Prototype 1

DELIVERABLE F

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1.0 Intro

All previous deliverables have been a combination of steps structured for our design process. Combining all information for past deliverables, the first prototype is reviewed by friends and family and then by the client. After completing the prototype, we will allow friends and family to test the prototype to see where improvement can be made based on their intuition. A brief tutorial of the scan function is introduced to the client. This detailed view of prototype 1 will include a basic visual outline of the App's main menu followed by a brief tutorial of the scan function and its works. Following our presentation to the client, we consider all potential changes that should be made to improve for the next prototype presentation (prototype 2).

As for the technical information behind our Prototype 1, we used Unity the kickstart the creation of the App. The Euphoria extension in Unity was then used to develop the internal components of the scan function. Euphoria enables your camera reconnaissance to identify particular shapes, numbers, objects, and more. The App's visuals were created using photoshop.
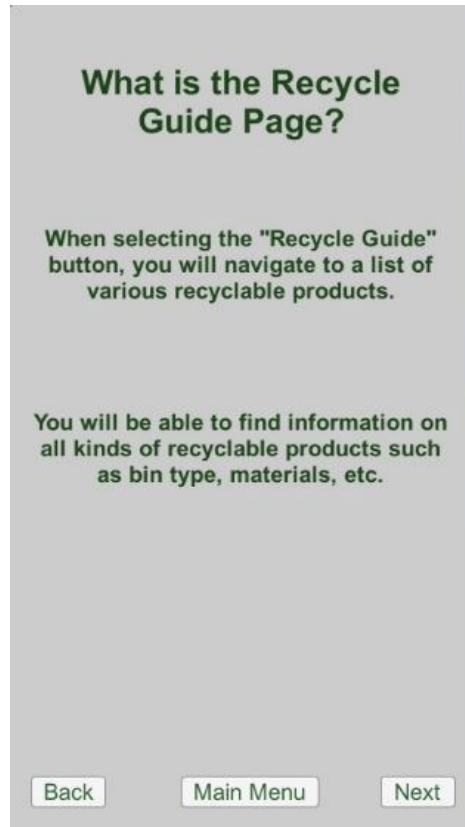
2.0 Prototype 1

2.1 Main Page

Once booted into the App, you will arrive at the main page, where you will have the option to select between three features. The first is the Recycle Guide, followed by the How To Use feature and the most essential feature, the scan feature.
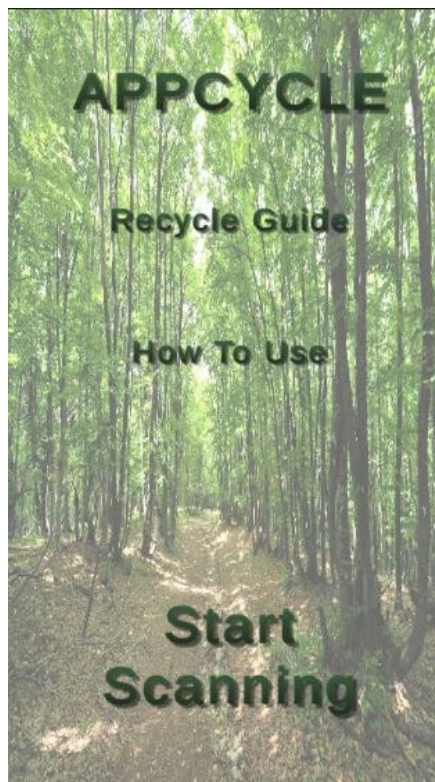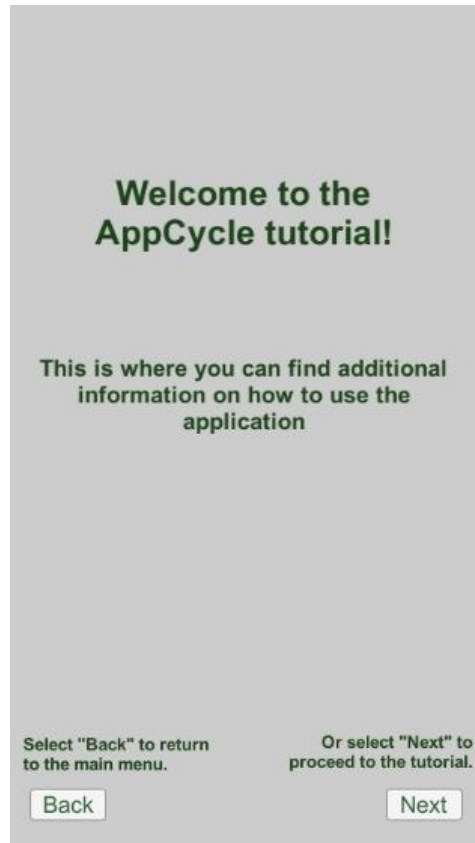
2.2 Recycle Guide

This feature provides various types of information about recycling, such as recycling bin types, materials, information on the recycling triangles found on the bottom of plastics product, and many more. The feature is navigated to by merely clicking on the name of the part from the main page.

What is the Recycle Guide Page?

When selecting the "Recycle Guide" button, you will navigate to a list of various recyclable products.

You will be able to find information on all kinds of recyclable products such as bin type, materials, etc.

Back   Main Menu   Next

2.3 How To Use

The How To Use feature is a simple tutorial on how to app works. Based on one of our most important design criteria, simplicity is highlighted throughout the App. For that reason, the tutorial will be short and sweet and made to be user-friendly.

Welcome to the AppCycle tutorial!

This is where you can find additional information on how to use the application

Select "Back" to return to the main menu.

Or select "Next" to proceed to the tutorial.

Back   Next

2.4 The Scan function

Given the "Start Scanning" label, the scan function is perhaps the most integral part of our App. This is where the user will access the App's maximum potential by scanning recyclable products. The App was designed VIA Unity and the Euphoria extension. Euphoria allows your camera to recognize different shapes and figures. In our App's case, the camera searches for the recyclable triangle found on the bottom of recycling products. It also scans for the number inside the triangle to identify the type of plastic under consideration.

3.0 Test Plan

Test ID	Test Objective (Why)	Description of Prototype used and of Basic Test Method (What)	Description of Results to be Recorded and how these results will be used (How)	Estimated Test duration and planned start date (When)
1	Usability test - This guarantees that our end product is easy-to-use, intuitive, and meets the industry-accepted standard.	We use the focus method on the main menu page to determine the design problem, discover opportunities for improvement, and understand users' preferences. This will help ensure the users can easily understand the app functions.	Each team member made a sketch of a simple concept method and created a menu from the best models amalgamated.	We gave each member 1 day to come up with their sketch. Once we all came to an agreement on one concept.
2	Feasibility- To determine whether our team has the technical resources to successfully execute our objective in a sufficient time.	We use the focus method on the start scanning function of the App due to the technical aspect's challenges. We tested this function in Unity to determine if it was possible to detect any recyclable item with the camera phone.	We use Unity software to create a script that will identify an object in real life and determine if it is a recyclable item from the symbol engraved in them or a barcode.	We estimate that it will take 3 days to determine if it is feasible or not. The criteria for success is if our scanner recognizes an item or not.
3	system integration is to test the system dependencies are operating accurately from one function to another.	We use the analytical method to determine that when our App recognizes an object as a recyclable item, it can successfully interact in between functions (recyclable guide) to provide the users how to recycle it.	We scanner various items and determine if our script can successfully interact between two functions.	We estimated it will take us 2 days to see if our system dependencies between functions are successfully interacting without errors.
4	communicating and getting feedback for our App to ensure that all users understand how the app function.	We used the focus method to make a decision regarding concept selection and to verify and simplify assumptions.	We use surveys to acquire feedbacks provide by the users to determine design flow, ease of use, and avoid critical problems.	The test will take approximately 3 days, and we will define success when all users can easily navigate the App.

4.0 Feedback

After revising feedback from 5 characters disclosed in the case of this deliverable, we considered their comments and showed no judgment in their opinion. The team collectively agreed on specific tweaks that could be made to improve the App. The words that stood out the most were ones of simplicity. We then decided to brand our App on the idea of simplicity. As shown above, the App is based on the simple configuration of three main components. There is no required login information, advertisements, and other tedious features that users would like to avoid. Implementing simplicity also aids in the process of releasing a completely free app. Based on our app design experience and the circumstances at hand, the feedback was exceptionally well received, and our reviews were positive.

5.0 Conclusion

All in all, our prototype 1 was successfully accomplished. We released a visual that will give users an idea of what it will look like. The main functionality of the App was introduced, the scan function. Our Test Plan was developed, and feedback was acknowledged and implemented. Following our next client meeting, we will better understand which direction to take in our Prototype 2.