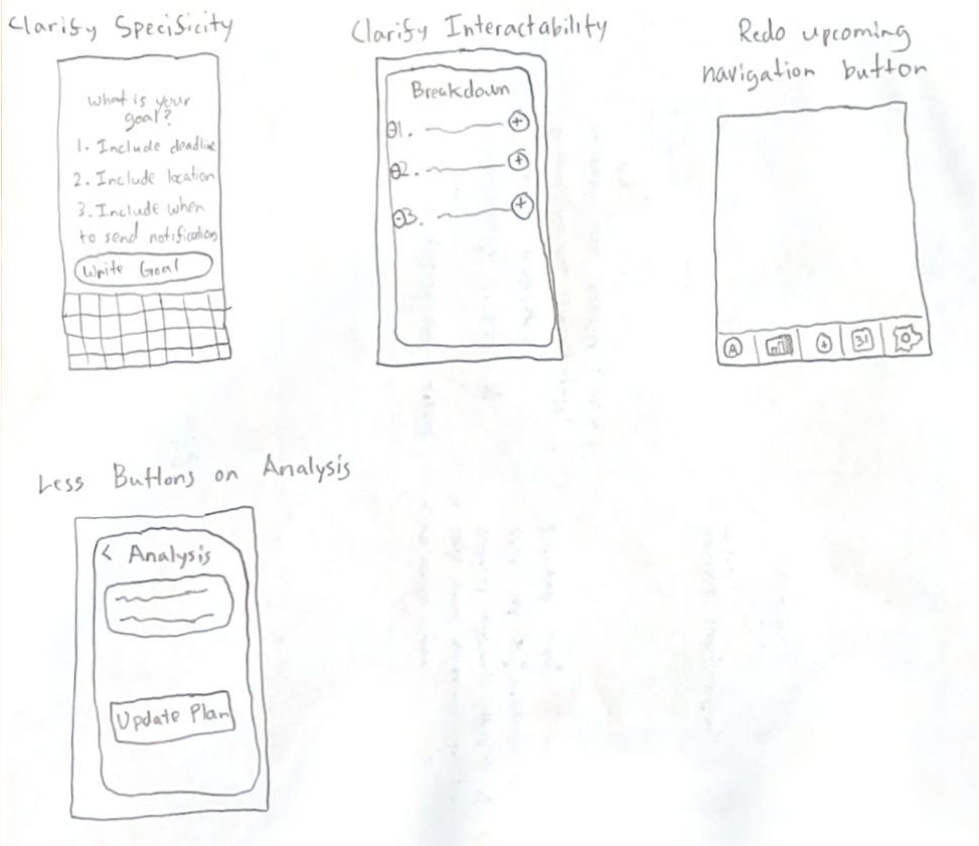
Click Here for Figma Design

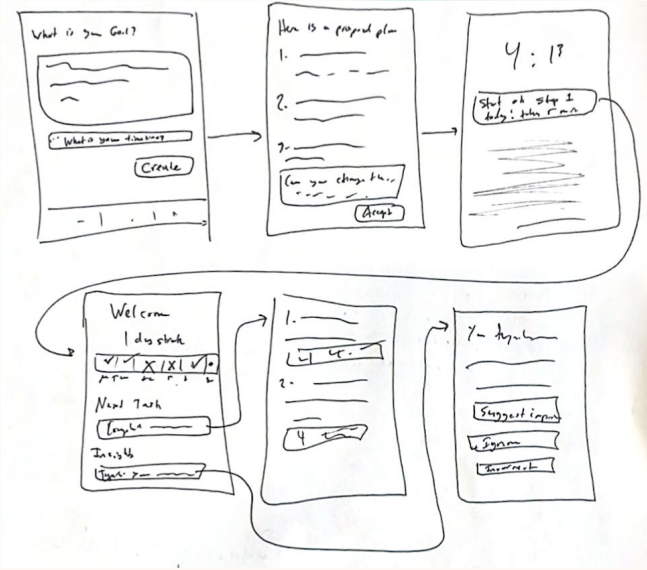
08 Appendix: Upcoming & Settings (Not in Task Flows)

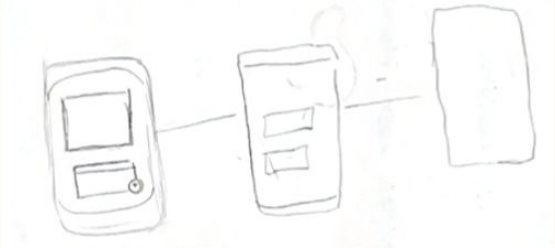




08 Appendix: In-Section Revisions







Do you have any questions?

CREDITS: This presentation template was created by **Slidesgo**, and includes icons by **Flaticon** and infographics & images by **Freepik**

Thanks!