HEYPOINT README

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Context:

Heypoint is an app where users can send and receive location-based tags with their friends. The app is used whenever the user wants to document a specific aspect of the user's life to send to their friends. They can then add a pin to the map and drag it around their location to place in a specific area on the map. Afterwards, they can select specific media and tailor messages to a person they want to send to. When the user's friends send pins ("Heypoints") to them, they are able to view them on their app, and choose whether to save ("collect") these heypoints or delete them. Collecting heypoints will allow them to remain on the map, and be revisitable.

Med-Fi Prototype Link:

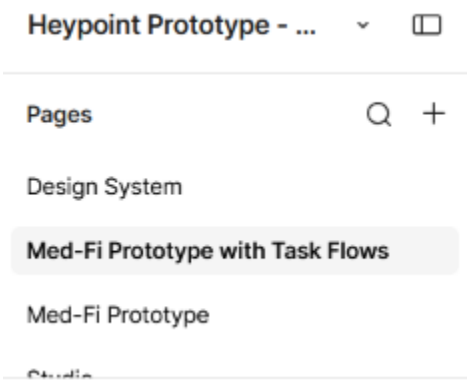
https://www.figma.com/design/49u0ZFpLDElOPsZznunlT5/Heypoint-Prototype---Med-Fi?node-id=206-9260&t=0ACT3yKrjKcuc1xV-1

Device:

This prototype can be run on all devices with Figma support. For best results, run this prototype through a laptop or desktop computer.

Access/Setup:

1) Click on the Med-fi prototype link. It should bring you to a Figma document onto the tab "Med-Fi Prototype with Task Flows"

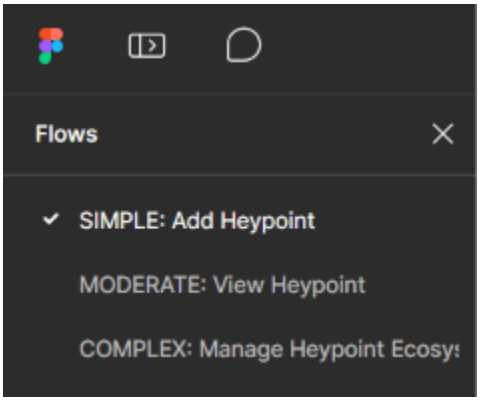


   a)

2) Click the "play" button in the top right

a) 

3) The user can interact with the prototype. Clicking an area on the screen with no interactable elements will cause the interactable components to be briefly highlighted in blue. Start the specified task flow by selecting it in the sidebar:

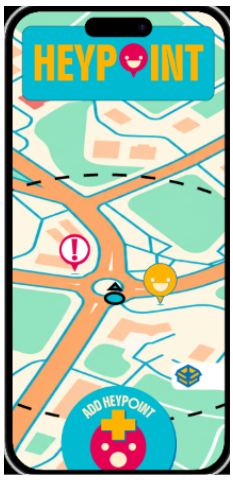
a) 

Tools:

Figma – a prototyping and design tool

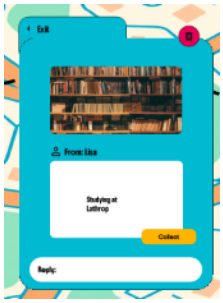
SIMPLE: SAVE MEMORIES / ADD HEYPOINT:

Click on the “Add Heypoint” button. Drag the red marker that pops up around, then confirm placement by clicking “Confirm Heypoint”. Click each field (send to, image, text) to fill in pre-generated data. Click “send” to send Heypoint. This task is successfully completed when it’s reached this screen:

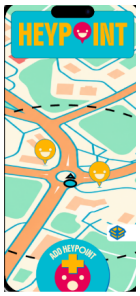
- 

MODERATE: CONNECT WITH FRIENDS / VIEW HEYPOINT:

Click on an undiscovered Heypoint (marked with “!”). A post should pop up:

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Click “collect” to add Heypoint to inventory. The task is successful when this screen is reached:

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COMPLEX: EXERCISE USER AUTONOMY / MANAGE HEYPOINT ECOSYSTEM:

Click the inventory button (the box at the bottom right of the screen). Click the inventory slot with an image to view the saved post:

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Click the red trash can button to delete the post. Confirm by clicking “delete” again on the system dialogue. This task is successfully completed when the inventory is empty and the map has one marker:

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Limitation:

This prototype can only give a rough look-like and feels-like with only the three tasks fulfilled in it. The user can view HeyPoints, create HeyPoints and manage their content system in the inventory of the Heypoints they have collected. This limitation is good to help us find and test out any issues before high-fidelity. Additionally, it helped and allowed us to explore implementations in a low-stakes environment.

Additionally, going down certain flow paths may cause other pages to become inaccessible, and require the user to reset the prototype to explore further. This helped us identify the points in each task in which a state change would be required, and to keep track of passive background updates.

Wizard of Oz Techniques:

1) Content Management: The Development team filled in specific date/friend queries that users make in the content search
2) Location Based: It is difficult to track specific location of the user so we can help stimulate that with a static blue marker on the screen to simulate a user standing still.
3) Mocking Dynamic HEYPOINT: Developers can make dynamic HEYPOINT actions like dragging and dropping, but only to a specified location. We could not simulate static drag and drop, so the prototype drag and drop moves the marker rather than the screen.

Hard-Coded:

1) Images of the cat and library
2) Name “Lisa” being used
3) Text: “Studying at Lathrop”
4) Text: “Me when matcha is mentioned”

****Notes:**

We tried making the prototype as dynamic and consistent throughout as possible like when the user could potentially hit the inventory while making a HEYPOINT. However there are some cases like when the user finishes making the HEYPOINT that there could be some inconsistencies or when the user views the HEYPOINT first. Additionally, there are some edge cases and features still in development: viewing an unknown Heypoint during drag and drop mode, deleting during HEYPOINT creations, etc.