High-Fidelity Prototype Checkpoint

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Our Team

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Designer

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Learn art and build your community - one pixel at a time

Problem

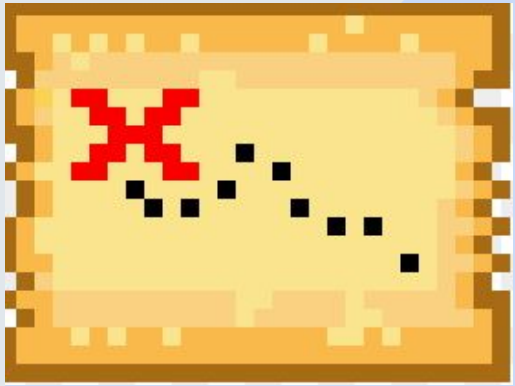
It’s difficult to continue learning art and creative expression beyond school because of perceived lack of skill and barriers to entry.

Art^2

Collaborative, creative environment for users to learn pixel art on the go.

Presentation Roadmap

1.	Opening Slides
2.	Heuristic Evaluation Summary
3.	Product Revisions
4.	Prototype Implementation Status
5.	Live Demo



Heuristic Eval Summary

15 Severity 3 / 4 Violations

28 Severity 1 / 2 Violations

Our evaluators appreciated the minimalistic design, but thought the menu based navigation hid too many features, was unclear, and difficult to use. We also received feedback indicating that we should place more emphasis and focus on the collaboration and messaging elements of the app.
There were also a number of low severity recommendations regarding confirmation messages and pop ups.

High Severity

1. **Toolbar arrow:** arrow direction should flip when toolbar deployed
2. **Pencil vs Bucket:** no difference between pencil and bucket
3. **Message input size:** increase size of message box for sharing
4. **Blank collaboration:** allow collaboration on a blank canvas
5. **Sharing mis-click:** option to deselect friends when sharing
6. **Artwork icon size:** icons on collaborate page too small
7. **Sharing clarity:** “1 friend selected” text should be bigger
8. **Discard Drafts:** no option to discard unwanted art
9. **Visibility of Sharing:** unclear how to share
10. **Home page carousel:** unclear what the carousel on the home page is
11. **Message collaborators:** unclear how to message collaborators
12. **Confusing canvas tools:** unclear how to use tools on canvas
13. **Navigation:** navigation through menus is difficult
14. **Save button:** include a save function on the canvas page
15. **Message notification:** difficult to access messages

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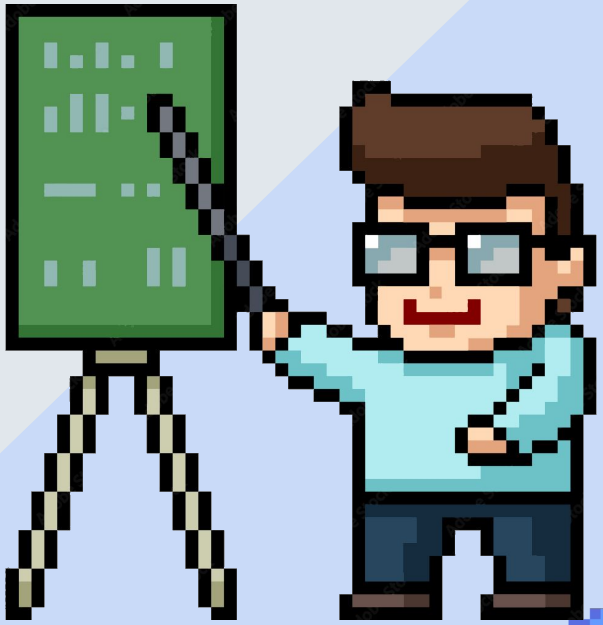
Tutorial

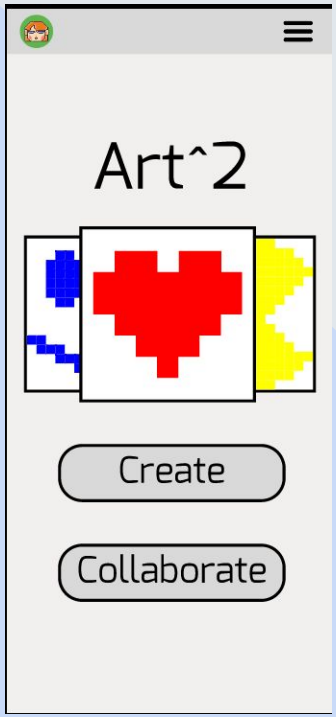
- Video walkthrough of key app features
- Prompted when app is first opened
- Accessible throughout lifetime of the app
- Focuses on how to find tools, how to navigate to lessons



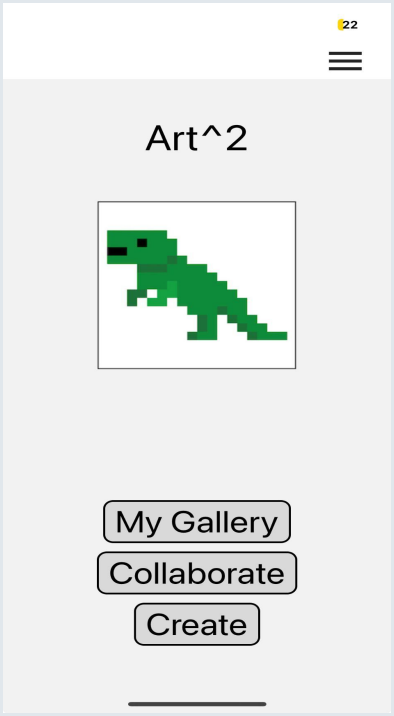
Product Revisions

Home

Before

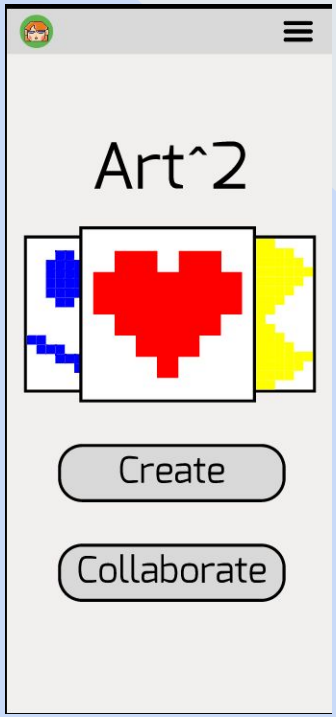


After



Home Rationale

Before



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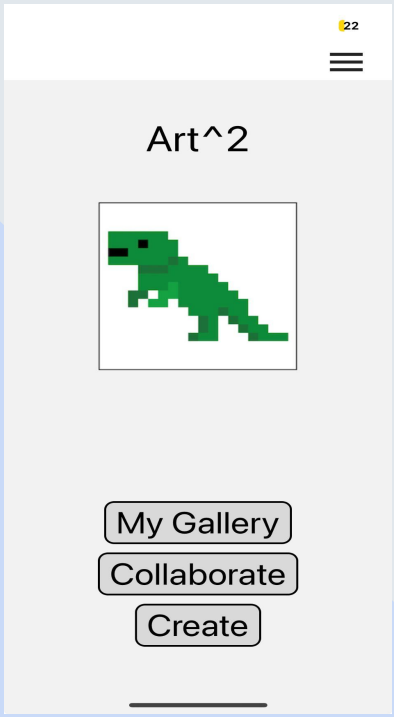


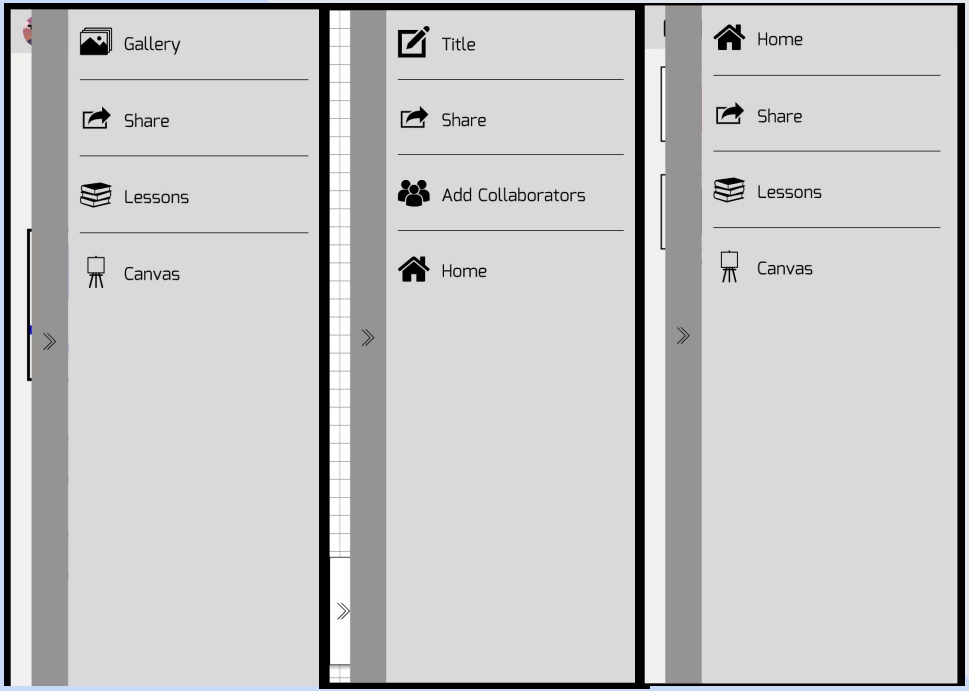
10. **Home page carousel:** unclear what the carousel on the home page is

General feedback: things are too hidden in the menus

- Keeps focus on user's work
- More visibility of primary actions

Navigation Menu

Before



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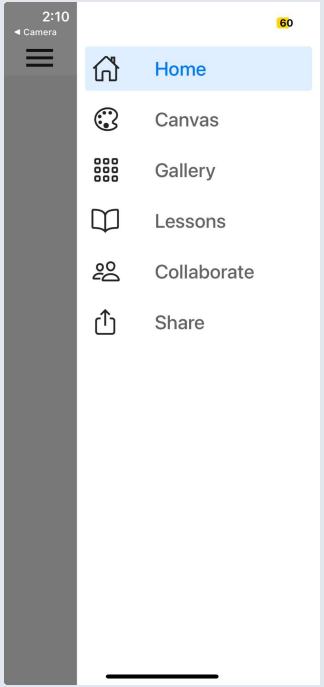
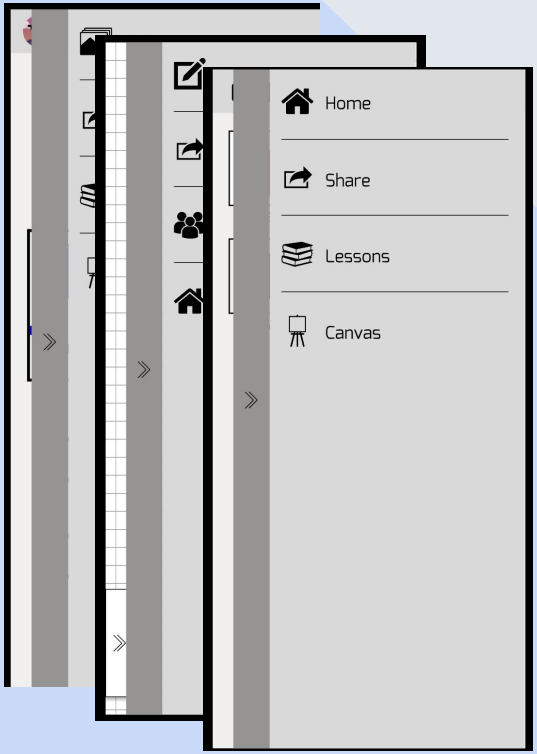


Navigation Menu

Before



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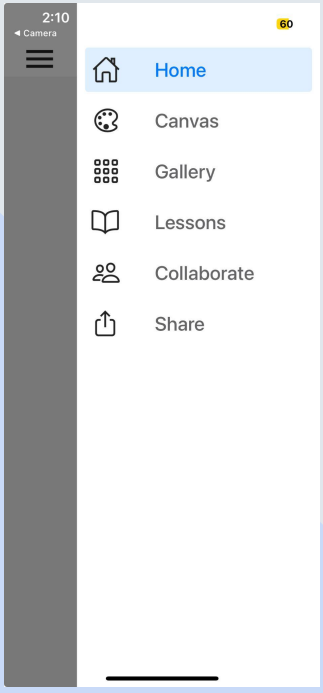


Rationale

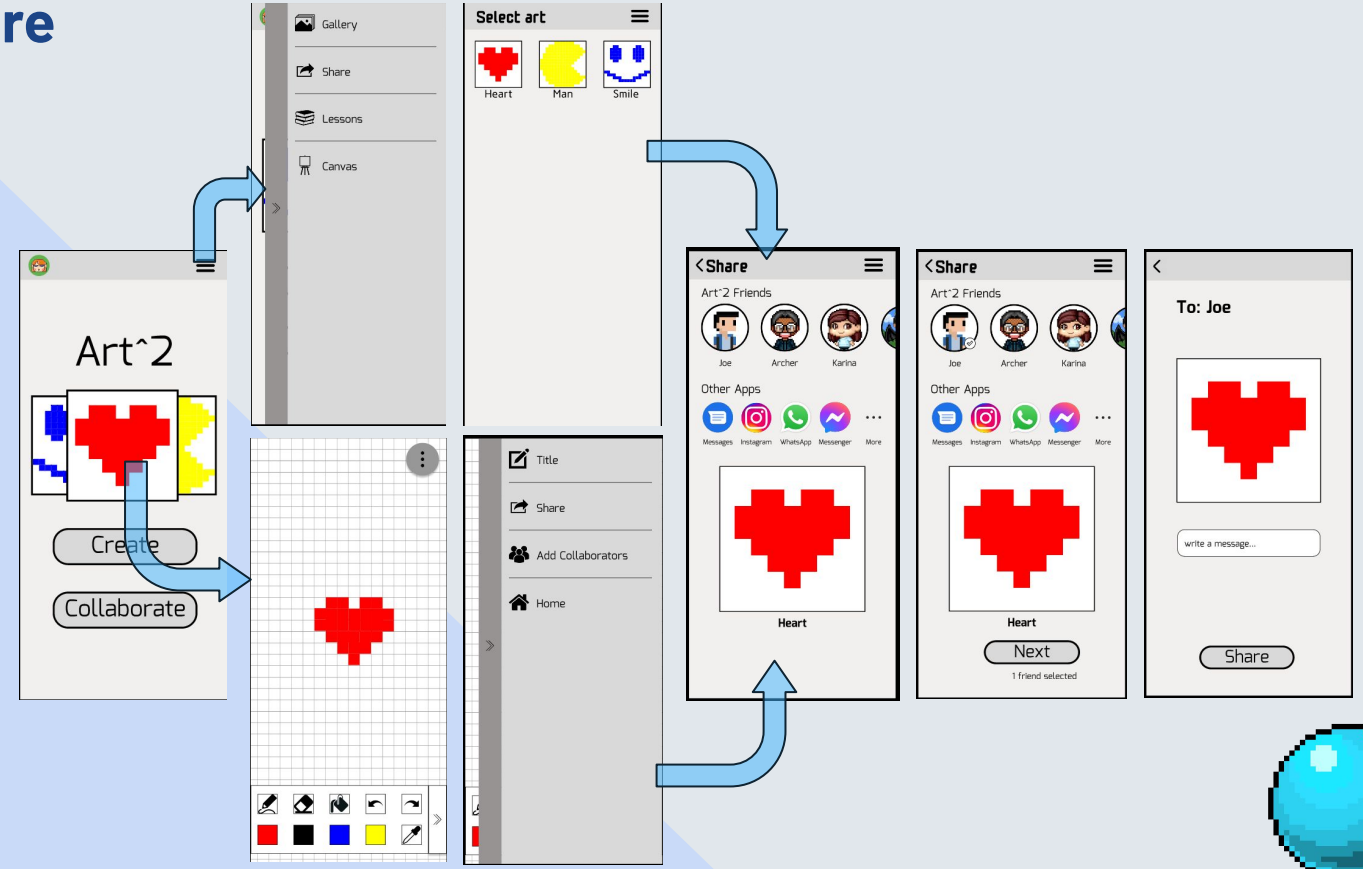
13. **Navigation:** navigation through menus is difficult

General feedback: inconsistency of menus is confusing
finding features in menus inconvenient

- Same menu anywhere there is a hamburger menu
- Many features duplicated out of menu system

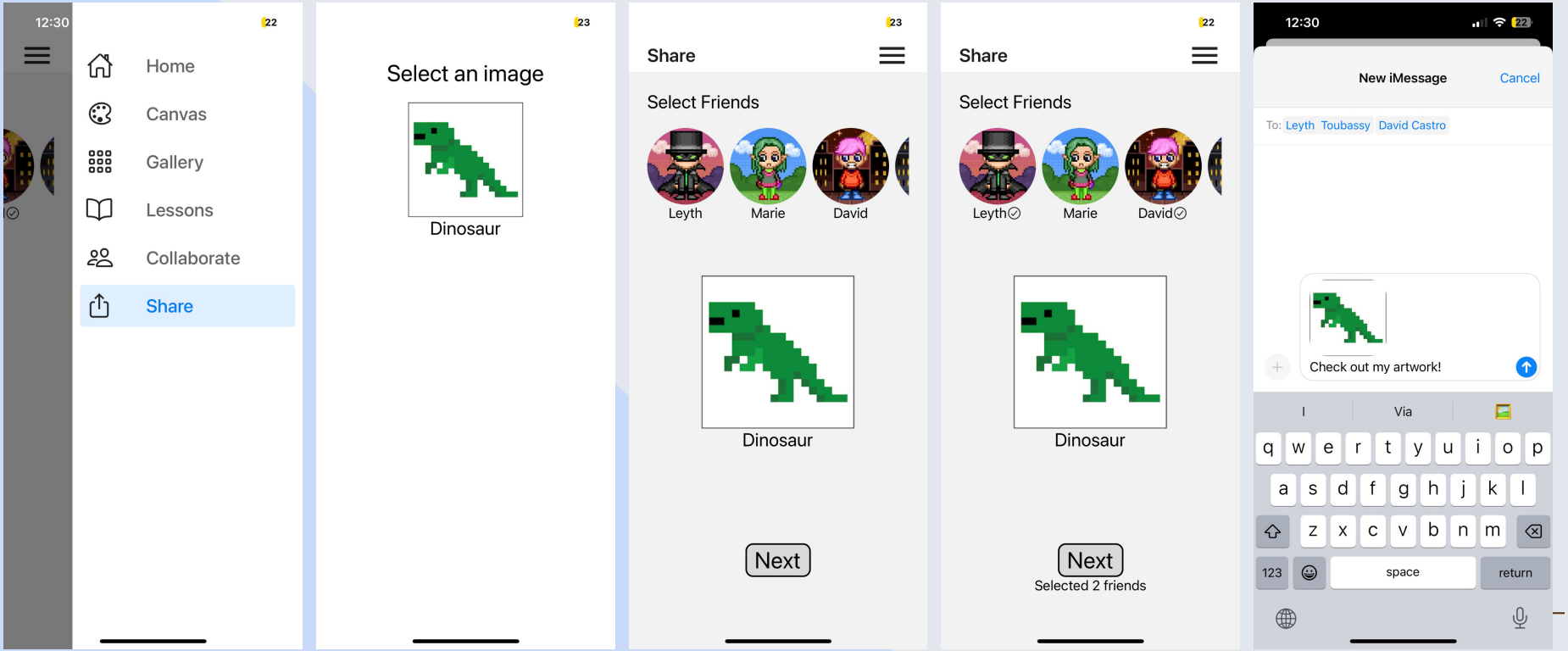
Share/Collaborate

Before



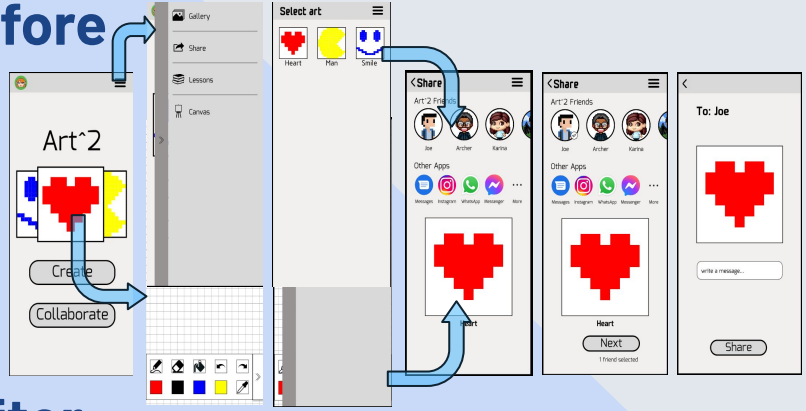
Share/Collaborate

After



Share/ Collaborate

Before



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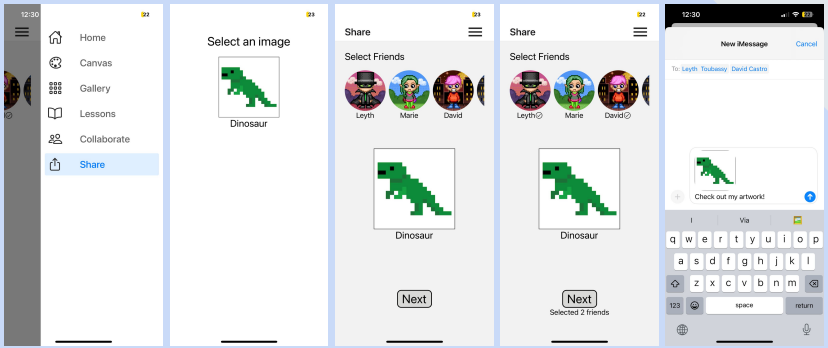


Rationale

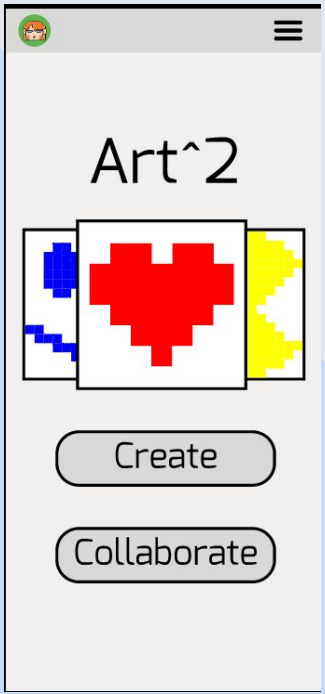
3-7. **Share/collaborate flow:** message size, blank canvas, unselect, icon size, text size

Implementation considerations: simpler to implement

- Simplified workflow
- Improved aesthetics

Gallery

Before



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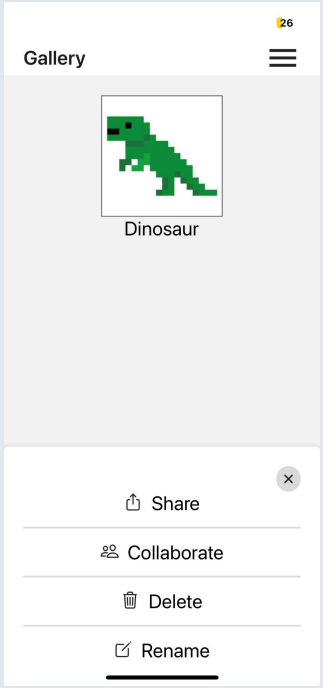
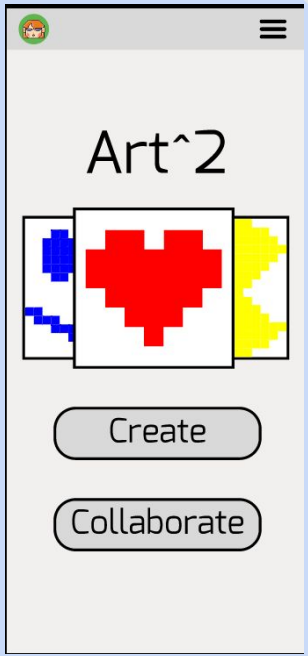


Gallery Rationale

Before



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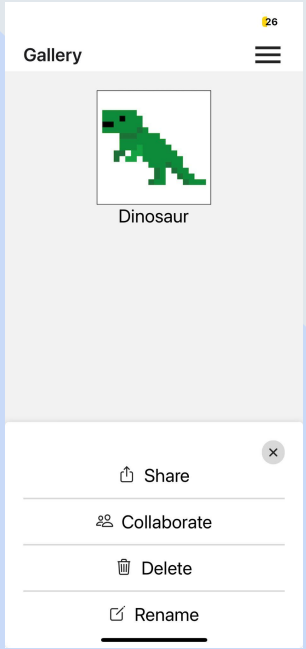
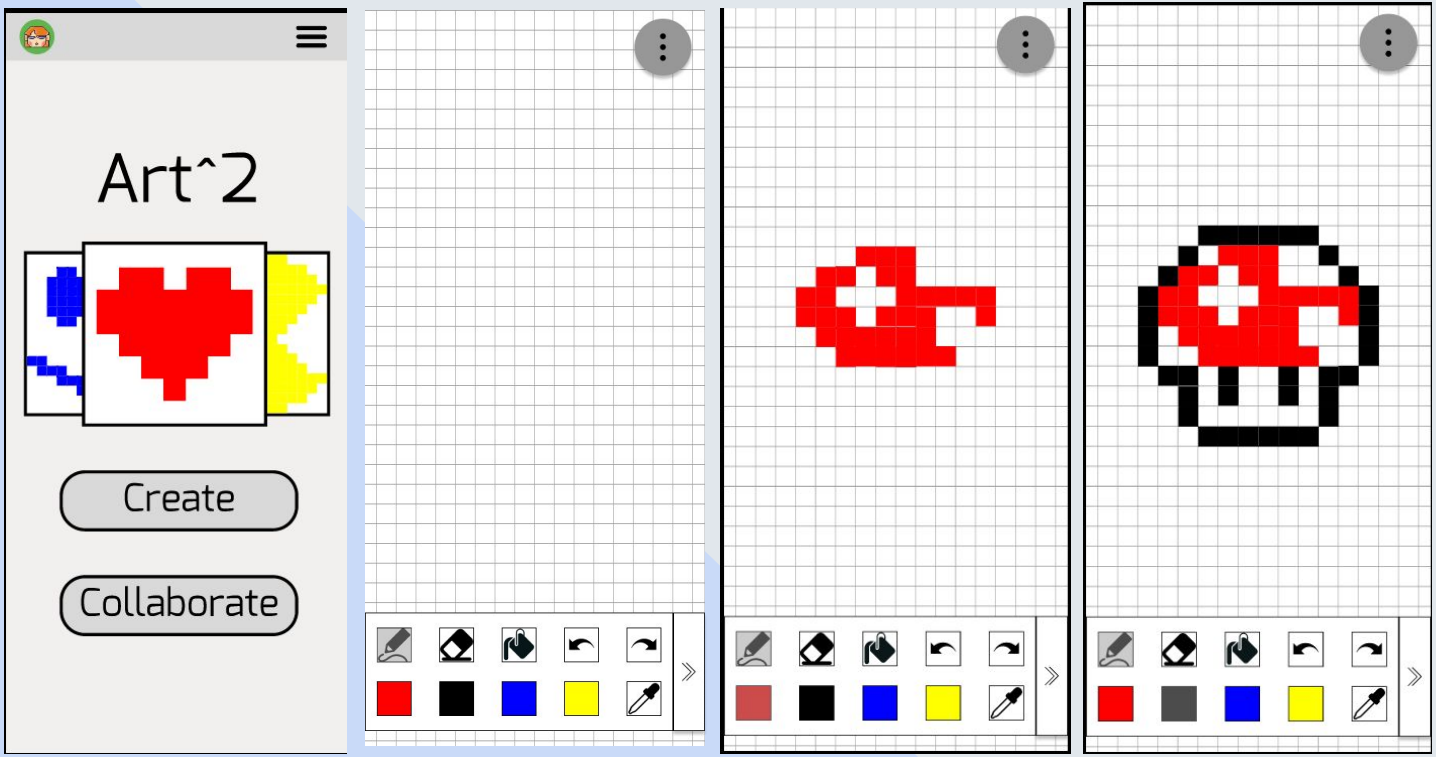


8. **Discard Drafts:** no option to discard unwanted art
9. **Visibility of Sharing:** unclear how to share
10. **Home page carousel:** unclear what the carousel on the home page is

- Centralized place to view user's art
- All actions relating to the user's artwork accessible in one place

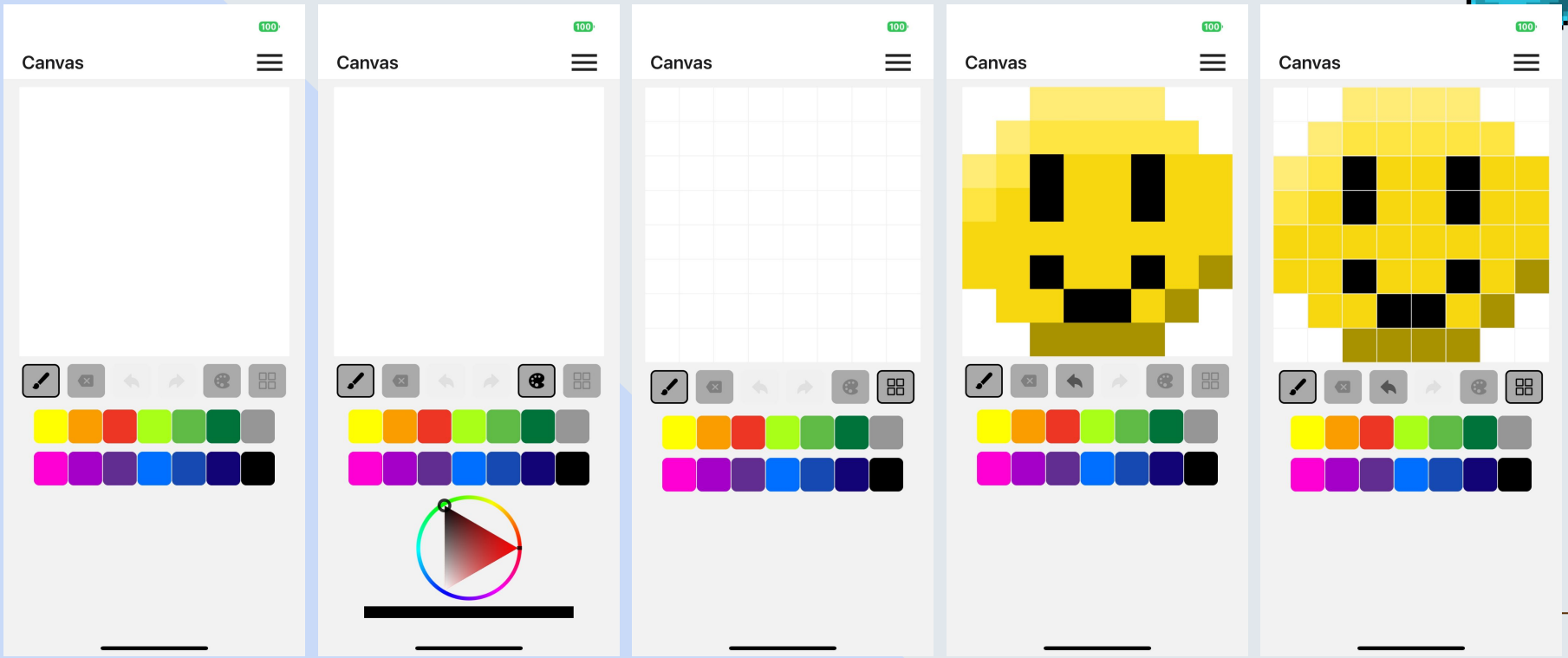
Canvas

Before



Canvas

After



Canvas Rationale

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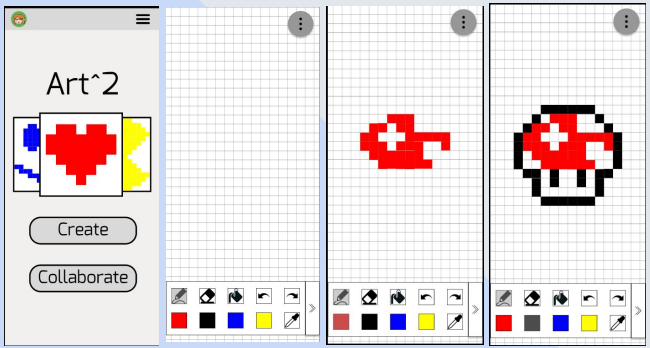

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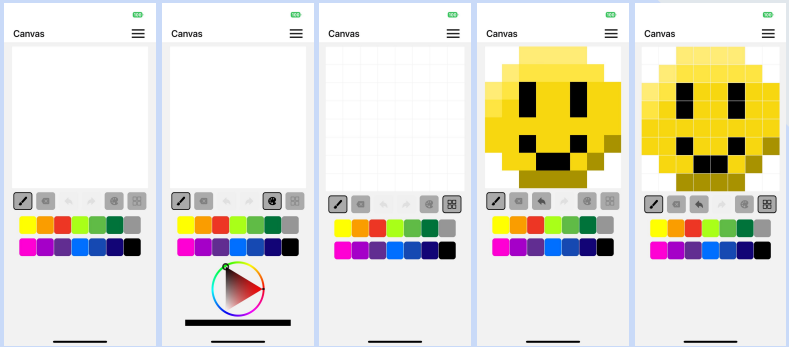


2. **Pencil vs Bucket:** no difference between pencil and bucket
12. **Confusing canvas tools:** unclear how to use tools on canvas

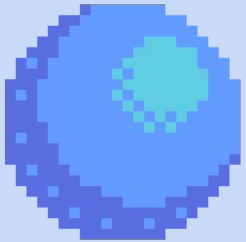
General Feedback: canvas tools were unclear and not beginner friendly

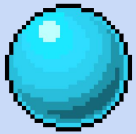
- Simplified canvas interface
- All tools immediately visible

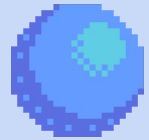
Progress toward usability goals

- Simplified tasks to make it less error prone/more **robust**
- Still interactive to keep the app **fun**
- On track

Prototype Implementation Status

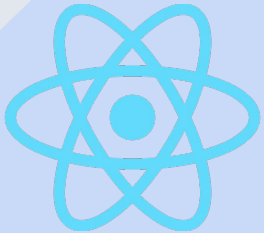






Tools used

- React Native
- Expo
- VS Code
- Figma
- GitHub



Tasks

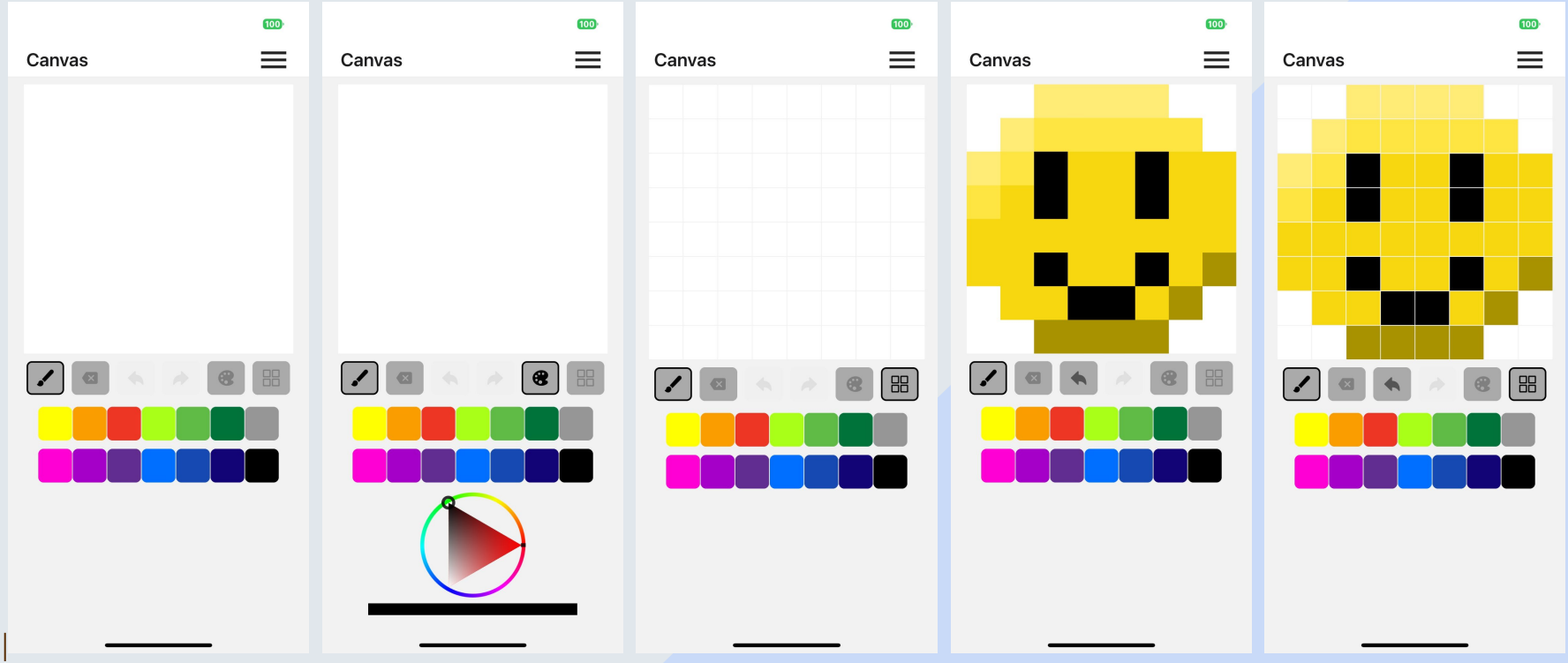
Task 1 (Simple) : Create pixel art piece

Task 2 (Moderate) : Share a pixel art piece

Task 3 (Complex) : Collaborate on a pixel artwork

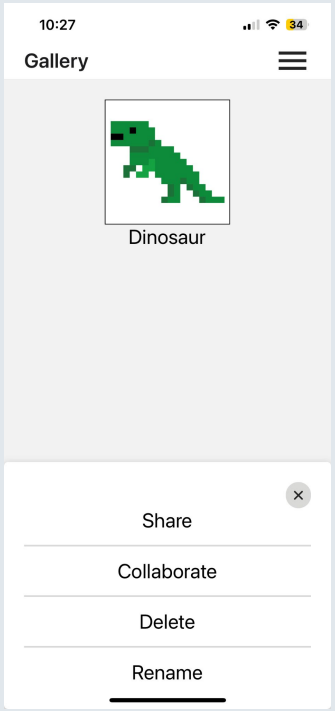
Implemented Features

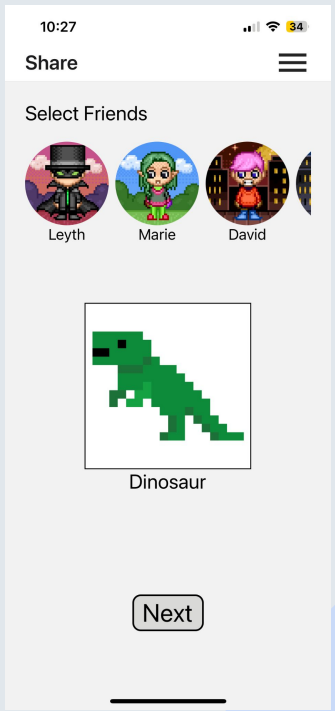
Task 1: Create a pixel art piece

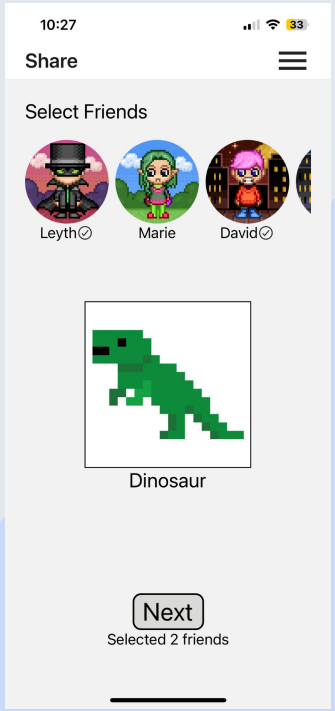


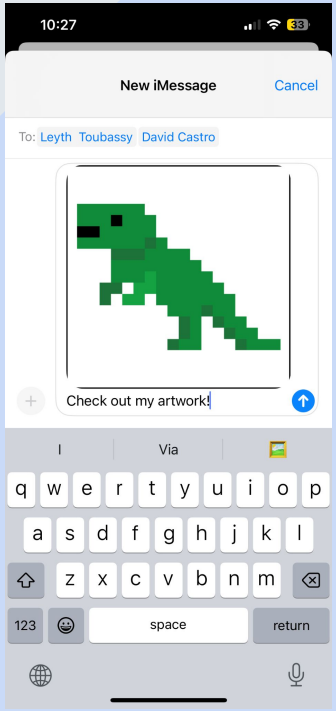
Implemented Features

Task 2: Share a pixel art piece



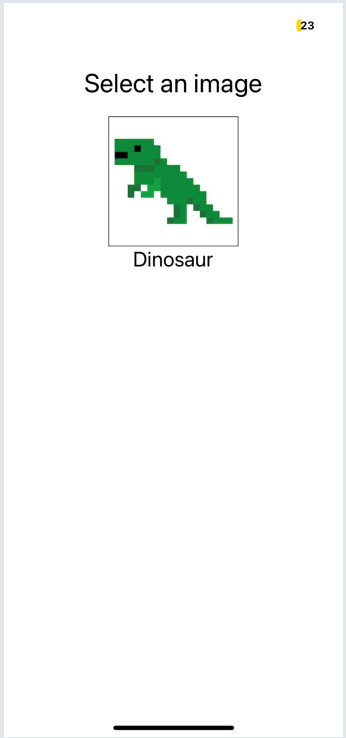


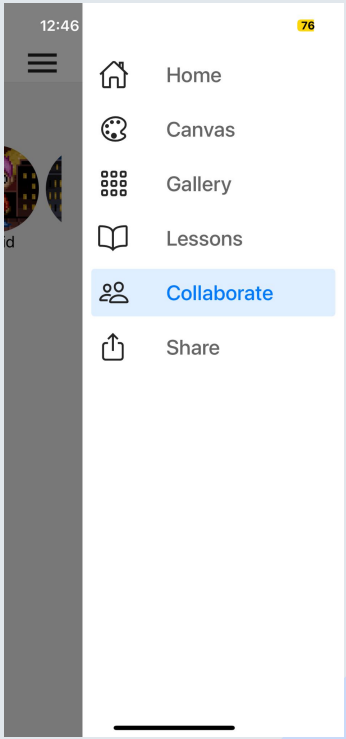


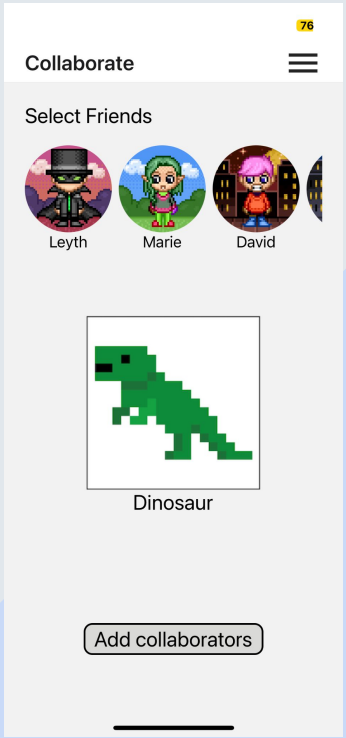


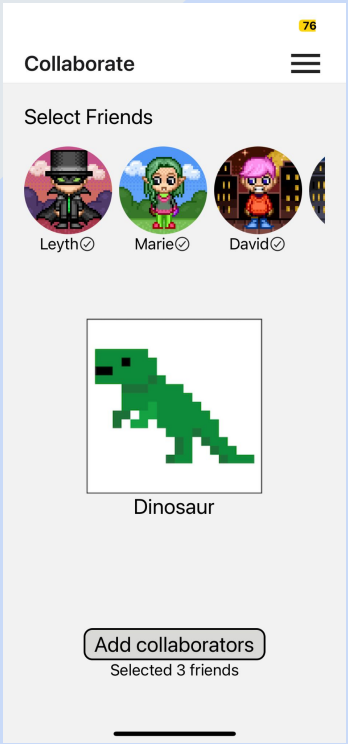
Implemented Features

Task 3: Collaborate on a pixel art piece



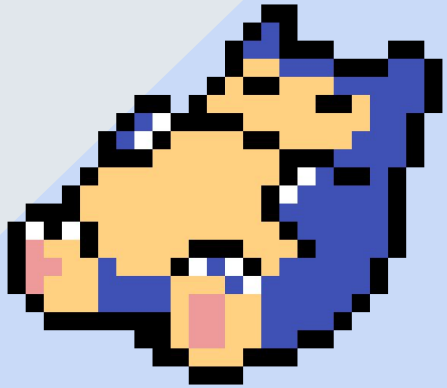






Features to be Implemented ...

- **Gallery page:** Delete artwork and rename artwork
- **Lesson page:** embedded video lessons
- **Home page:** Collaborate button behavior
- **Canvas page:** Save, reopen, share and collaborate on your artwork
- **Collaboration:** simulated collaborator on canvas page, message collaborator
- **Walkthrough:** create video tutorial walkthrough
- **All pages:** styling and fonts



Wizard of Oz & Hardcoded

- User already has some artwork populated when starting the app
- Hardcoded friends with their numbers
- Collaboration will be hard coded

Plan to finish

Over the weekend

Finish report/poster draft, implement saving and persistence, create lessons page, gallery delete/rename

Tuesday

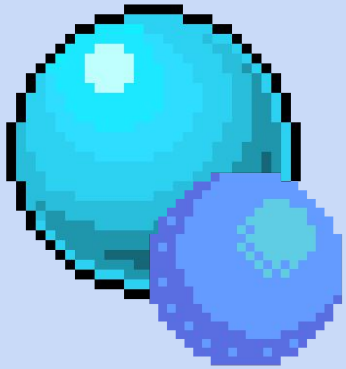
Build out messaging functionality, hardcode collaboration behavior, final font and styling check

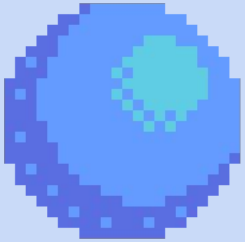
Thursday

Record video walkthrough

If we have time

Address more low severity heuristic violations





Live Demo