

Assignment

Paper Prototyping

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Assignment Instructions

The subject of this assignment is wearable technology, an up and coming industry.

This assignment is intended to be a combination of a design challenge and a prototyping exercise. The emphasis is on hashing out a design on paper quickly and testing it, similar to what we saw in the video. The scope here is pretty wide and only a few details are specified. It's up to you to figure things out.

Suppose you're working as a PM at DoToday, a startup working on a next-gen to-do list and task management app. Seeing the rise in usage of wearable devices, the company is developing apps for both smartphones and smartwatches (like Moto360, Galaxy Gear, etc). As the sole product manager working on the apps, you have a few ideas regarding the design and functionality of the apps. To communicate these to your team, you need to develop paper prototypes for the app.

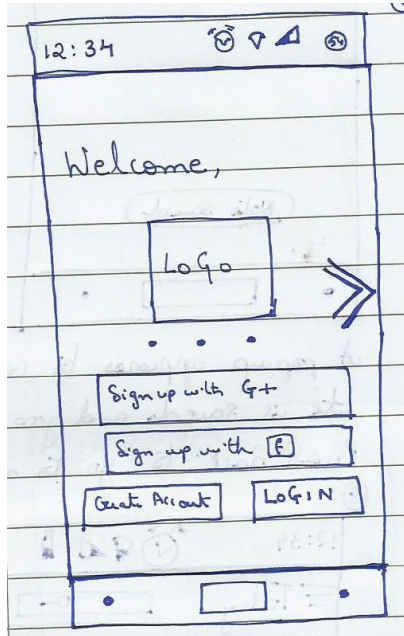
Note: You need not worry about how the apps for smartphone and smartwatch will communicate between each other and what data can be shared. Only think of the functionalities you would like to have in both of these apps and sketch the paper prototypes based on that. Also, don't worry about the nuts and bolts like login or registration; concentrate on the cool stuff.

1. Create the required paper prototypes and place the screenshot of each screen on relevant slides
2. Prepare a slide showing the flow of your paper prototype

SmartPhone

Screen No. 1

Initial Prototype



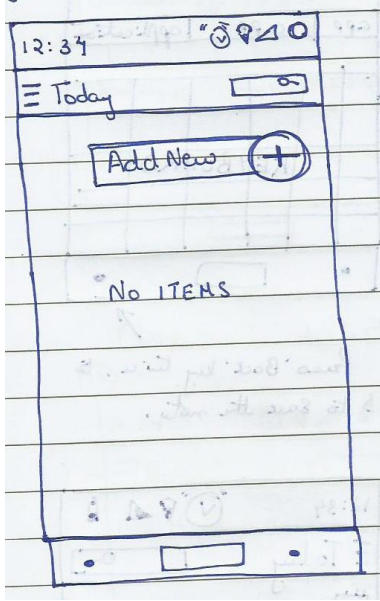
After Feedback

No Feedback.

Feedback received from the user: Basic Login Page. With Page carousel on top showing various features.

Screen No. 2

Initial Prototype

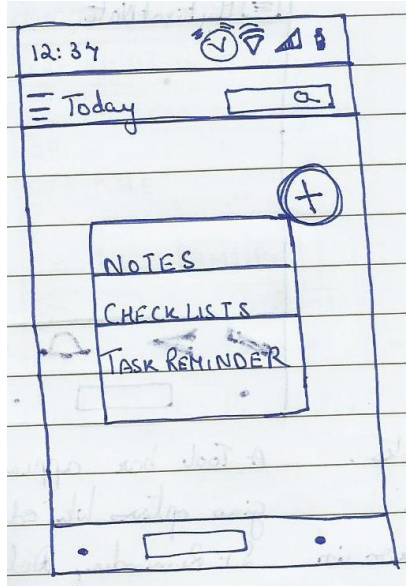


After Feedback

Feedback received from the user: Welcome Page could be added before directly going into the app after login.

Screen No. 3

Initial Prototype



Click on "Add New" to show drop down.

After Feedback

Feedback received from the user: No feedback

Screen No. 4

Initial Prototype



Creating a new
Note.

After Feedback

Feedback received from the user: Show Keyboard in prototype to show that keyboard automatically pops up.

Screen No. 5

Initial Prototype



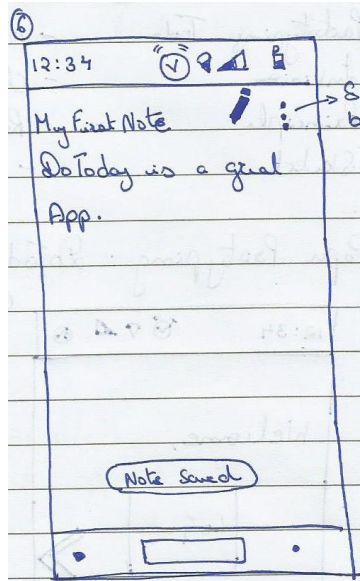
Here, “My First Note” is the name of the note and its description is below.

After Feedback

Feedback received from the user: No feedback.

Screen No. 6

Initial Prototype



Pressing the Back button twice will exit keyboard and save the note. A popup appears as shown.

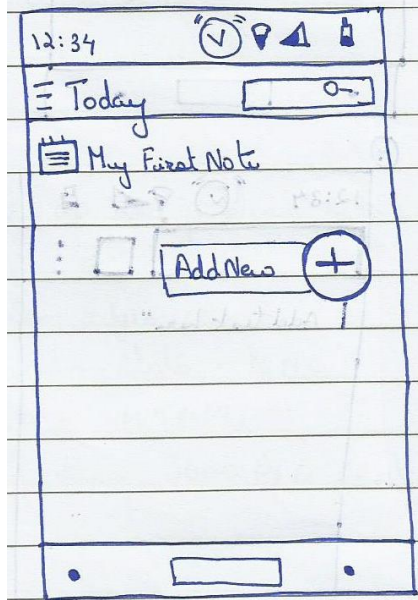
After Feedback

The "Options" drop down will open a menu with options shown in Slide 11.

Feedback received from the user: What does the "options" button do?

Screen No. 7

Initial Prototype



The main page looks like this after saving a note.

After Feedback

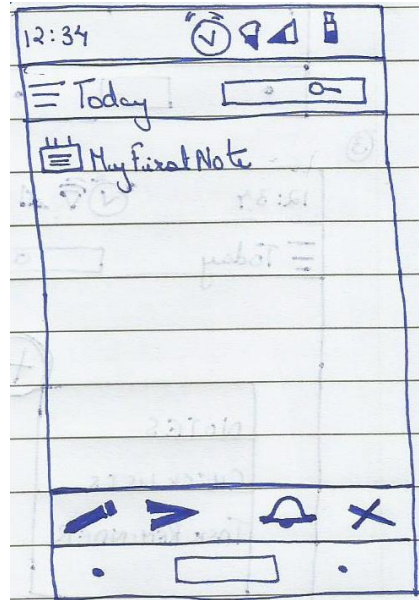
Shown in next slide.

Feedback received from the user: What happens if user long presses on the existing note?

Screen No. 8

Initial Prototype

After Feedback



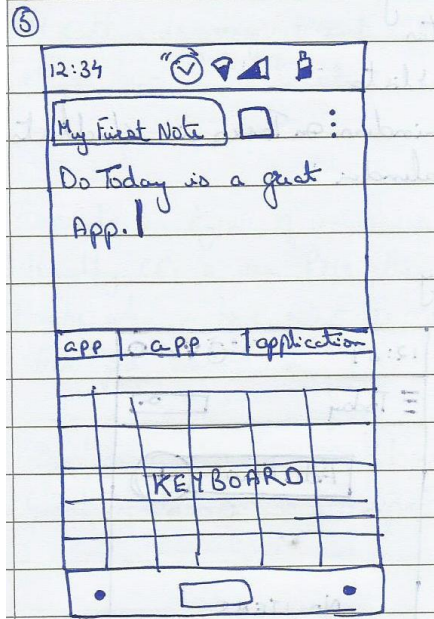
A QuickTool bar appears below giving options:

- 1.Edit
- 2.Send
- 3.Reminder
- 4.Delete

Feedback received from the user: No Feedback

Screen No. 9

Initial Prototype



1. Edit: Clicking on edit takes the user back to editing screen 5.

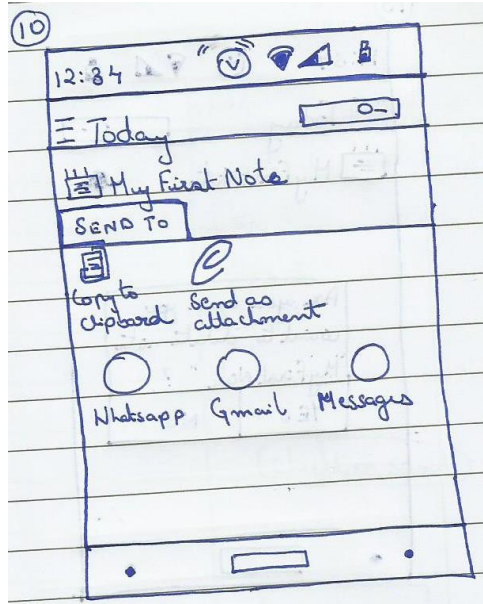
After Feedback

Feedback received from the user: No feedback

Screen No. 10

Initial Prototype

After Feedback



2. Send:
This option
will open all
sharing
options.

Feedback received from the user: No feedback

Screen No. 11

Initial Prototype



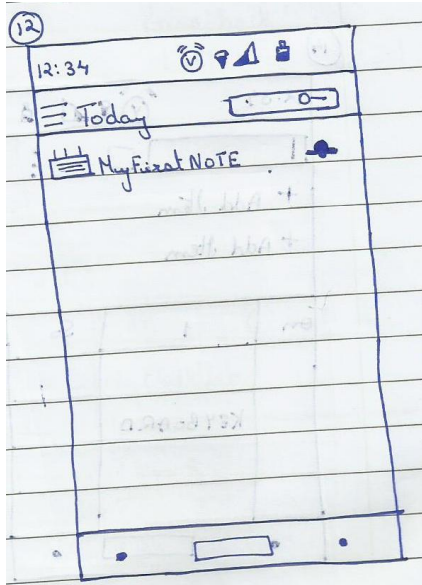
3.Reminder: This option lets the user set a reminder on this note.

After Feedback

Feedback received from the user: No feedback.

Screen No. 12

Initial Prototype



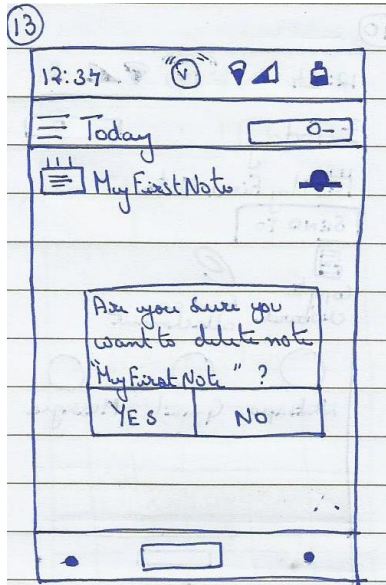
As we have set a reminder on this note a bell icon appears next to it on the main page.

After Feedback

Feedback received from the user: No feedback

Screen No. 13

Initial Prototype

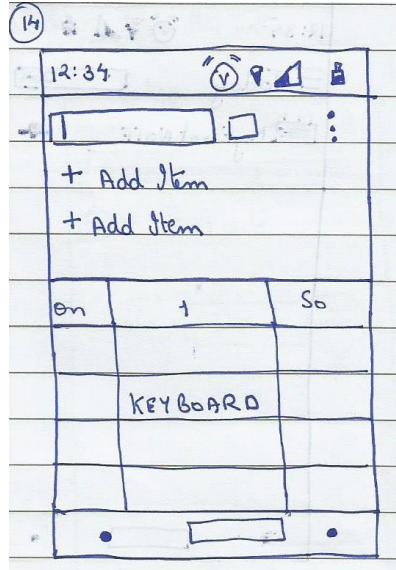
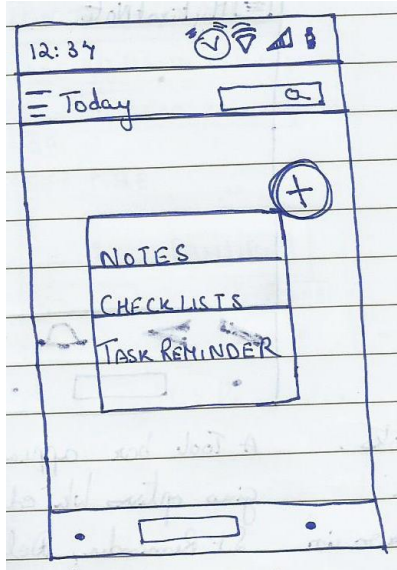


4.Delete : option brings up a pop up and asks user to confirm.

After Feedback

Feedback received from the user: No feedback

Initial Prototype



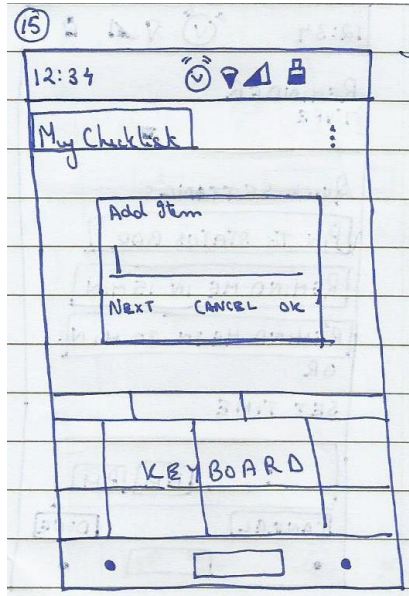
After Feedback

Select new "checklists"

Feedback received from the user:

Screen No. 15

Initial Prototype



The name is “My Checklist”. When “Add Item” is clicked, this popup shown to fill the item.

After Feedback

Feedback received from the user: Why “next” button?

Initial Prototype



Added 3 items in the checklist.

After Feedback

Feedback received from the user: No Feedback.

Screen No. 17

Initial Prototype



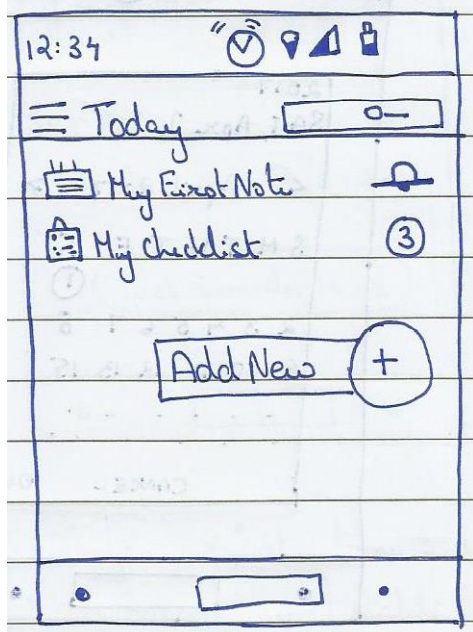
Pressing the Back button once will exit edit mode and save the checklist. A popup appears as shown.

After Feedback

Feedback received from the user: Checklists should also have options to choose colour.

Screen No. 18

Initial Prototype



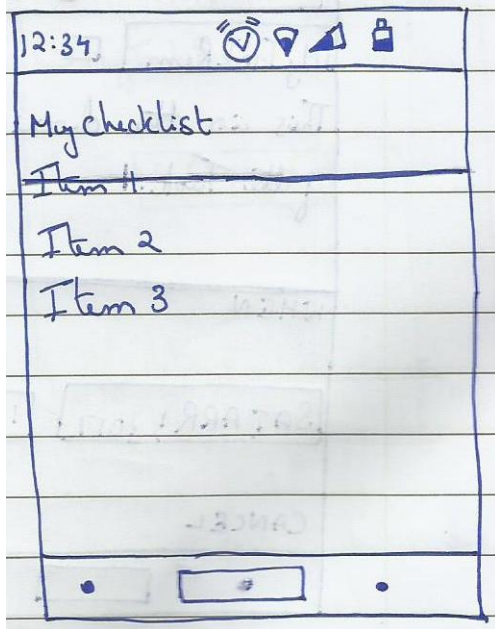
Main Page now looks like this.

After Feedback

Feedback received from the user: No Feedback.

Screen No. 19

Initial Prototype



When a checklist is opened thru main page and an item is "crossed-off" by touching.

After Feedback

Feedback received from the user: No feedback.

Screen No. 20

Initial Prototype



The number of pending items change as shown from 3 to 2.

Long press on this checklist gives options:

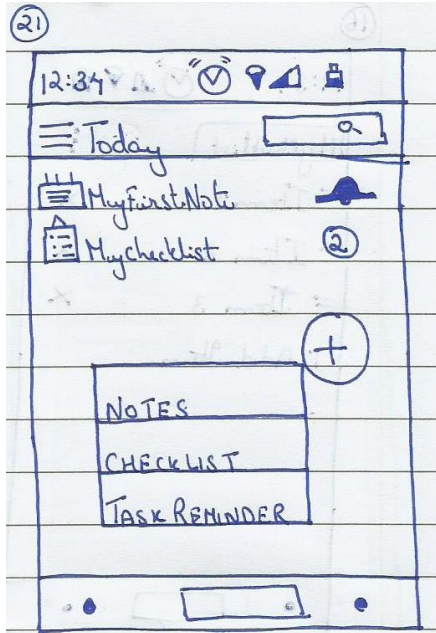
- 1.Edit
- 2.Send
- 3.Uncheck all
- 4.Delete

After Feedback

Feedback received from the user: No feedback.

Screen No. 21

Initial Prototype



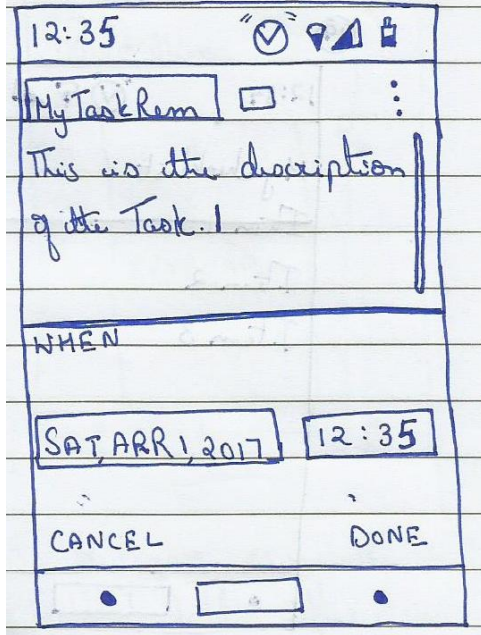
Add new
Task
Reminder

After Feedback

Feedback received from the user: No feedback.

Screen No. 22

Initial Prototype



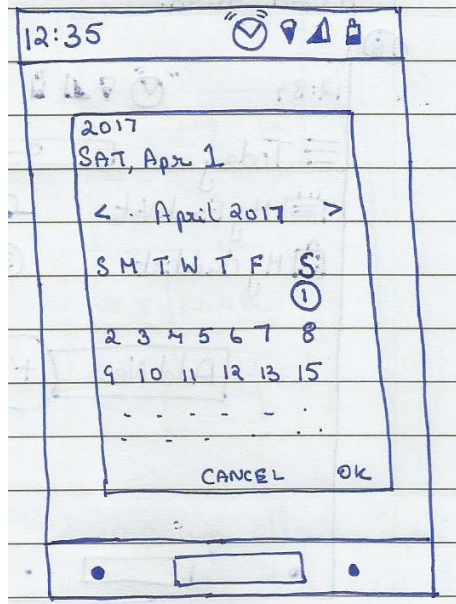
The screen is split in half. First half the name and description are added. The second half is used to set a timer.

After Feedback

Feedback received from the user: Why is task description required? It becomes similar to a note with a reminder.

Screen No. 23

Initial Prototype



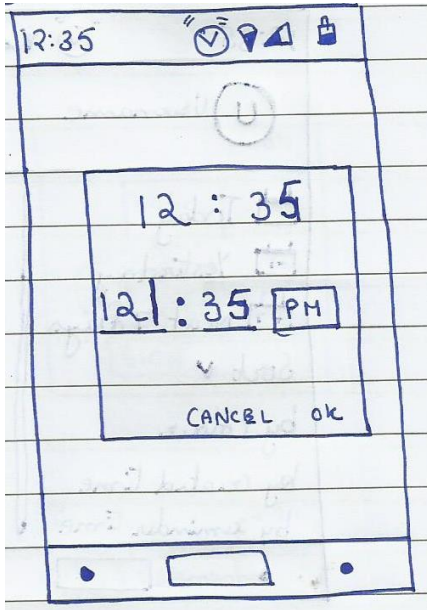
To Select
Date.

After Feedback

Feedback received from the user:

Screen No. 24

Initial Prototype

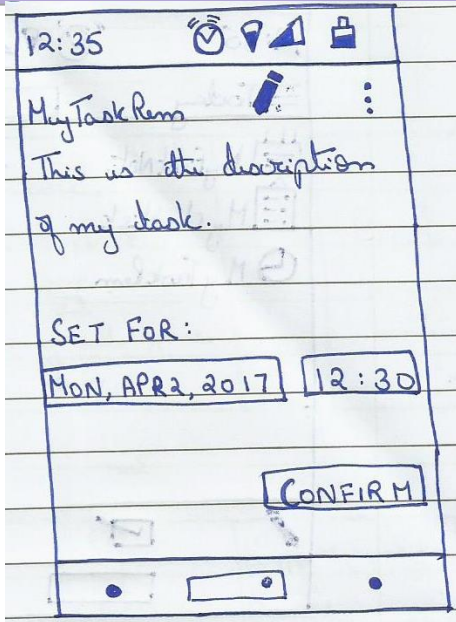


To Select
time of
reminder.

After Feedback

Feedback received from the user:

Initial Prototype



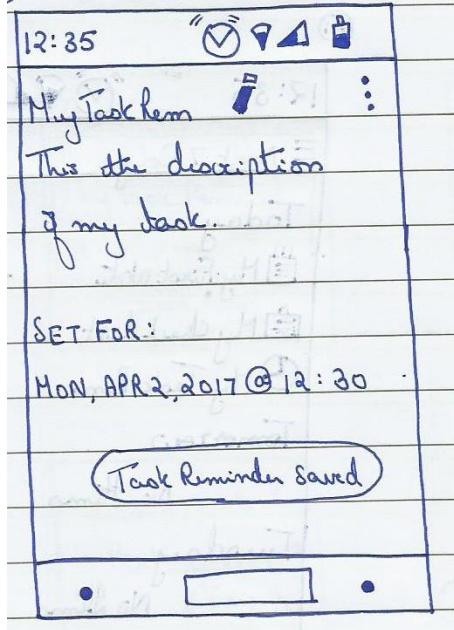
The date and time is entered. Click on Confirm to save the task.

After Feedback

Feedback received from the user:

Screen No. 26

Initial Prototype



A popup shows that the Task has been saved.

After Feedback

Feedback received from the user:

Screen No. 27

Initial Prototype



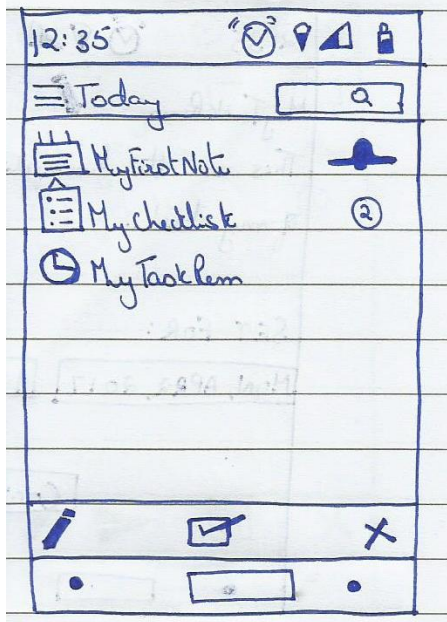
The main page now looks like this.

After Feedback

Feedback received from the user:

Screen No. 28

Initial Prototype



Long press on the Task Reminder shows the Quicktool bar below which has the following options:

- 1.Edit
2. Completed
- 3.Delete.

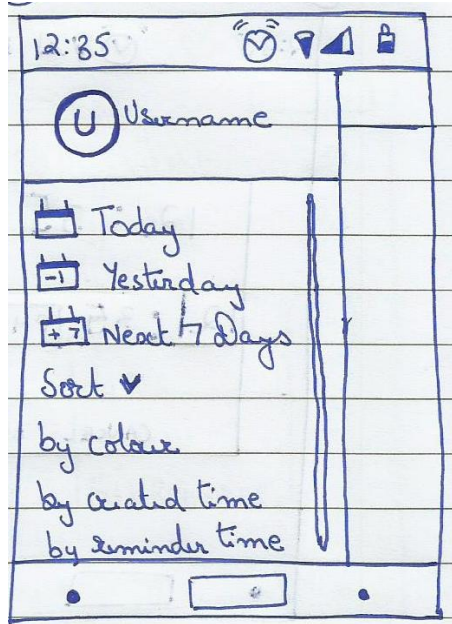
“Completed” can be selected if the task is completed even before the reminder.

After Feedback

Feedback received from the user: How does the reminder look? What happens after the reminder has alerted the user?

Screen No. 29

Initial Prototype



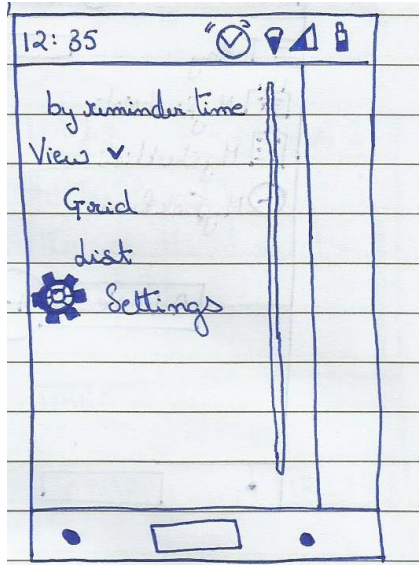
The main menu
accessed by ☰

The various
options are
showed.

After Feedback

Feedback received from the user:

Initial Prototype



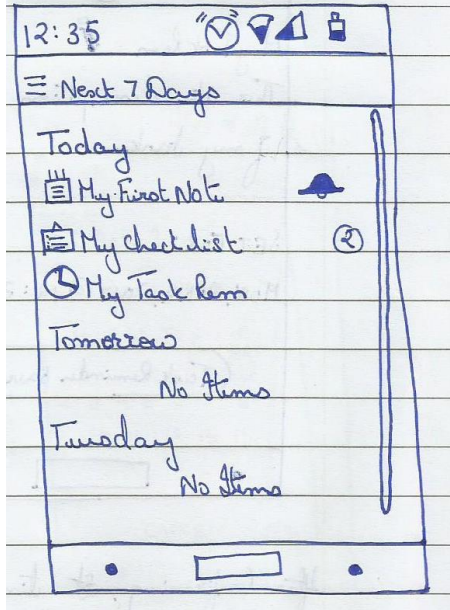
Continued view of the Main Menu.

After Feedback

Feedback received from the user:

Screen No. 31

Initial Prototype



This is the view when "Next 7 Days" option is selected.

After Feedback

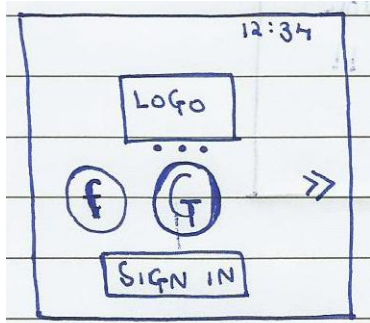
Feedback received from the user:

SmartWatch

Screen No. 1

Initial Prototype

After Feedback

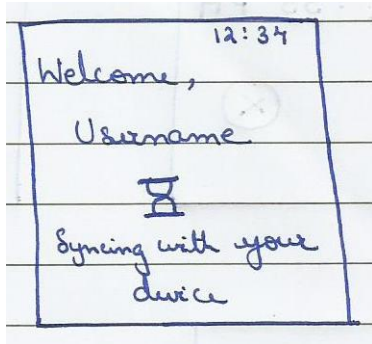


Basic Login page.

Feedback received from the user:

Screen No. 2

Initial Prototype



After receiving login details, it starts to sync with phone device.

After Feedback

Feedback received from the user:

Screen No. 3

Initial Prototype



Click on "Lets
Go to get
started"

After Feedback

Feedback received from the user:

Screen No. 4

Initial Prototype



The main page shows user name and Items created today.

This is a Page Carousel.

After Feedback

Feedback received from the user:

Screen No. 5

Initial Prototype

After Feedback



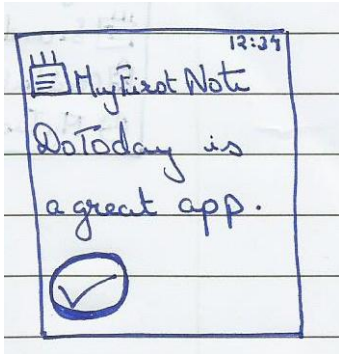
Click on "Today" to see all 3 items.

Feedback received from the user:

Screen No. 6

Initial Prototype

After Feedback



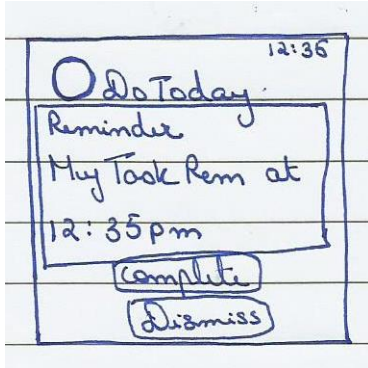
The view of an app

Feedback received from the user: Is there a delete button?

Screen No. 7

Initial Prototype

After Feedback



Reminder
notification.

Feedback received from the user:

Screen No. 8

Initial Prototype



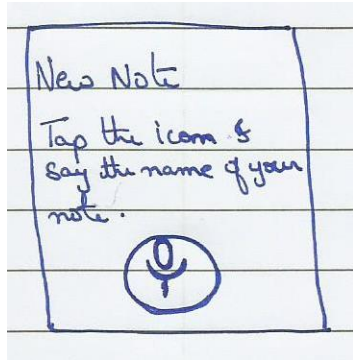
The second image on page carousel helps user “add new”.

After Feedback

Feedback received from the user:

Screen No. 9

Initial Prototype



Add new
note with
voice
commands.

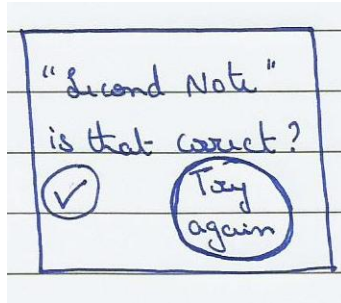
After Feedback

Feedback received from the user:

Screen No. 10

Initial Prototype

After Feedback

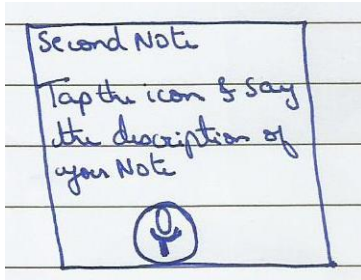


Feedback received from the user:

Screen No. 11

Initial Prototype

After Feedback

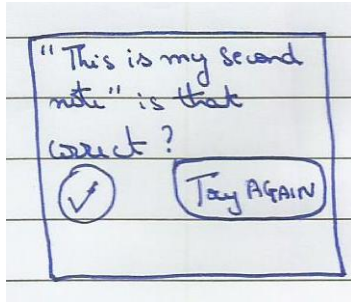


Feedback received from the user:

Screen No. 12

Initial Prototype

After Feedback

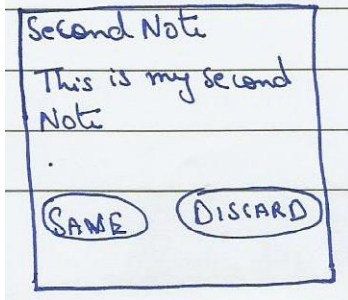


Feedback received from the user:

Screen No. 13

Initial Prototype

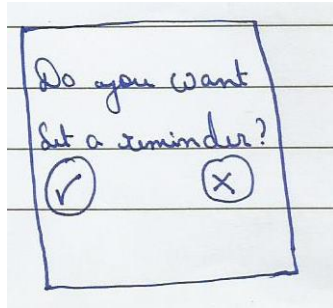
After Feedback



Feedback received from the user:

Screen No. 14

Initial Prototype



After Feedback

Feedback received from the user:

Screen No. 15

Initial Prototype

After Feedback



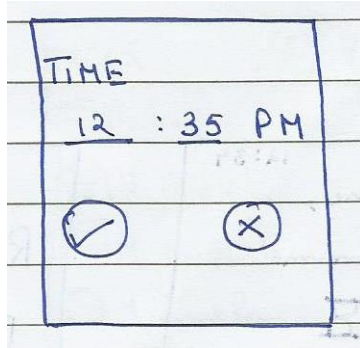
Use scroll wheel to set date and time.

Feedback received from the user:

Screen No. 16

Initial Prototype

After Feedback



Feedback received from the user:

Screen No. 17

Initial Prototype



After Feedback

Feedback received from the user:

Screen No. 18

Initial Prototype

After Feedback



View of main page
after Second note is
added.

Feedback received from the user: