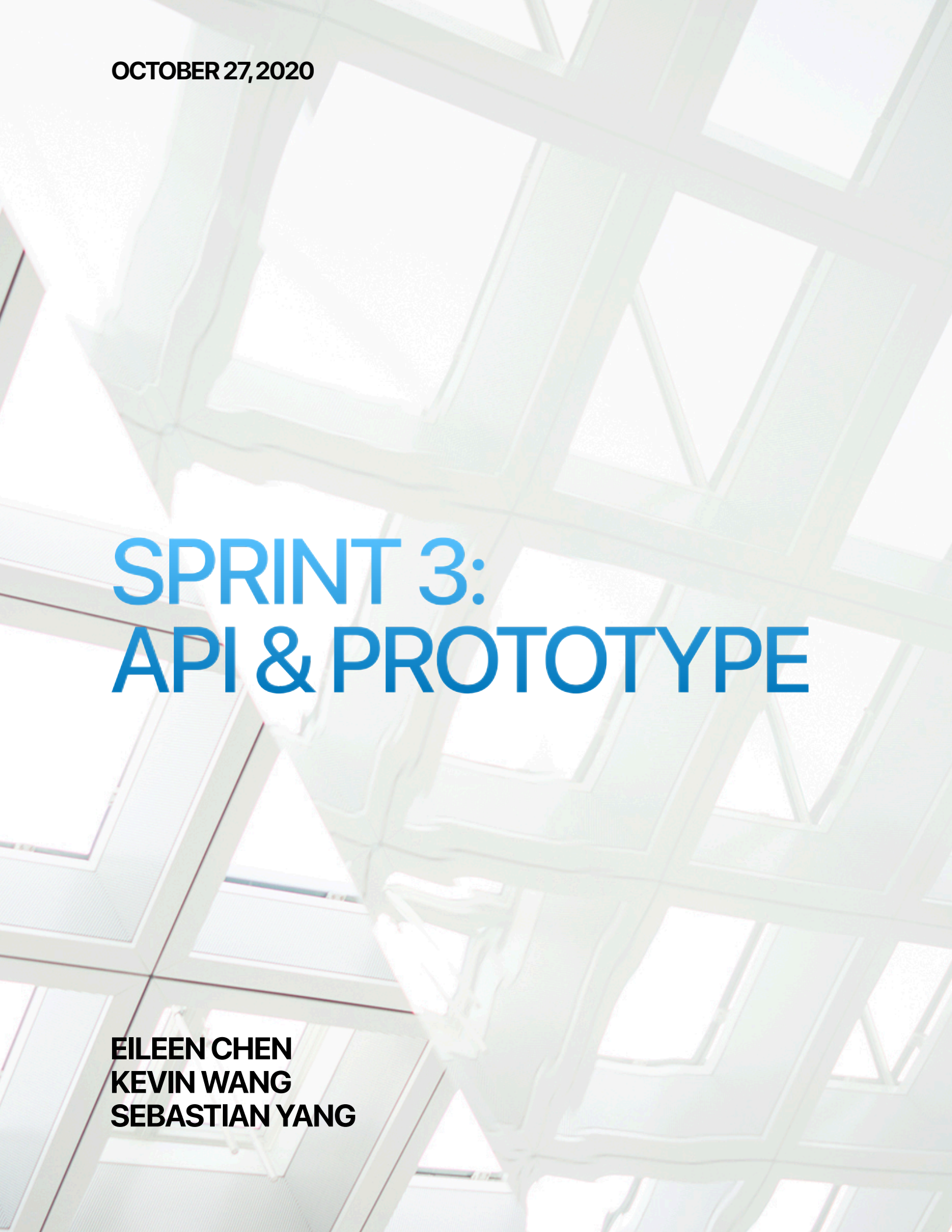


OCTOBER 27, 2020

SPRINT 3: API & PROTOTYPE

EILEEN CHEN
KEVIN WANG
SEBASTIAN YANG

PROTOTYPES

Decision Interaction (Swiping vs Two Choices)

Swipe: https://www.figma.com/file/wijmoAlau1XvkKgPCM0arz/iOS-Wireframes?node-id=1%3A3

Two Choices: https://www.figma.com/file/wijmoAlau1XvkKgPCM0arz/iOS-Wireframes?node-id=247%3A466

Sharing (Beginning vs End vs Both)

End: https://www.figma.com/file/wijmoAlau1XvkKgPCM0arz/iOS-Wireframes?node-id=296%3A1572

Beginning and End: https://www.figma.com/file/wijmoAlau1XvkKgPCM0arz/iOS-Wireframes?node-id=363%3A2152

Regular member flow (joining with link)

https://www.figma.com/file/wijmoAlau1XvkKgPCM0arz/iOS-Wireframes?node-id=363%3A1381

FIREBASE

What2Yum Cloud Firestore (refer to Appendix A for screenshots)

Firestore console: https://console.firebase.google.com/u/1/project/what2yum/firestore/data~2Fchoices~2FNdtceVuYIcHG0NT4gqEY

Example endpoint: https://firestore.googleapis.com/v1/projects/what2yum/databases/(default)/documents/choices/NdtceVuYIcHG0NT4gqEY/participants

USER TESTING INSIGHTS

Decision Interaction (Swiping vs Two Choices)

We tested four users on the swiping vs two choice idea. We have mixed feedback about which interaction is better. 1 user said he preferred the two-choice selection idea because it was easier to pick one over the other than choosing whether a single restaurant is preferable or not. But 1 user said he preferred the swiping motion better because it would be easier to understand how to final list is compiled. Two of the users said they are indifferent to the interaction, instead, they prefer whichever version that yields a better result.

In conclusion, we may implement both versions and see which one yields better results and recommendations before sticking to one version. We may also add a tutorial screen explaining to the user how the swiping cards and the final recommendation is generated.

Sharing (Beginning vs End vs Both)

From our initial user testing, we have determined that event details page does not provide an intuitive way for users to share the event. The sharing experience was completely reimagined, but it was unclear when the user would want to share the event. To better understand the sharing behavior of our users, we have created three prototypes with the sharing feature available at the beginning, end, or both.

- Users tend to prefer inviting people to the event at the beginning.
    - It feels more natural especially after the number of participants of the event has been set during event creation.
    - Select user testing participants are indifferent about where they share the event.
- Users should be allowed to add more invitees
    - There is a need to select multiple invitees at the same time
    - The current iOS share sheet does not allow the sending multiple invites within the same share sheet (except for the contacts in Siri suggestions).

Regular member flow (joining with link)

We recognize the need to implement and test the workflow for event invitees. To promote consistency and reusability, we largely retained the decision-making and results views. We took the event creation confirmation page from our previous prototype and modified it to show the event details after a user

has joined. The user will also be able to see other people who have joined or completed the decision-making process. During our user testings, we tasked the participants to join a shared restaurant decision-making event and contribute to the group's decision.

- The cartoons are very cute and intuitive, but might not fit the overall design
- Users demand ways to see other events and groups
- "Sad faces" indicating that the user hasn't started picking might translate to the user feeling that they are being judged.
    - It is quite obvious that the user has not picked yet when the welcome view shows up.
- The colored event details texts give unintended cues that invite users to click on them (i.e. to modify the event details).

FEATURE LIST

Feature	Description
Version 1	
Create an event	This feature allows the creation of an Event, which describes a collaborative restaurant decision-making process.
Share the link	User can share a link to a external app (iMessage, Messenger, etc) so that all their friends can fill out the what2yum after downloading the app
Host enter group preferences	The host can set initial values for the event, such as location, take out/dine in, price range, etc. The swiping cards will be generated based on this.
Generate swiping cards based on group preferences	Use Yelp's API to get a list of restaurants based on location, dining time, price range, etc.
Make choices	Allow users to enter their restaurant preferences through swiping or tapping.
See ranked list of restaurants	This feature shows what the group decided collaboratively. It also shows the ranking of the decided restaurant(s).
Join existing events	Allows the host's friends to join the event
Version 2	
See pictures, menu/order button	Allows user to order food from the restaurant's website / see the full menu in app
View past or current events created or joined	Stores a list of events the user created or joined for future references.
Skip personal preference and vote directly on the top candidate	Allows the user to skip the swiping and get the group's decision directly

MENTOR MEETING REPORT

Date: Oct 23, 2020

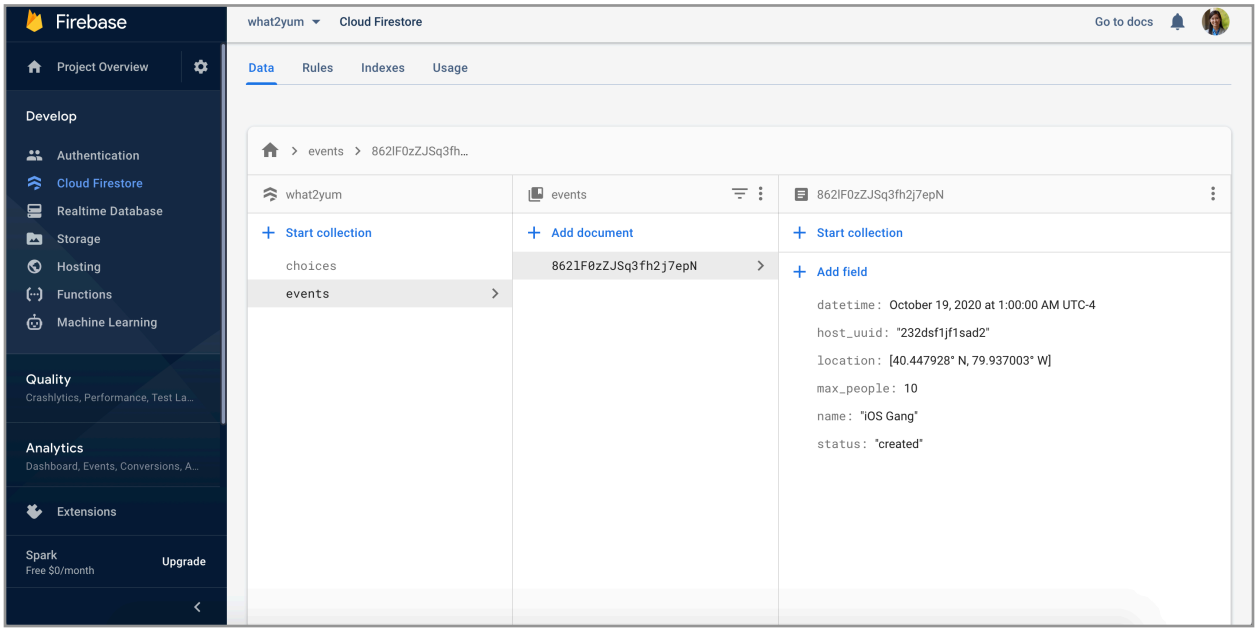
Summary:

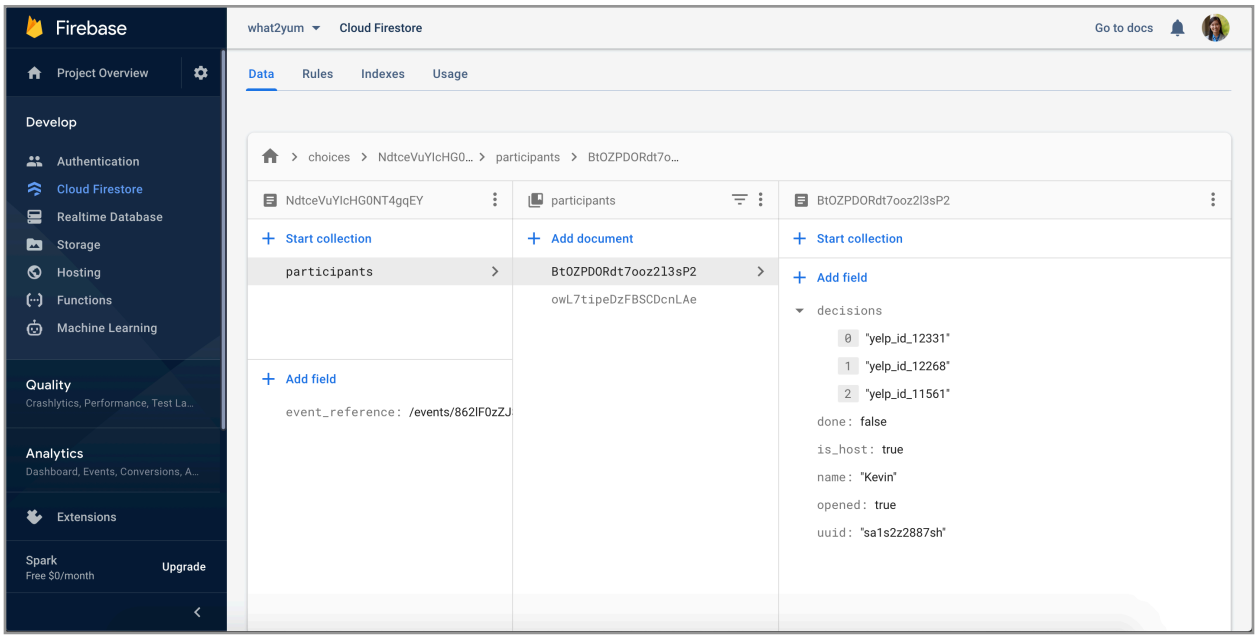
Feedback Summary	Actions Taken / Planned
Is “events” the right term to use? Events reminded her of calendar or facebook events. Using a different term might prime users to not have the same interaction with app. Consider a new slang like starting a new “yum” or something very specific to the app.	Potentially use creating a “what2yum” as a terminology
Maybe should not crowd the swiping view with the invite option as well	We user tested on users to see if they want an invite/ share option at the end and most users said they would probably only invite users in the beginning. We will probably go with the design to only invite people in the beginning.
Alina’s gut reaction is she likes the ranking more between two choices rather than the swiping because it is easier to decide for people if they like one restaurant over the other versus one is bad/good and it takes away the tinder aspect	We user tested on more users to see which interaction is more intuitive It seems that users are pretty divided on which user interaction they like more. There are tradeoffs made such as user intuition versus more reliable recommendations. We will discuss these tradeoffs further in order to make a final decision.
Could have two databases talking to each other if have more temporal versus permanent data	We will discuss whether we need more than one database. This may come as a nice to have feature if we want to store user account information vs temporary events.
Consider edge cases such as what happens if one person ranks half the restaurants and the other person ranks the other half? How do you tie break?	We talked about how we would make decisions during ties. For recommendations, we plan on using rating and distance data as well in order to rank the final restaurants.

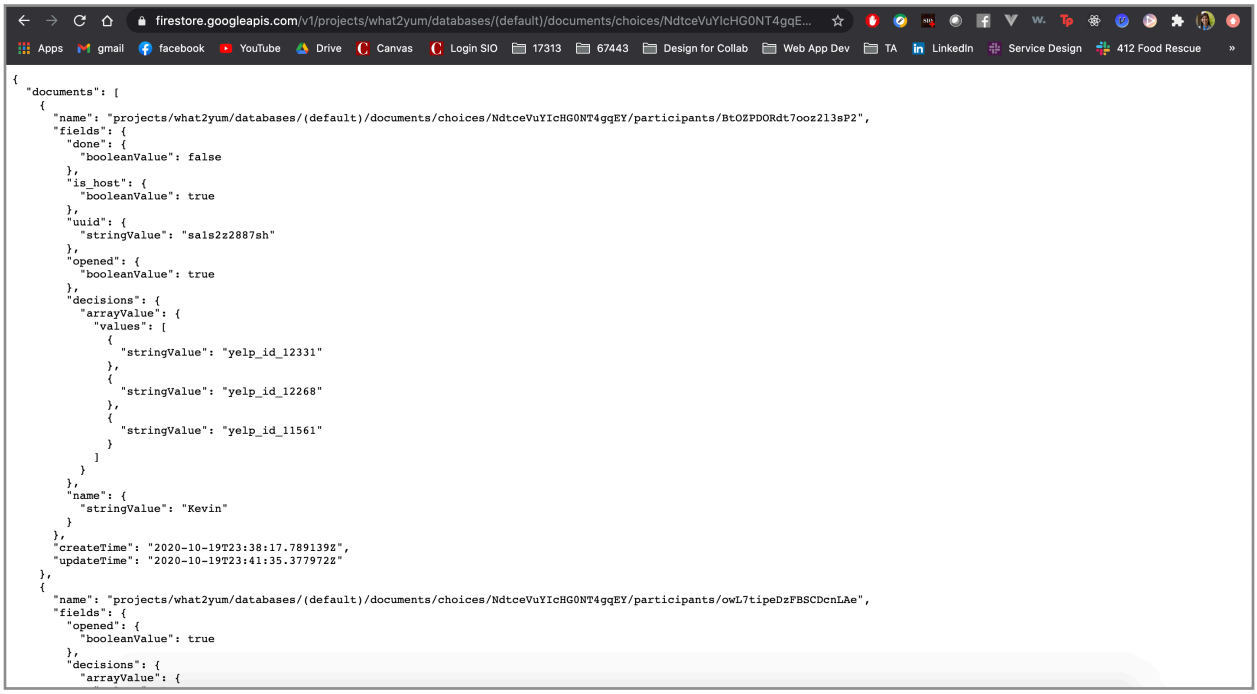
Looking at the survey, Alina would plan 1-2 weeks ahead of time with friends. She's not sure if she agrees that we should limit how far ahead of time a user should plan. How can you really limit that and how would the data change?	We decided thus far to not limit the amount of time users can plan ahead because besides having a small blurb of text for suggesting days to plan ahead, ultimately we cannot control how far users plan ahead. Limiting the amount of time may just be deterring certain users from our app.

APPENDIX

Appendix A: Firestore screenshots



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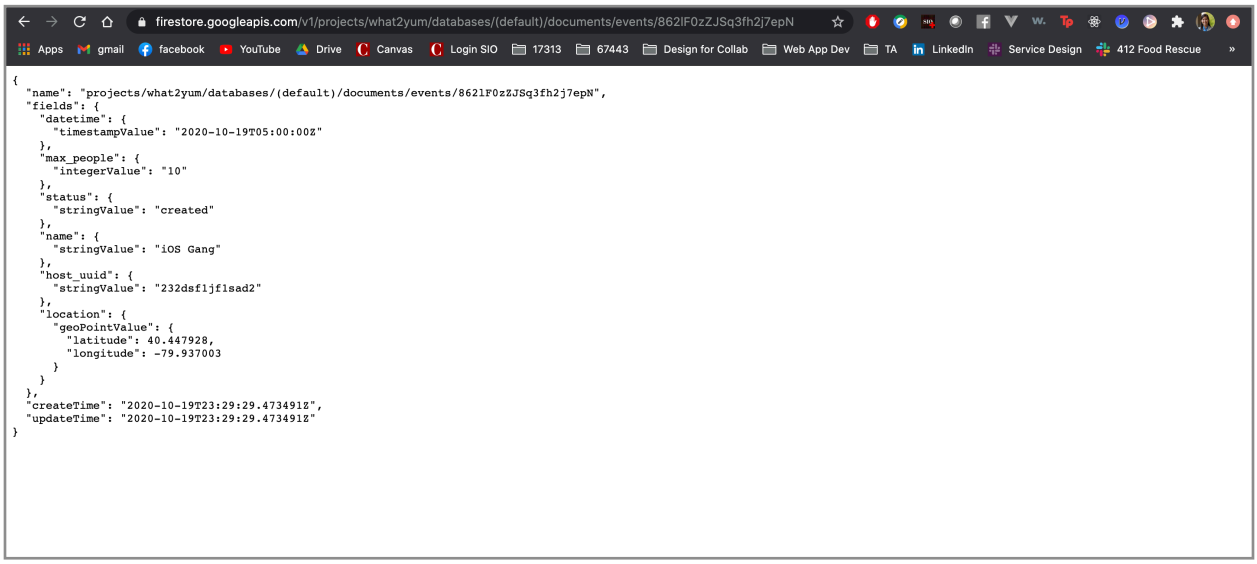
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