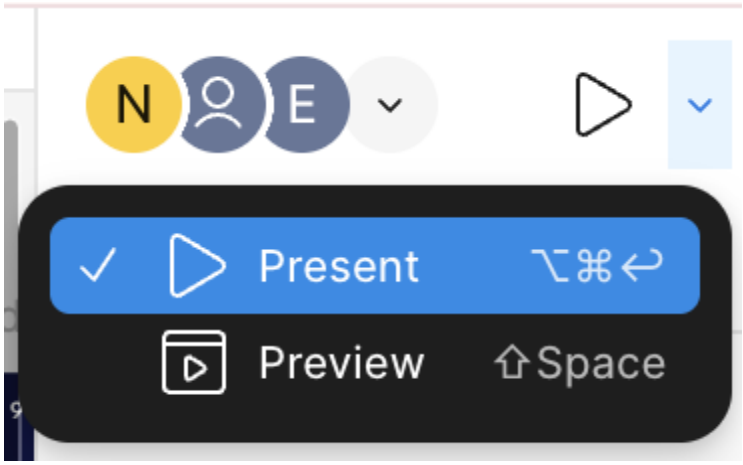
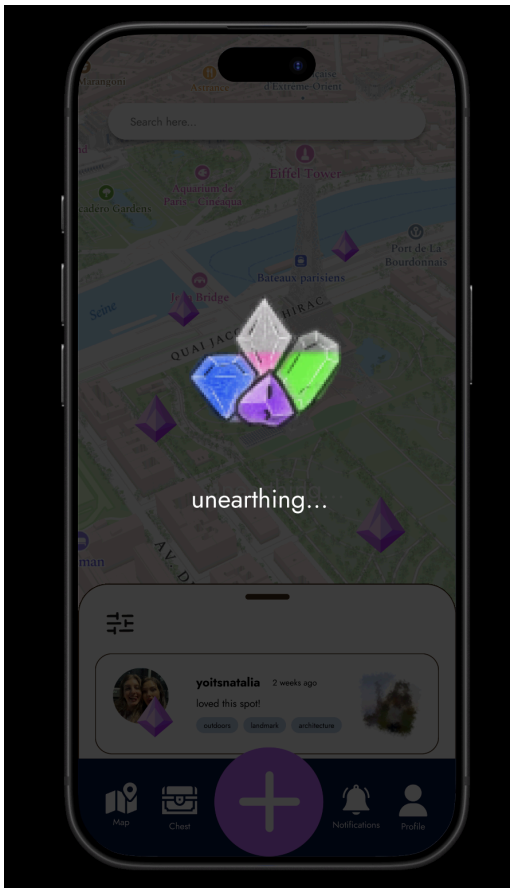
Instructions to Test Med-fi Prototype

1. Prepare a laptop or desktop computer
2. Click on this link
3. Log in to Figma
4. Click “Present” button in top right corner



5. Once you see the loading screen, you are in the right place.



Context & Tasks

Hidden Gems is used when someone is out in their neighborhood or planning their next outing and wants to find somewhere new, nearby, and worth visiting in person. Users open the app's map to see "gems" their community has shared: under-the-radar spots like a hole-in-the-wall café, a quiet sunset view, or a hidden mural. They also use it after visiting a place, to share what they found and talk with others who've been there.

In this prototype, a user should be able to:

1. **View a post.** Tap a gem on the map to open its post.
2. **Reply to a post.** Leave a comment on a gem.
3. **Make a post.** Drop a new gem on the map by adding a photo, a short description, and the location, so others in the community can discover it.

How we made our Med-fi Prototype

Tools:

- **Figma**: to prototype our task flows. It was helpful for quick iteration on UI, design, and workflow of the app.
- **FlatIcon**: for our icons (gems and buttons)
- **Pinterest**: for our moodboard, styleguide, and color pallete
- **Instagram Stories:** to inspire our view post layout
- **Google Maps**: to inspire our Map page

Summary of Limitations (Wizard of Oz techniques + hard-coded items)

- To "Unearth a gem," a user has to be within a certain radius of the location to be able to see what their friend says. We can't simulate real-life location change on Figma, so we just allowed the Figma user to unearth 4 gems at once, but an actual app user wouldn't be able to do that.
- We don't have a real database of users, so we hard-coded the reviews and users to simulate a vibrant feed.
- We were not able to use conditional interactions, because we were on Figma's free plan. Therefore, we aren't able to create keyboards or have real user input for flows like replies and creating a gem.
    - We created different frames for hard-coded responses, and if someone chooses to repeat these task flows, they'll see the same responses over and over.
- We have a large amount of buttons that aren't functional, because we were primarily focused on making sure our task flows were sound. ¾ of our users in low-fi testing did not explore the app beyond the requested task flows, so we didn't want to overcommit to features that wouldn't be tested.