WAYN Medium-Fi Prototype README

Setting Up

The prototype can be accessed [here](). Open the link on any device you wish to run the prototype on.

Device Type

The prototype can be run on either desktop, tablet or mobile (iOS or Android both supported). Since the prototype is for a mobile app, it should ideally be experienced on a mobile device.

Prototype Description

Young adults struggle to maintain social connections due to physical distance and misaligned schedules. WAYN is a social gift-giving app that tailors the content and timing of gifts to the real-time location of the receiver. We hope to recreate the feeling of *being there for someone*. Users can connect with others via nudges (lightweight pings) and gifts on daily, weekly, or special-occasion-bases.

As a user, you can expect to accomplish the following:

In 'Map' tab:
- View your friends current locations on the map
- Tap on a friend's profile and see their favorite locations
- Nudge a friend
- Send a gift to a friend; gifts optionally contain monetary value
- Track the gifts you have sent to friends
- See what gifts you've newly received from friends

In 'Past Gifts' tab:
- Browse through all the gifts you have received from friends in the past

In 'Profile' tab:
- View your profile and relevant information
- Modify your profile and relevant information

Prototype Tutorial

Once you open up the prototype, you can begin to engage with its features.

Simple Task — Nudge Flow

This flow begins on the map screen and can be completed in three ways.

Flow 1

1. On the map screen, expand the slide-up menu by tapping it at the bottom.
2. Tap the pointer icon next to Katherine's name.

Flow 2

1. On the map screen, expand the slide-up menu.
2. Tap Katherine's name in the friend list to open her action menu.
3. Tap the button labeled "nudge."

Flow 3

1. From the map screen, tap Katherine's icon on the map.
2. Tap the "nudge" button from her action menu.

Result: After completing the nudge, a nudge animation will play on Katherine's icon. After a brief delay, a pop-up will appear indicating that you have been nudged back.

Medium Task — Digital Gift Sending

This is the main feature of WAYN.

Accessing the Gift Flow

1. From the map screen, open Katherine's action menu by:
    - Tapping her map icon, or
    - Tapping her name in the slide-up menu
2. Tap the button labeled "gift."

Choosing a Gift Destination

1. You will be taken to the location selection page. In the full app, this is where your friend will go to unlock your digital gift.
   Tap the slide-up menu titled "Choose Gift Destination" to expand it.
2. From the list, tap "Starbucks Coffee." A checkmark will appear to show selection.
3. (Optional) Minimize the slide-up menu to view your selected location's proximity.
4. Tap the "next" button at the bottom of the screen.

Gift Type Selection

You will see four gift options.

Gift Card

1. Tap the "choose" button on the card labeled "gift card."
2. Tap "Starbucks," then tap "next."
3. Select "$25," then tap "next."
4. Review the confirmation screen and tap "finish."

Playlist

1. Tap the "choose" button on the card labeled "playlist.
2. Tap the "location," "weather," or "status" tabs to view placeholder recommendations.
   Under "location," tap "Cafe Jazz" to add it.
3. Tap "finish."

Letter

1. Tap the "choose" button on the card labeled "letter."
2. Add text, a sticker, and an image.
3. Tap "finish."

Audio

1. Scroll down and tap the "choose" button on the card labeled "audio."
2. Tap the microphone icon to begin recording.
   Tap the pause icon to stop.
3. Tap "finish."

Result: A gift box will be sent and land near the recipient for them to pick up. At this point, you will need to reset the prototype. This screen marks the end of the flow.

Complex Task — Collaborative Gift Sending

1. Follow the medium-task flow until you reach the gift selection screen.
2. Tap the "collaborate" button in the upper-right corner.
3. Tap "add" next to Leo.
4. Tap "done" to confirm.
5. A gift icon will appear in the upper-right corner. Tap it to view collaboration progress, then use the back button to exit.
6. Select any of the four gifts and complete it using the same steps as in the medium task.
7. After tapping "finish," you will reach a confirmation screen. After a delay, gifts from all collaborators will appear.
8. Tap "send."

<u>Miscellaneous Tasks</u>

Profile

- Access the user profile by tapping the "profile" icon in the navigation bar.
- Tapping Katherine's name from the friend list opens her action menu.
- Tap the edit icon in the upper-right corner to view the profile customization screen. (Fields are not editable in this prototype.)

Gift History

- Tap the gift history icon in the navigation bar to view a shelf of past gifts.
- Sort by recency, sender, or item using the "sort by" dropdown in the upper-right corner.
- The three fully visible gifts on the page are clickable and will show a pop-up with the gift.
- Close the pop-up by tapping the "x," or tap the button at the bottom to save the gift. A confirmation message will appear.

Tools Used

We used Figma Design to build both the user interface and interaction flows of the prototype.

Limitations

We outline the hard-coded components of the prototype and explain our reasoning.

Static Map
For our high-fi prototype, we hope to integrate Google Maps API to access the real location of various users. For now, we have chosen to use a static map image and have mock locations for friends to still fully demonstrate the feel of our app without the costly technical implementation required.

Static Location and Merchant Choices
For our high-fi prototype, we hope to enable the user to search up real locations and store merchants. Given time constraints and technical limitations, we have chosen to hard-code a list of locations and merchants to mimic the experience of choosing from a list.

Static Friends
We hope to ultimately enable multi-user experience and interaction among users. However, for this version, users can only interact with a pre-set list of built-in friends. This was necessary given the time constraint and the need to prioritize all the other functionalities. Nevertheless, users should still be able to get a full feel of our app and core functionalities.

Static Recommendations
We hope to also dynamically generate a list of recommended gift options based on a selected destination. This feature is too technically complicated for our medium-fi prototype, so we currently hard-code this functionality.

Merchant Participation and Payment
We Wizard-of-Ozed this functionality because it is unrealistically to partner with real merchants and incorporate real payment capabilities given the time constraints.

Other functionalities like letter creation, audio recording, and playlist creation were also simulated, as Figma offers limited or no way to build those features.