



A8: Interactive High-Fi Prototype

By: Ananya N, Ayana G, Anthony C, Felix Z

CS 147, FALL 2025 ~ 11.20.25, THURSDAY



Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

5. Major UI & product revisions →

6. Prototype implementation →

Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

5. Major UI & product revisions →

6. Prototype implementation →

the
nudge

Gentle nudges, real progress.

Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

5. Major UI & product revisions →

6. Prototype implementation →

Our *team*



Ananya N.

DESIGN/DEV



Ayana G.

DESIGN/DEV



Anthony C.

DESIGN/DEV



Felix Z.

DESIGN/DEV

Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

5. Major UI & product revisions →

6. Prototype implementation →

Facing the challenges of ADHD learners:

01 **HYPERFOCUS**

Paying too much attention to smaller details, forgetting the bigger picture

02 **HYPOFOCUS**

Getting easily distracted or sidetracked

03 **TACKLING OVERWHELMING GOALS**

Managing the feasibility of an assignment or project

04 **CREATING PRODUCTIVE WORK ENVIRONMENTS**

Working with others, having some form of body-doubling

01 **REFLECTION CHECK-INS...**

... to help refocus and start fresh

02 **TIMED SESSIONS...**

... to keep learners on track and committed

03 **GOAL BREAKDOWN...**

... to formulate a work plan that walks the learner through smaller steps

04 **A STUDY COMPANION...**

... to provide an artificial presence

Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

5. Major UI & product revisions →

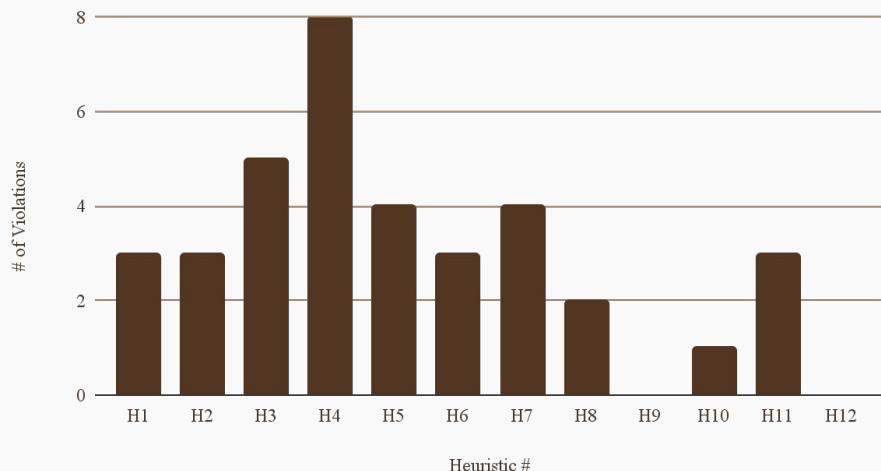
6. Prototype implementation →

- *total violations:* ... 36
- *severity 3 & 4 violations:* ... 5
- *most common severity:* ... 2
- *most common heuristic:* ... H4

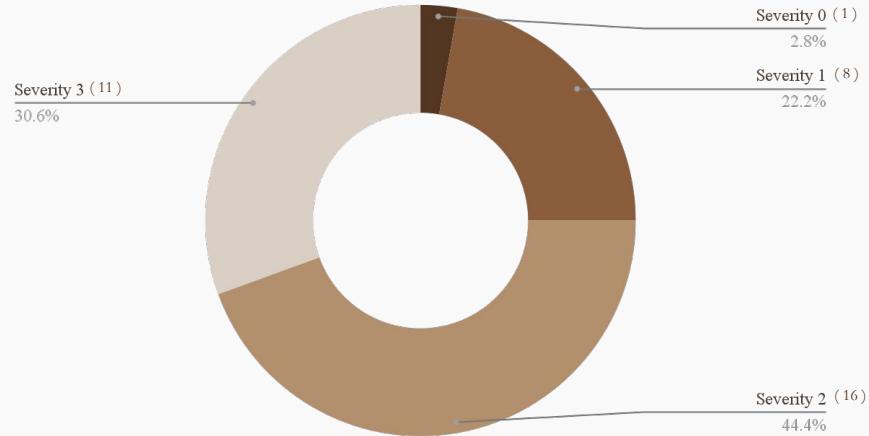
(Consistency & Standards)

- *severity 0:* ... 1
- *severity 1:* ... 8
- *severity 2:* ... 16
- *severity 3:* ... 11
- *severity 4:* ... 0

Heuristic Distribution



Severity Distribution



Our values are *accommodation* and *flexibility*.

REVISION PLAN (FOCUSING ON SEVERITY 3 VIOLATIONS):

- Pull back from “Nice-To-Have” features for now – collaboration, calendar, friends & groups (problems 1 & 7)
- Set aside Figma-related violations – prototyping errors will be fixed in the full implementation (problems 6, 13, 18 & 30)

1. Providing a safety net/confirmation for users wanting to delete all manually-entered/AI-generated tasks for a goal plan before continuing with the action.
2. Giving the user an option to enter their own tasks *as well as* providing AI-supported offerings. Also offering streamlined method to start a session without having multiple tasks!
3. Offering options to view a countdown timer on the screen during work sessions *as well as* reminders of time remaining at various logical intervals.
4. Keeping buttons consistent across all task flows and screens

Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

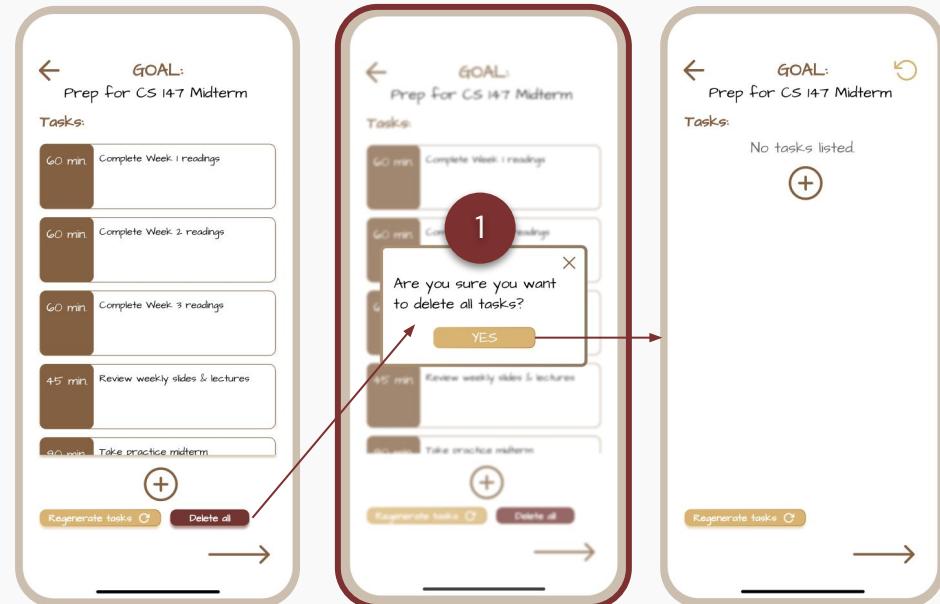
5. Major UI & product revisions →

6. Prototype implementation →

UI & PRODUCT REVISIONS

1. ‘Delete All’ confirmation/safety net

- Extra check provides reassurance
- Avoids added step of “undoing” if selected by accident
- Temporarily pauses deletion of all task edits



1

Added confirmation modal

USABILITY GOALS: ROBUSTNESS, SAFETY

1 & **2**

Manual and AI-assisted task creation options available

3

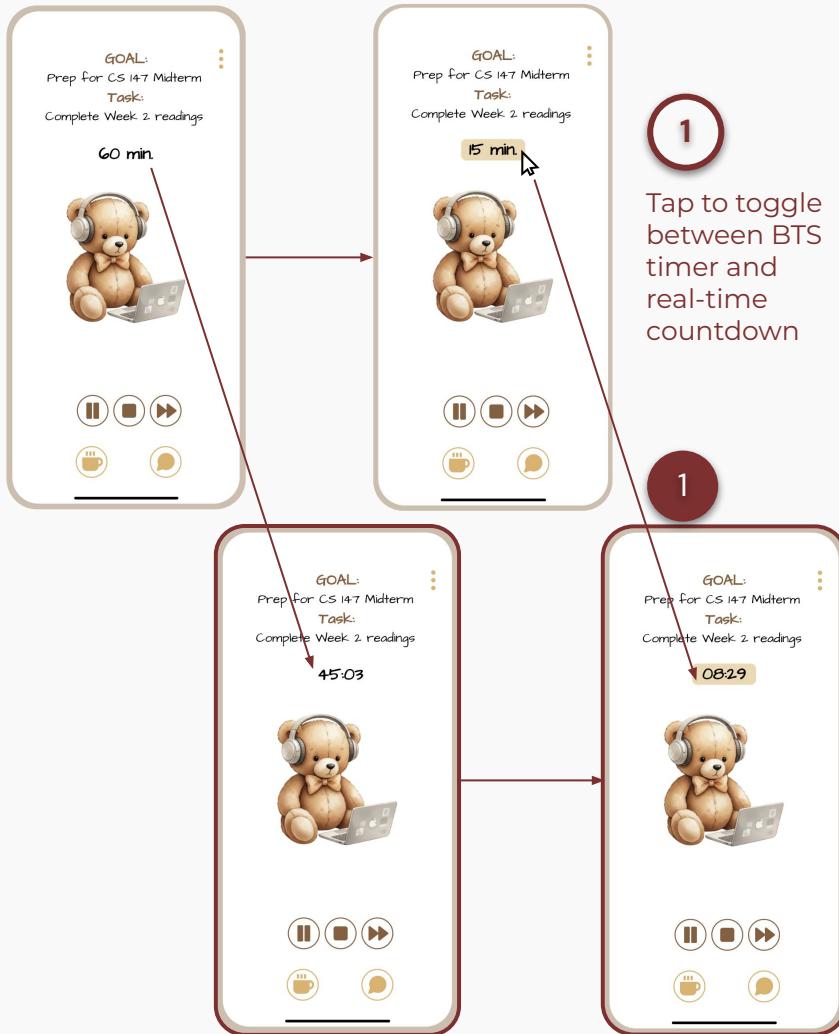
Task-specific AI help (manual vs. AI are not mutually exclusive)

UI & PRODUCT REVISIONS

2. Manually enter tasks

- Users may choose to request AI help in generating tasks or provide their own, from an assignment handout or personal plan
- Refined AI help at all times, but manual control prioritized

USABILITY GOALS: FLEXIBILITY, USER CONTROL & FREEDOM

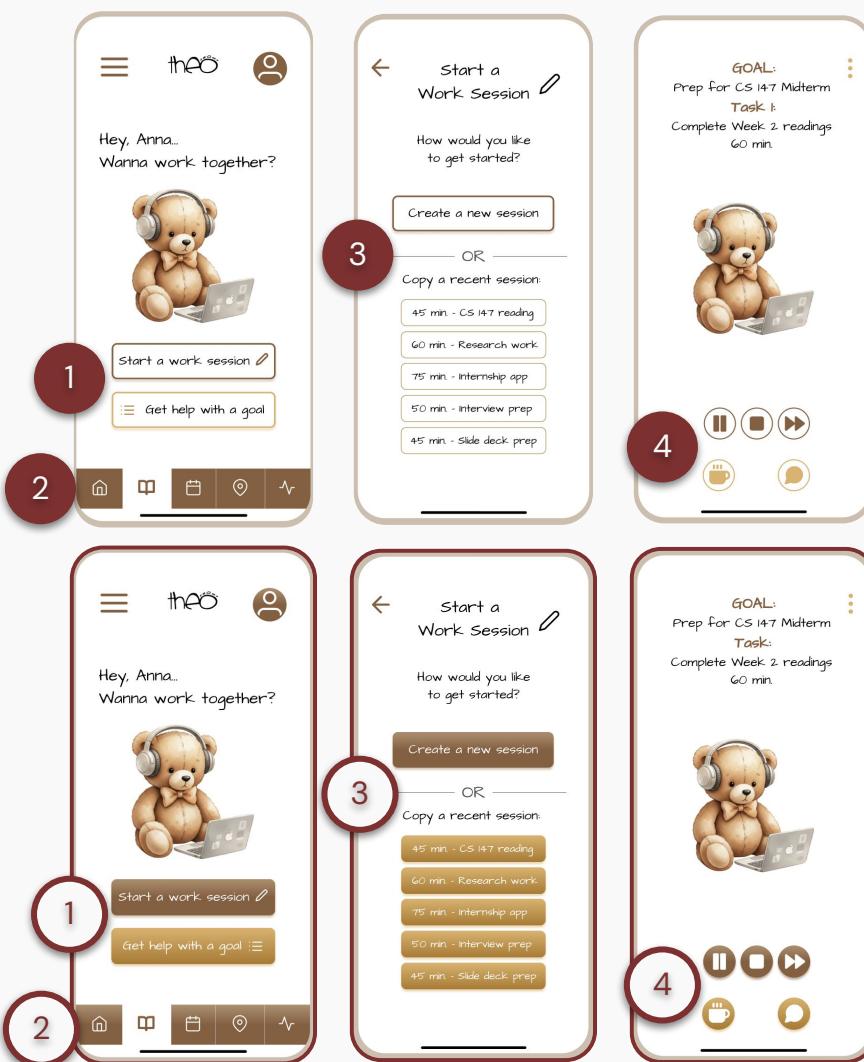


UI & PRODUCT REVISIONS

3. Visible countdown timer

- Caters to a variety of users: those who would like more constant visual feedback AND those who prefer a background time tracker
- Simplistic, minimal, & logical effort to alter settings

USABILITY GOALS: *UTILITY, FLEXIBILITY*

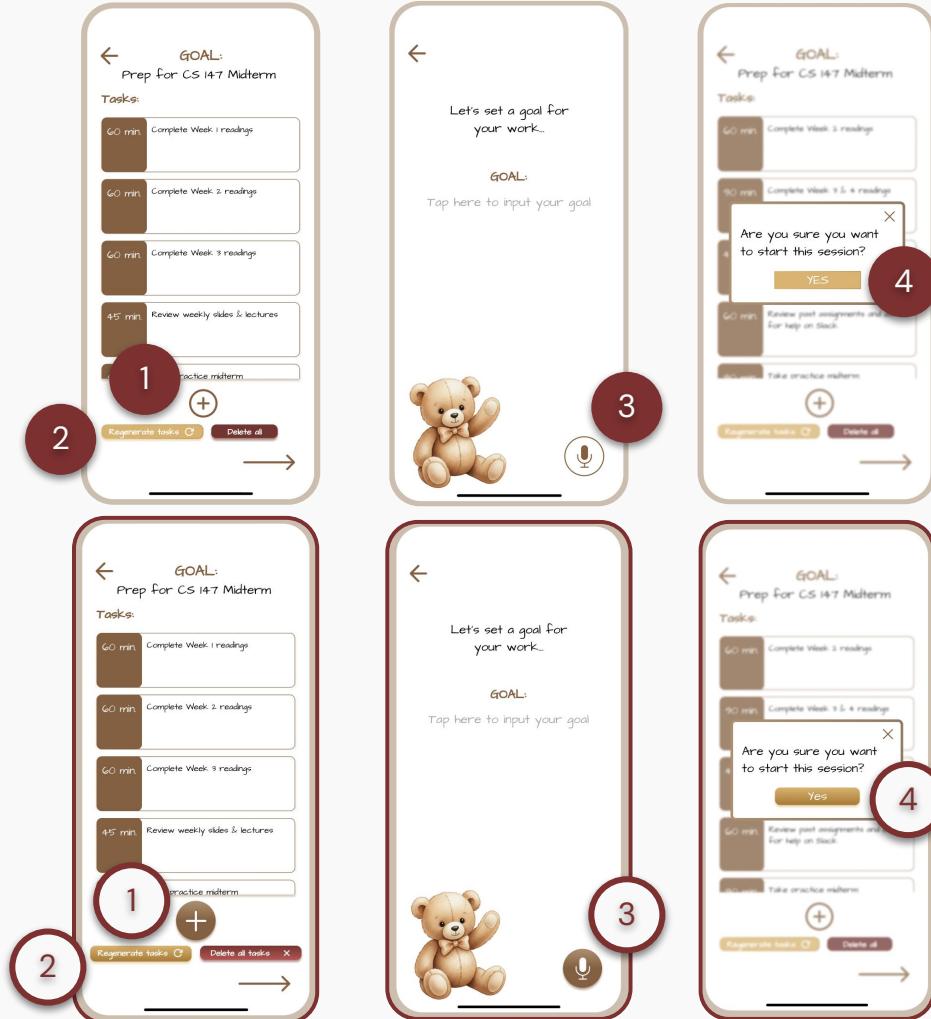


UI & PRODUCT REVISIONS

4. Standardizing ‘clickables’

- Makes buttons more salient, gives them volume/substance
- Single template for all buttons and icons for easy recognition

USABILITY GOALS: CONSISTENCY



UI & PRODUCT REVISIONS

4. STANDARDIZING “CLICKABLES” - CONT.

- Icon images all filled with white strokes
- Buttons all use the same letter case format
- Buttons all use gradient fill
- Buttons all have consistent corner radius, icons are all circular

Content *overview*

1. Project title & value proposition →

2. Team →

3. Problem/solution overview →

4. Heuristic evaluation results →

5. Major UI & product revisions →

6. Prototype implementation →

HI-FI PROTOTYPE IMPLEMENTATION

Here's where our prototype stands *as of this moment...*

Wizard of Oz Techniques

None. Most “smart” components are hardcoded or local-only at the moment.

Hard-Coded Items

We have a few hardcoded features since our login/account creation is under construction.

- Tasks
- Goals (internally stored)
- Username

Framework/Tools

- JavaScript/React Native/TypeScript ~ *functionality*
- Supabase backend ~ *data storage*
- Github ~ *collaborative version control*

AI Integration & Use

- Gemini-generated visuals of teddy bears
- AI code review

Implemented Features

- Tab navigation
- Design system components
- Beginning a basic work session with no extra addendums (project breakdown, reflections, etc.)

1. Project breakdown feature (manual & AI-assisted) → **Top priority!** (11/24)
2. Session archive → *top nice-to-have for record-keeping* (11/29)
3. *Tasks vs. work sessions* → *Second highest priority, can be merged with Feature (1) (11/26-27)*
4. (opt.) Collaboration/geographic locator → *if we have time... (12/01)*

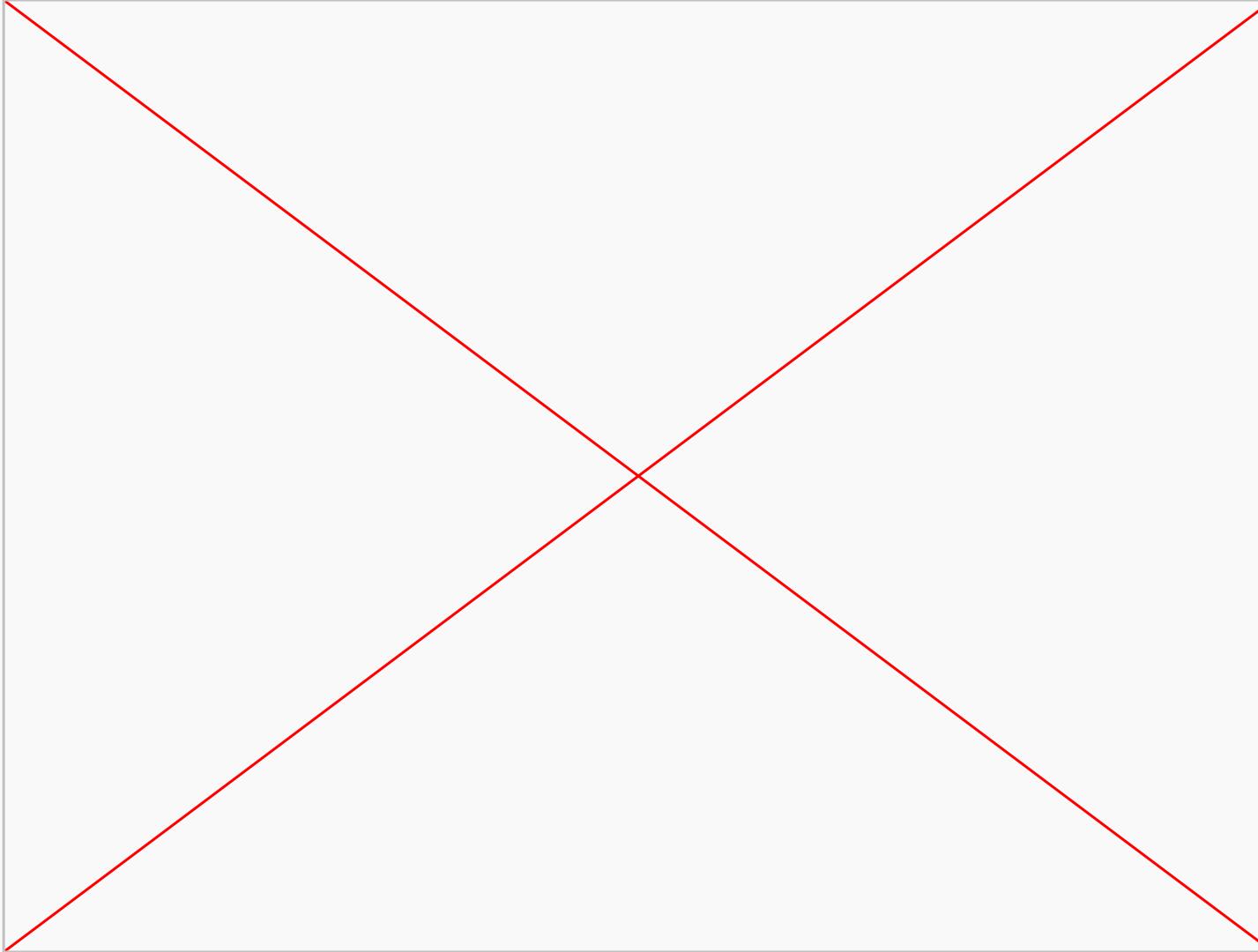
Issues/Questions:

None at the moment, we will be sure to ask if anything comes up!

Moving Forward → Task Lead

1. Login/register + Supabase reintegration → Felix
2. Task breakdown → Felix/Anthony
3. Reflections → Ayana
4. Session archive → Ananya
5. AI integration → Felix/Anthony

Demo Time!



Thank you.

Questions?