

Assignment #5:
Interactive Medium-Fi Prototype



Team 03
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Value Prop, Problem and Solution Overview

Problem

- People often don't know where and what to eat
- Deciding what to have for lunch with friends is time-consuming, annoying and inconvenient

Solution susuEat, suit for eat !

- Filtering makes it easier and faster for users to choose lunch! (type, time)
- Friends' instant catch-up over lunch provide a better interactive experience when choosing the food

Tasks



Task 1 (simple)

Find the restaurant depends on personal preferences



Task 2 (medium)

Join an instant catch-up over lunch with friends



Task 3 (complex)

Schedule an instant catch-up over lunch with friends

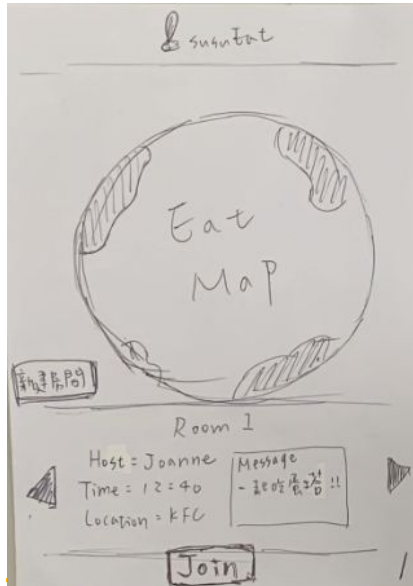
Revised Interface Design

Major design change (1)

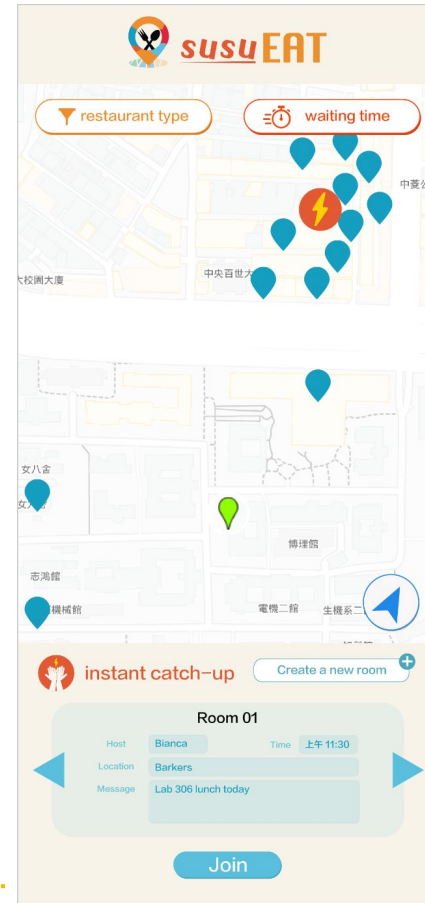
3 major features placed on the main page:

- **more efficient**
- **minimise the number of paging**

BEFORE



AFTER



Revised Interface Design

Major design change (2)

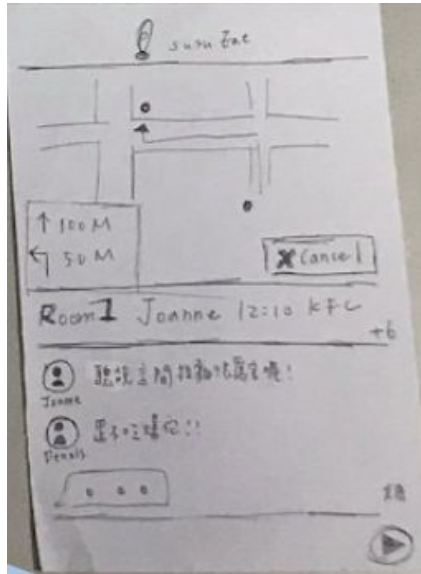
Before:

- The room host can **delete** the event room after establishing it

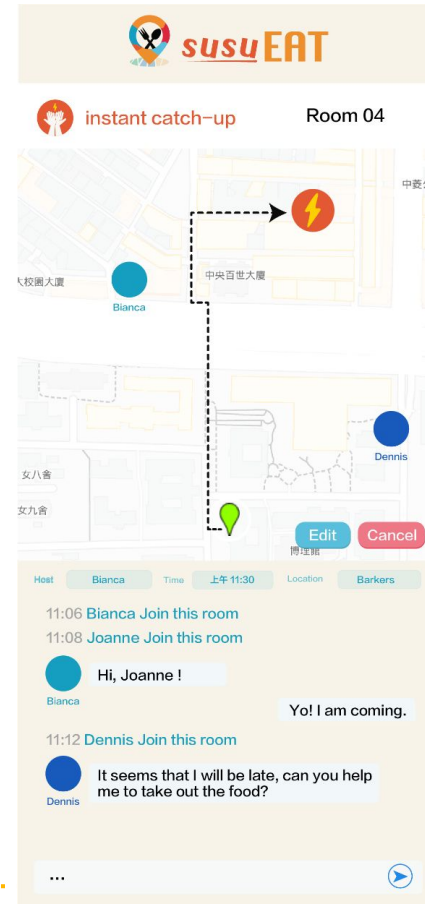
After:

- The room host can **edit** the event room details or **delete** the whole event room
- Participants can **exit** the room after joining the event room

BEFORE



AFTER



Revised Interface Design

Major design change (3)

Before:

- The room host can **only** invite friends from the **existing friends list**

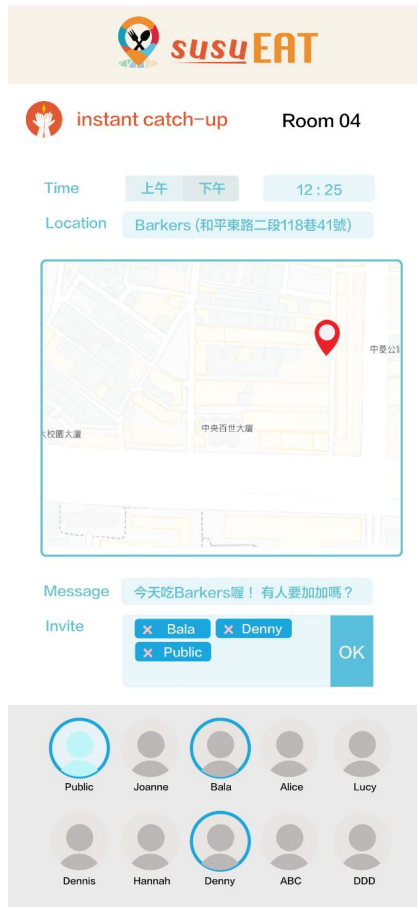
After:

- The event creator can decide whether to set their event mode **private** or **public**

BEFORE



AFTER



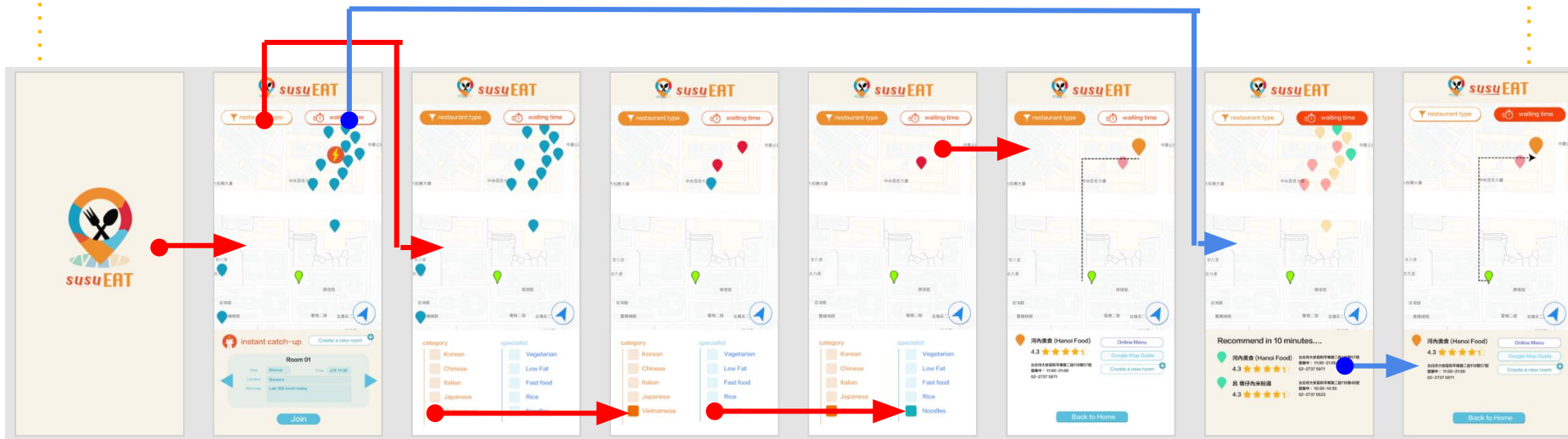


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Revised Interface Design

Medium-fi Prototype Task Flow 1

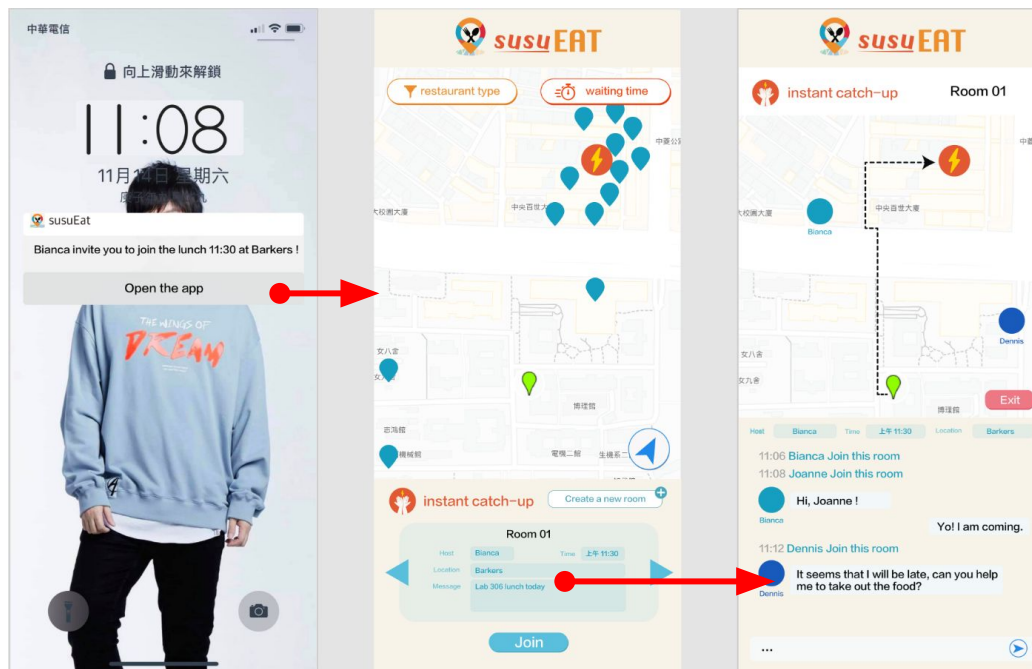
- Find the restaurant depends on personal preferences



Revised Interface Design

Medium-fi Prototype Task Flow 2

- Join an instant catch-up over lunch with friends



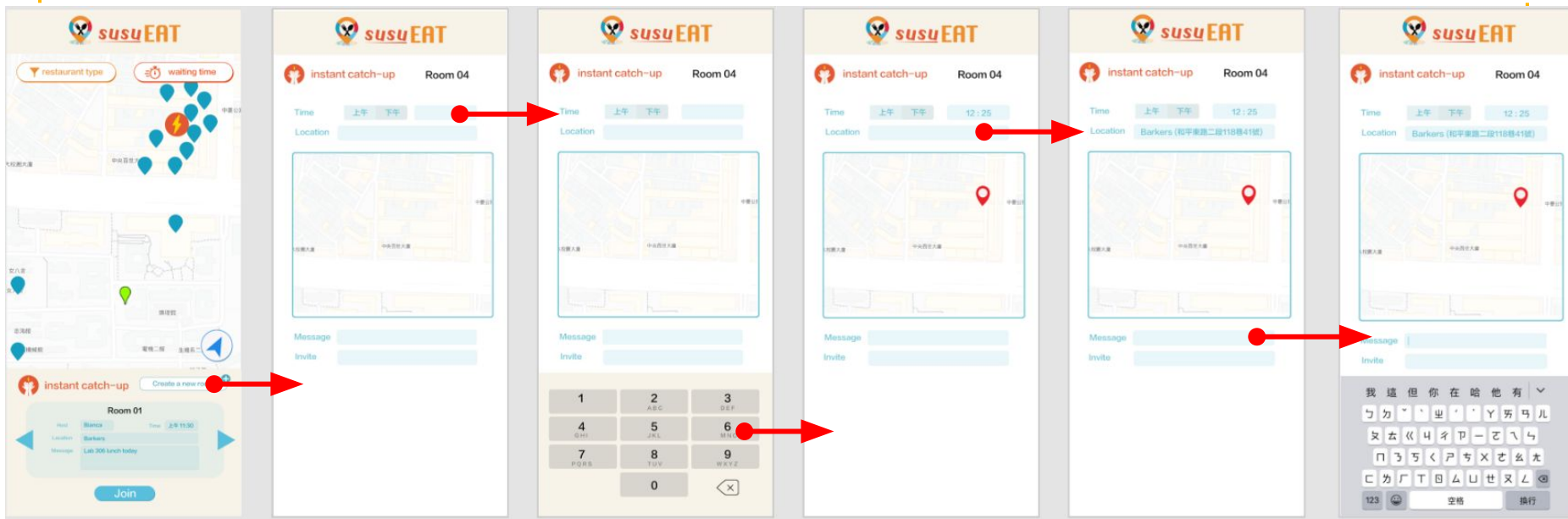


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Revised Interface Design

Medium-fi Prototype Task Flow (3-1)

- Schedule an instant catch-up over lunch with friends



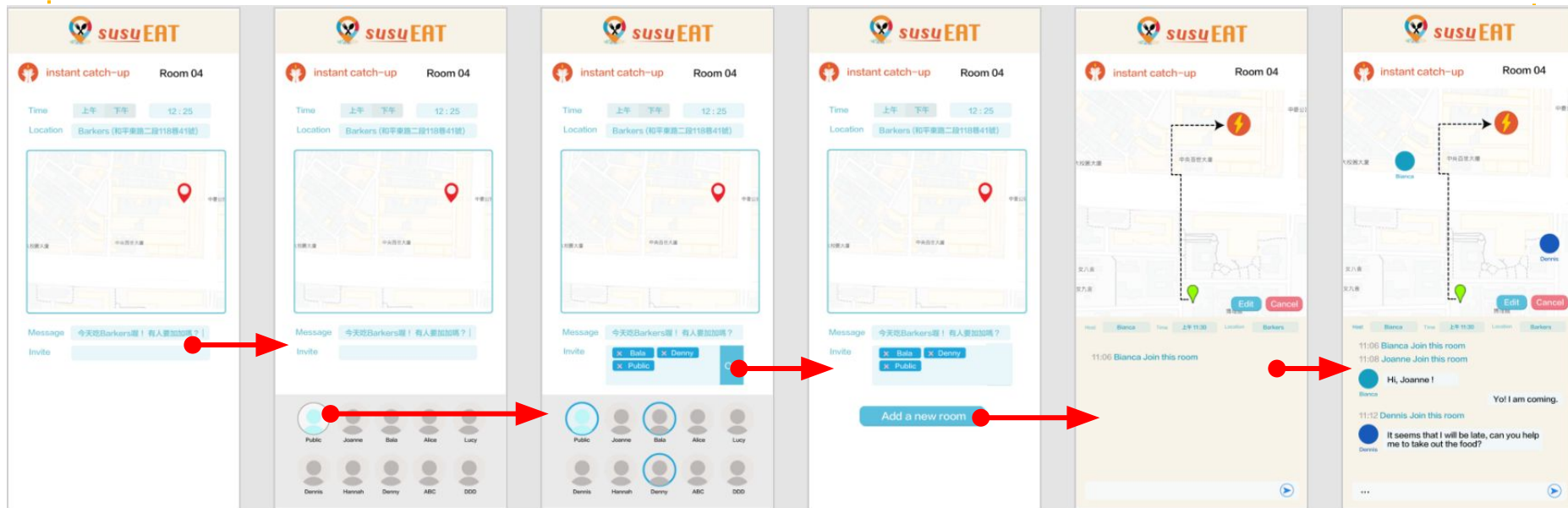


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Revised Interface Design

Medium-fi Prototype Task Flow (3-2)

- Schedule an instant catch-up over lunch with friends



Prototype Overview



Interactive Prototype

Prototype Overview

- We use



- **The tool helped us...**

- create visuals for the prototype
- check the task flow design quickly, know the button of each page where to link to

- **The tool did not help us...**

when testing, know users' input and store them into variables (or into the database) that can be sent to the next related feature



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Limitations/tradeoffs of the current prototype

In order to show the functionality concisely, we temporarily removed the technically difficult part and did not show it in this prototype:

- **Map search, scroll, zoom, etc.**
- **User registration functionality**
- **Navigation functionality**
- **Real-time messaging functionality**



Wizard of Oz techniques

- Use a static image for the map search function instead of applying Google Map APIs
- Automatically fill in all values where users will be asked to fill in more information later on
- Randomly generated waiting time, as real-time calculation is hard to implement at this moment
- Simulated the notification by a invisible bottom

Hard-coded features and why required

- Restaurant filtering feature
- Non-interactive map
- Personal account registration and personal friends list
- Details of each restaurant (e.g. waiting time)

Why required?

Since it's impossible/complicated to store users' input during this prototyping stage with Adobe XD, we decided to hard-code all the relevant data temporarily. Meanwhile, we are considering how we will build our app, as it seems challenging to build interactive features such as messaging, friends adding function and friends matching, etc.

Thank you 🙏



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Q&A