

P4 Report

Group 9

Project Name: Motify



Group Members: Kashan Mahmood, Shivangi Tandon, Madhusudan Basak, Anna Adobamen

Tagline: Take a challenge

Value Proposition: Incentivize being active for users by providing weekly challenges and activity recommendations while emphasizing social connection.

Links:

Static file: [Medfi Prototype](#)

Interactive prototype: [Motify Prototype](#)

Website: <https://motifyme.netlify.app/>

Changes

We decided to add back buttons and a nav bar on all pages that did not have them as this was a feature that was not consistent in our initial low-fidelity prototype.

We also added a search button to the navbar that opens a Search for Friends page.

Also, we added vertical and horizontal scrolling to ensure that there was not too much data on a single page and that we had enough whitespace.

Flows:

Flow 1(Sign up/login)

New users to the app are able to sign up with their phone number or email and set a password. After this, they are directed to a screen where they select their interests with regard to the activities they like to do. They can also choose to add friends at this point. Finally, they are taken to their homepage.

Existing users simply login with their email address or phone number and are taken to their homepage.

Flow 2 (Complete a challenge)

There are two possible challenges that a user can complete: app-generated weekly challenges or challenges sent to them by friends.

These categories can both be seen on the homepage and the steps to complete both are similar.

The user clicks on the 'Complete' button on any of the challenges they want to complete. Then they are directed to another page where they can add a photo of them doing/completing the challenge and also add a comment.

Flow 3 (Comment on someone's post on your feed)

Users can leave comments on their friend's challenge posts. They do this by navigating to the feed page and selecting the post they want to comment on. There will be a text box where they can leave comments for their friends to see. There is also the ability to like posts.

Flow 4 (Send a challenge to a friend)

To send a challenge to a friend, users click on the add challenge button in the nav bar (represented with a plus sign). On this page, they select what friend they want to challenge. Some activities that the friend enjoys will also be suggested in this page so the user can select one of those or create a new challenge. After doing that, the user clicks on the Send Challenge button to send the challenge.

Rationale for key design choices (e.g., color, layout, typography, etc.):

We chose our color palette as is it was a set of colors that complemented each other and also fit the overall mood of our app

Prototype limitations (if any):

- Not all features and pages have been designed e.g. Settings page, Past challenges page
- Our prototype uses an iPhone 13 frame and might not be scalable to other phone/screen sizes