# ALONG Prototype README

CS147 Assignment 6 Medium Fidelity Prototype

Xiwen L. | Yufei C. | Lyra L. | Haoran G.

**Target audience and purpose**

ALONG is for people coping with the loss of a loved one or pet, or a loved one's serious illness. Virtual animal companions join small daily activities and listen when users share a moment. Users choose their own pace and can stop whenever they need.

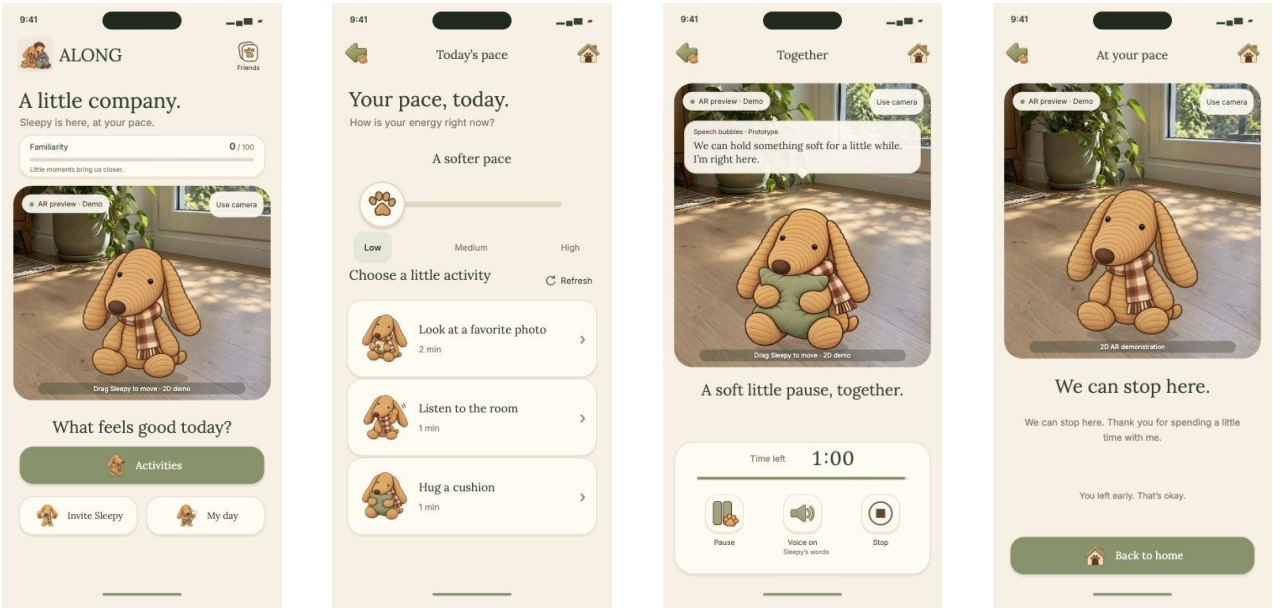
The three main tasks are choosing a manageable activity, spending time outside with a companion, and inviting the companion to do something together. My day and Friends add sharing and collection flows.

## Access and setup

Open the playable prototype

Open the Figma design file and asset library

1. Open the playable link in Chrome on a laptop or desktop computer. Start from Home, shown below. You do not need an ALONG account or app installation.
2. The desktop preview shows a 390 by 844 px portrait mobile interface. Use a mouse or trackpad to click controls, drag your companion, and adjust the paw slider. Input fields and the sample keyboard fill preset words.
3. The room and garden backgrounds are photos that simulate the intended camera experience. The delivered Figma prototype cannot access a camera and needs no camera or microphone permissions. It plays no audio.
4. A fresh profile starts with Sleepy, the default dog companion, at 0 / 100 familiarity. Sleepy is the only selectable companion until familiarity unlocks another. Return visits may restore your collection and selected companion. You can repeat all three primary tasks from Home.




Home, activity choices, an activity in progress, and an early exit. The photo scenes simulate the intended camera experience. Voice on displays changing text bubbles without audio.

## Instructions and task walkthroughs

Start each task from Home. Sleepy is the only selectable companion at first. After familiarity unlocks another companion, you can select it in Friends. Input screens label their preset samples, and the activity view labels the speech-bubble simulation.

### Navigation from Home

Activities opens the energy selector with three recommendations for each level. Invite Sleepy is a single button that opens the invitation composer; its label changes after you select another unlocked companion. My day opens sharing. Friends or the Familiarity card opens your collection. The doghouse icon goes Home; the left arrow goes Back. During an activity, Back opens the Stop confirmation. Home ends the session immediately without a new reward. Choose Stop, then Leave early to see the closing screen.

### Simple task Find a manageable activity

Goal: choose a small activity for your current energy level from a short list.

1. From Home, choose Activities.
2. Drag the paw on the energy bar, or click Low, Medium, or High. Each level shows three activities from its six choices. Refresh replaces the current level's recommendations; switching levels keeps the lists for this visit.
3. Select an activity. The preparation screen shows its name, duration, and how the companion will join you. Reaching this screen completes the selection task; Start together begins the activity.

### Moderate task Spend time outside

Goal: take an outdoor break with company, using placement and timer controls to manage the session.

1. From Home, choose Activities and select Low. If Sit outside is not shown, choose Refresh until it appears, then select it for 2 minutes.
2. The scene is a photo that simulates the intended camera experience, with a draggable 2D companion. Drag your companion to change its position, then choose Start together.
3. Let the countdown finish to see the celebration, or choose Stop and then Leave early. Choose Back to home on either result screen.

### Complex task Invite your companion to an activity

Goal: suggest an activity, send the invitation, and spend time with the companion after it accepts.

1. From Home, click the Invite Sleepy button. Its label follows your selected companion after an unlock. Choose Type, click the input, or choose Use the sample invitation to fill the preset invitation. Done only hides the sample keyboard.
2. Or choose Mic, then Stop recording to review the unsent sample transcript. No microphone is used.
3. Choose Send invite. After a brief acceptance screen, your companion automatically starts the one-minute window activity. You do not need to click Start again.
4. Finish the minute or use Stop and Leave early, then choose Back to home.

### Controls during an activity

Pause freezes the countdown and speech bubbles; Resume continues them. Voice off hides the bubbles while the countdown continues. Stop opens a confirmation and freezes time. Keep going restores the previous running or paused state. Leave early ends the activity without adding or deducting familiarity. Completing the timer awards points once. Both result screens return directly to Home.

## Activity recommendations

### Random recommendations

Each time you enter Activities from Home, the prototype randomly selects three different activities for each energy level from six authored choices. Refresh demonstrates changing recommendations by resampling the current level and excluding the exact previous set, even in a different order. Individual activities may appear again. Switching levels or returning from preparation keeps the lists; pause and timer updates do not refresh them. The intended full product would draw three recommendations from a much larger activity library.

### Activity catalog

The prototype catalog has eighteen activities: six each for Low, Medium, and High energy, with three shown at a time. Each has preparation, running, completion, and early-exit states. The timer runs for the full listed duration. Artwork and wording are authored, with no LLM generation. Invitations start the preset window activity, and the unlock demo uses the 30-second water break.

| Energy | Activity | Duration | Familiarity |
|---|---|---|---|
| Low | Drink some water | 30 sec | +2 |
| Low | Sit by a window | 1 min | +2 |
| Low | Sit outside | 2 min | +2 |
| Low | Hug a cushion | 1 min | +2 |
| Low | Listen to the room | 1 min | +2 |
| Low | Look at a favorite photo | 2 min | +2 |
| Medium | Stretch with Sleepy | 2 min | +5 |
| Medium | Tidy a little corner | 3 min | +5 |
| Medium | Draw a little doodle | 3 min | +5 |
| Medium | Read a little page | 3 min | +5 |
| Medium | Fold a little towel | 3 min | +5 |
| Medium | Care for a plant | 2 min | +5 |
| High | Take a little walk | 5 min | +10 |
| High | Dance one song | 3 min | +10 |
| High | Find little wonders | 5 min | +10 |
| High | Make a simple snack | 5 min | +10 |
| High | Fold a paper bird | 5 min | +10 |
| High | Make a little collage | 5 min | +10 |

## Sharing and companions

### Share and continue sharing

From Home, choose My day. Click Type, the input, or Use the sample moment, then Send. Mic uses the same simulated recording and review flow as invitations. After the reply, Share another moment opens a new sample and keeps the previous conversation. Finish for now clears the conversation and returns Home.

The first sample is "I went outside for a short walk today." The next is "I noticed the trees moving in the breeze." Replies are warm, prewritten text. Further turns repeat the second sample and reply. The prototype does not support free typing or live conversation.

### Meet and choose companions

Open Friends or click Familiarity on Home. My friends shows nine companions: Sleepy, Rabbit, Hamster, Squirrel, Snake, Fox, Piglet, Alpaca, and Tabby. Sleepy is the only selectable companion at first; locked companions appear as silhouettes. Once familiarity unlocks another companion, open it and choose it to change your companion’s appearance and name. All companions share the same activity catalog.

Completing an activity adds the points listed above. Each 100 points unlocks one random companion you have not met; extra points carry over. Your current companion stays selected. Once all nine are unlocked, the meter stays at 100 / 100. Companion-exclusive activities are future work; they have not been designed or implemented.

To test an unlock, choose Try unlock demo · 98 / 100 in My friends, then Try a 30-second water break. Let all 30 seconds finish and choose Meet your new friend. The demo uses a separate temporary profile. Exit demo restores your original collection and selection; demo progress is not saved.

### Saved state and restarting

Familiarity, unlocked companions, and the selected companion save in browser-local storage when available. There is no account, backend, cloud diary, or cross-device sync. Storage may reset in the Figma preview or when browser data is cleared. Reloading returns Home and clears the activity, conversation, companion position, and Voice setting; collection progress may remain. There is no in-app reset for the normal profile. Use the separate demo for a repeatable unlock test.

## Implementation and limitations

### Tools used

We used Figma for the screens, design system, and asset library, and a Figma Code Layer for the interactive prototype. HTML, CSS, and JavaScript handle navigation, timers, dragging, input demonstrations, and collection state. Supplied character references and prepared raster illustrations and icons provide the visuals. We checked the flows in Chrome.

### Simulated and hard coded behavior

**AR and camera preview.** The delivered Figma prototype cannot access a camera or provide a full AR experience. Two background photos simulate the intended camera view; no camera permission is needed. The visible Use camera control does not activate a live feed. The companion is a draggable 2D image with a fixed shadow and screen-relative bounds. Spatial tracking is not implemented. This simulation lets us test placement and activity controls.

**Companion speech.** Voice on cycles through three fixed, activity-specific speech bubbles at six-second intervals. Voice off hides them and pauses their rotation. There is no audio, voice synthesis, speech recognition, or large language model. Text bubbles simulate speech and keep each test repeatable.

**Input and replies.** The keyboard fills a read-only sample. Mic shows an elapsed timer and animated waveform but records nothing. The invitation is always "Let’s sit by the window for a little while." Sending it always produces acceptance and starts that one-minute activity. The prototype does not interpret custom ideas or offer a refusal path. My day uses the samples in the sharing walkthrough and fixed warm replies. These scripts let us test input, sending, and continuation.

**Activities and images.** The eighteen activities, energy groups, durations, prompts, encouragement, completion and early-exit messages are authored. Recommendations select three from six choices per energy level, and Refresh demonstrates a change; no activities, wording, or art are generated. The intended full product would draw three recommendations from a much larger library. Sleepy uses prepared activity poses, alternating water-holding and sipping images, and a celebration pose. Other companions use their own static appearance. Scenes, shadows, illustrations, and device indicators, including 9:41, are fixed assets that stand in for live animation and device data. Companion-exclusive activities remain future work.

**Familiarity.** The +2 / +5 / +10 rewards, 100-point unlock rule, nine-companion catalog, and 98-point demo are prototype rules. Unlocks randomly choose from the remaining locked companions. These rules let us test progress and collection behavior.

**Wizard of Oz.** Replies and transcripts use fixed scripts to stand in for services outside this assignment’s scope. They are not generated live, and the prototype has no hidden human operator.