

theGivingTree

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Medium-Fi Prototype

<https://www.figma.com/proto/axl6JsMc6FokHFA0NyfXJV/CS-147-A6?node-id=203%3A433&scaling=scale-down&page-id=200%3A9&starting-point-node-id=203%3A433>

How to Use

Simply click the link and the Figma prototype should load.

We used Figma for our prototype because it allowed us to design with an iPhone 11 Pro interface, which simulates how our app will be used in the real world. If you click on any 'blank' space on the interface, bounding boxes (hotspots) will appear in blue, indicating which areas are clickable on that screen. Users should mostly be able to intuitively determine where to click and interact with the app. A lot of the interactions are tap gestures; however, the Overlays are draggable. Navigation is done with the back arrow and the navigation bar, which can take the user to certain screens.

Limitations:

Some of the limitations of our prototype are as follows:

- Cannot implement serialized overlays - making the "Sort By" feature useless because sorting by "Most In Need" does not make it clear that the organization order changed
 - Figma does not allow changing the background card of the overlay and closing it at the same time
- No animations to really show growing Tree
- Limited gestural navigation:
 - For example, when the sorting overlay appears, we would want users to be able to close the overlay by tapping outside of it, but we can't do "Close Overlay" and navigate to a new screen in one interaction in Figma
- Only included the screens necessary for the tasks to be completed
 - Not all organizations are clickable, and the settings page is still not set up, because there are so many possible permutations of screens in Figma
 - The only filter that "works" (is also hard-coded) is "Most in Need"

Hard-Coded Items:

The hard-coded items in our prototype are:

- All interactions are fairly hard-coded, because otherwise the number of permutations needed would be extremely time-consuming. We implement a very specific task flow that the user is expected to follow
- Causes and organizations listed to donate to
 - We would need a database of organizations and causes to donate to
- Tree growth
- Badges and Pie Chart representing user's donations
- Tax forms
- Sorting features do not actually perform calculations and instead are hard-coded

Wizard of Oz:

Our prototype uses the Wizard of Oz technique in the following ways:

- We assume that user account and payment information is already inputted and saved when donating because we don't want users putting sensitive information into a Figma prototype
- We fake the sorting by "Most in Need" function because the actual calculation would be data-intensive