WAYN

Hi-Fidelity Prototype

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About WAYN

Young adults experience social disconnection when they move from tight-knit school communities into independent adulthood. Friends scatter across cities, schedules don't align, and relationships are hard to maintain.

WAYN lets you be there even when you can't. It's a location-based social app where friends send each other heartfelt digital gifts tailored to the receiver's physical location. Users can send lightweight nudge notifications, as well as letters, gift cards, playlists, or audio recordings. These gifts are either received immediately or will be unlocked when the receiver reaches a certain place. Users can also collaborate with friends to send a group gift to a friend.

Setting Up (2 devices recommended)[1]

1. Download the Expo Go app on your phone

2. Scan the QR code to launch WAYN

3. Once you open the app, you should see a 'Select Your User' screen. Choose a user to log in as. Log in as a different user on each device.

4. Have fun using WAYN!

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[1] To experience our real-time notification features, launch the app on two mobile devices or invite a friend to use WAYN alongside you!

Technical Limitations

Hard-Coded Items:

- **Locations & Merchant:** the list of addresses when choosing a gift destination, the list of merchants when sending a gift card, and each user's favorite locations are all hard-coded lists.
- **Playlist:** the song recommendations are hard-coded. The search bar only works for songs within the hard-coded list.
- **Users and Authentication:** to simplify backend data structure and friend networks, the list of users on the app are fetched from a pre-build database. Prototype testers can choose one of 5 pre-set users to try the app as, and the remaining 4 show up as your friends within the app.

Wizard of Oz Techniques

- **Playlists:** the app doesn't integrate any music platform API and thus does not create and send a real playlist.
- **Gift Cards:** gift cards have no monetary value, and the merchants we display are not actually onboarded onto our platform. Adding a received gift card doesn't actually save it to your device. The checkout flow for the sender is also not actually transactional.
- **Gift Collaboration**: even though invited collaborators receive the invite notification, they are unable to actually add gifts. Instead, we implement a feature where the inviter sees randomly generated gift entries added by invitees when they visit the gift basket, which fully simulates the experience of building a collaborative gift.
- **Saving to Device:** received gifts are not actually saved to device files.

Not Implemented (nonessential features)

- **Resume Gift Editing:** users cannot resume editing a gift they've saved to drafts
- **Past Gift Details**: users cannot revisit detailed gift content information in past gifts tab
- **Merchant Selection:** when selecting a merchant for a gift card, the user's current location should only appear if it happens to be a shop or

restaurant/cafe. Since location categories are hard-coded, the user's current location appears on the list regardless of location type.

Accessibility Limitations

- **Speech-to-Text:** we did not have time to implement this feature for voice recordings, which would have enhanced app usability for all users.