



Wireflows & Sketchy Screens

Team Alpaca



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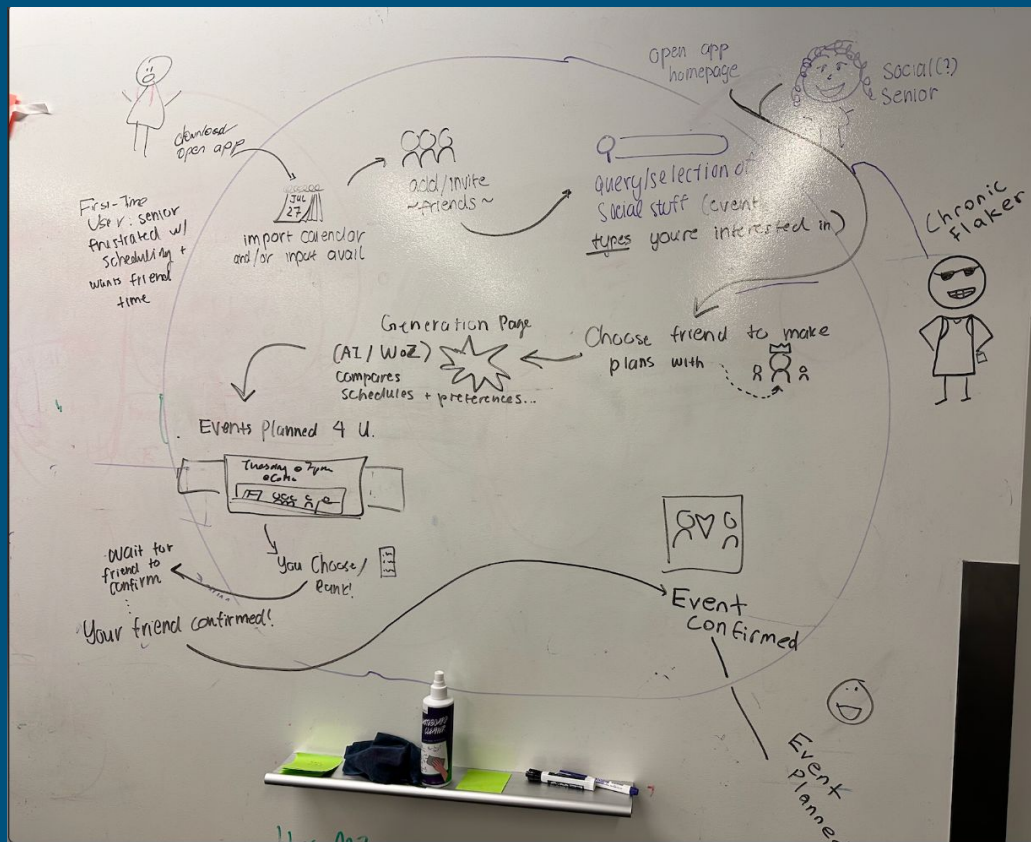
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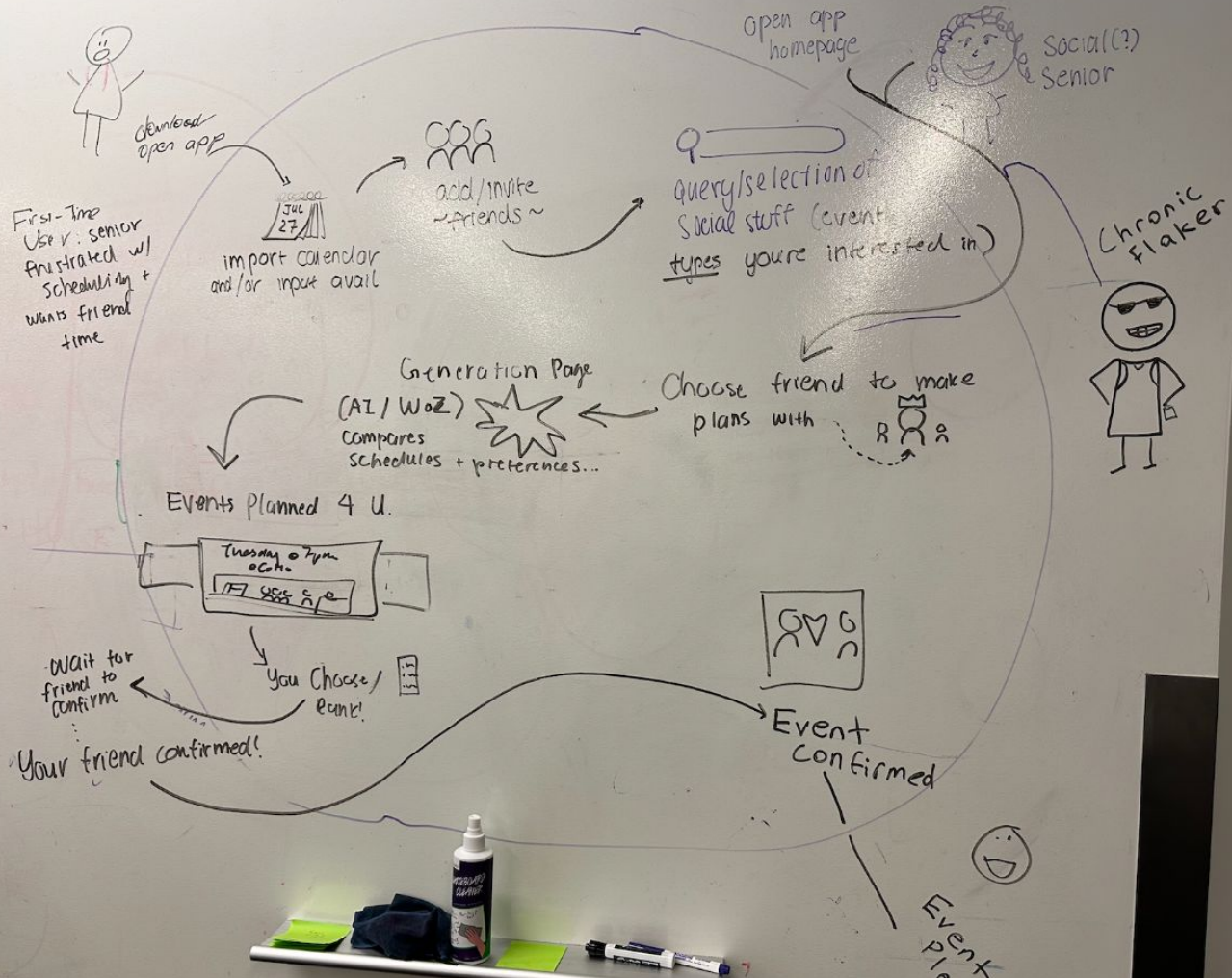


Wireflow 1

Justification:

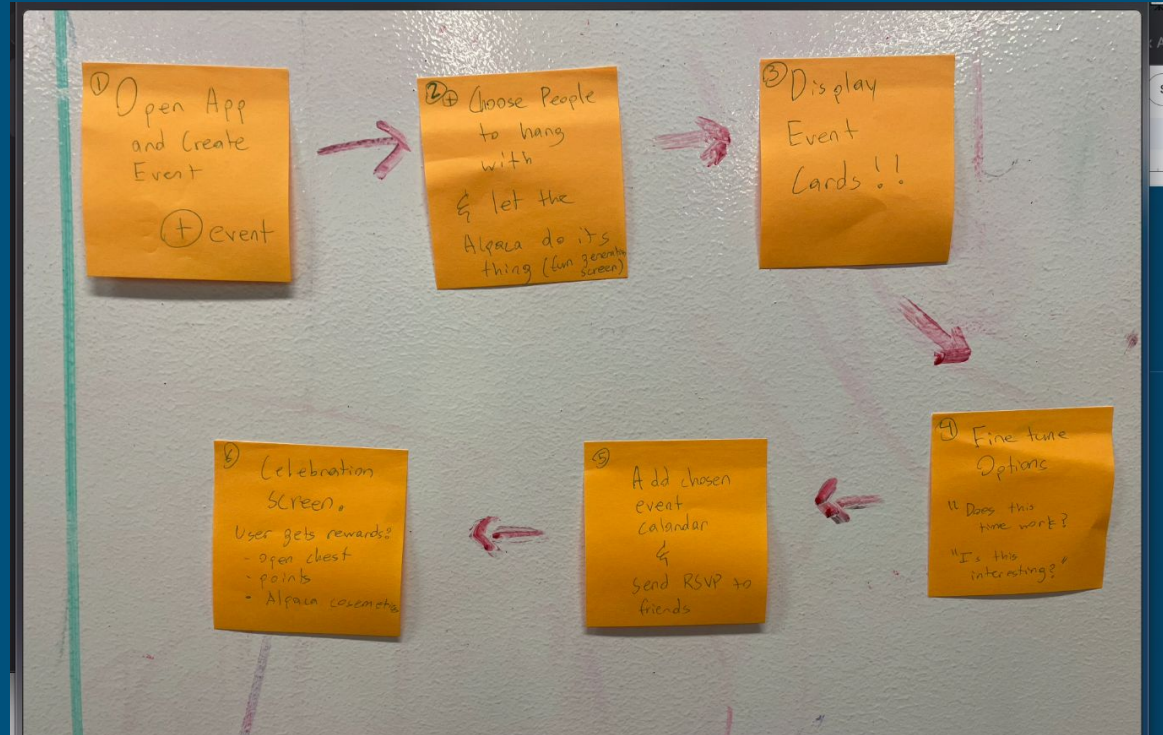
In this wireflow, we dealt with first-time users and social users. For first-time users, we went through the on-boarding process in which we'd want to have little friction as they'd be a frustrated senior wanting better scheduling options. As for social seniors, we wanted there to be easy ways to make plans with friends and input availability. Although the work is frontloaded, later on, it makes it easier to schedule things.





Wireflow 2

Justification: This is our other flow for onboarding. We wanted to make it oriented toward our personas who want to quickly learn how they can use the tool to schedule things with friends, so the onboarding focuses on getting people familiar with the app and then that particular task of creating an event with friends.



① Open App
and Create
Event

⊕ event



② ⊕ Choose People
to hang
with
↳ let the
Alpaca do its
thing (fun generate
screen)



③ Display
Event
Cards !!



④ Celebration
Screen.
User gets rewards:
- open chest
- points
- Alpaca cosmetics

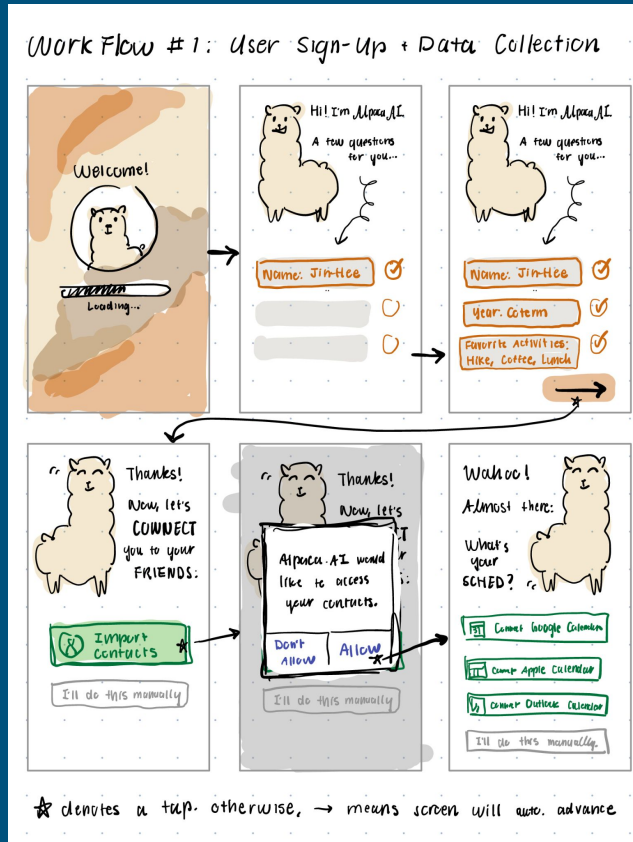


⑤ Add chosen
event
calendar
↳
Send RSVP to
friends

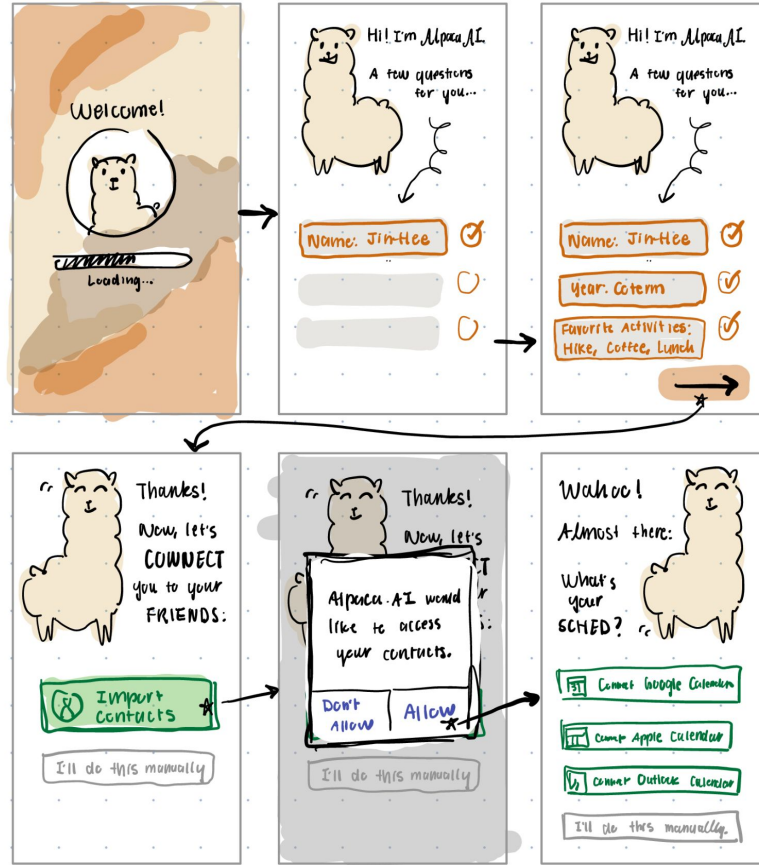


⑥ Fine tune
Options
"Does this
time work?"
"Is this
interesting?"

Jinhee's Screen - Onboarding (Logistical)



Work Flow #1: User Sign-Up + Data Collection

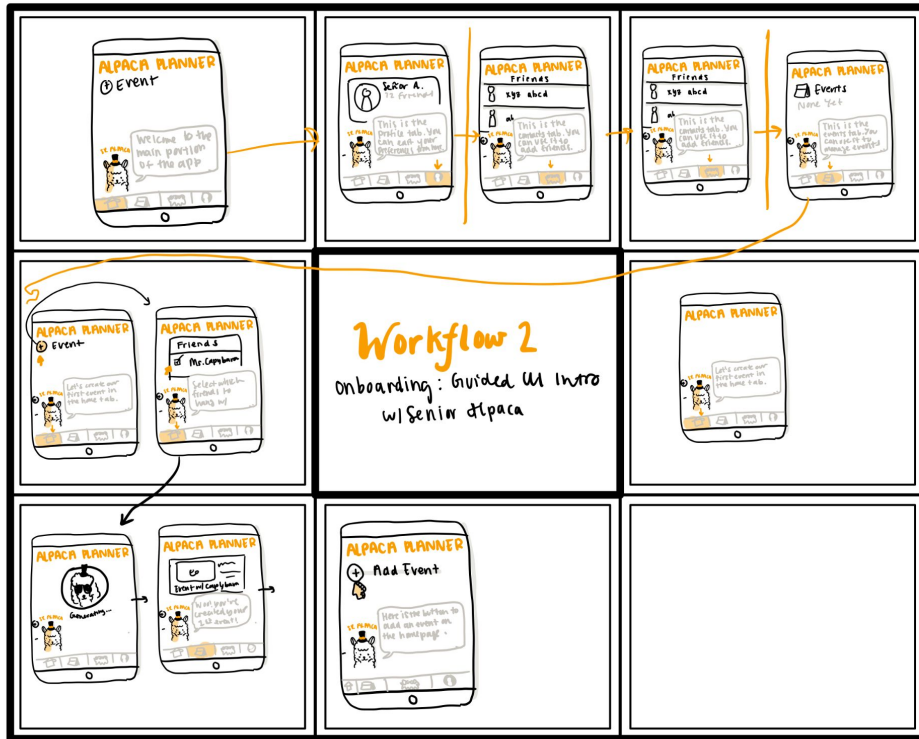


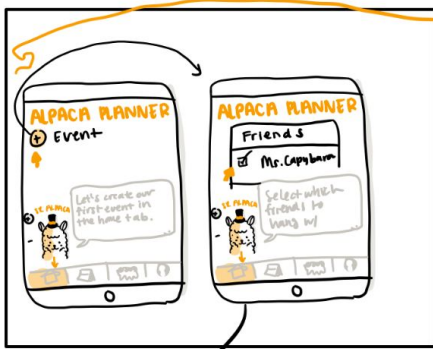
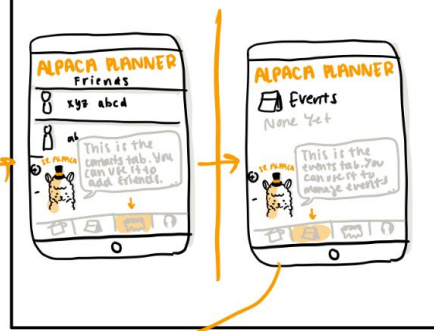
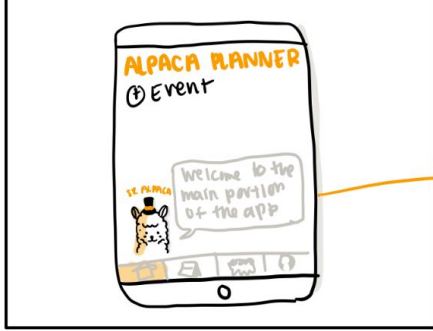
★ denotes a tap. otherwise, → means screen will auto. advance

Jinhee's Screen - Critiques

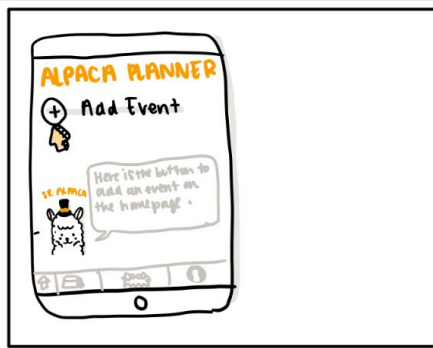
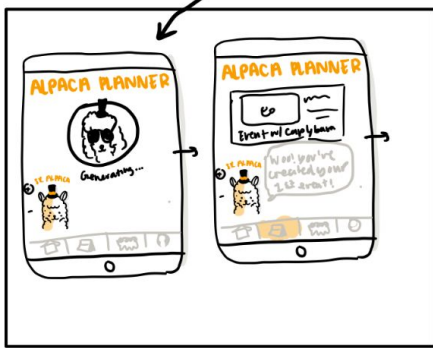
- No way to navigate through screens backwards (what if decide to import contacts later on in the process)?
- What exactly is the difference between an auto-advance and the tap?
- Does the app theming create too much visual clutter?
- Are there any preferences that should be added? Do we need to know what kind of events they like or some other personality traits to feed the AI model?

Ecy's Screens— Onboarding (Initial UI)





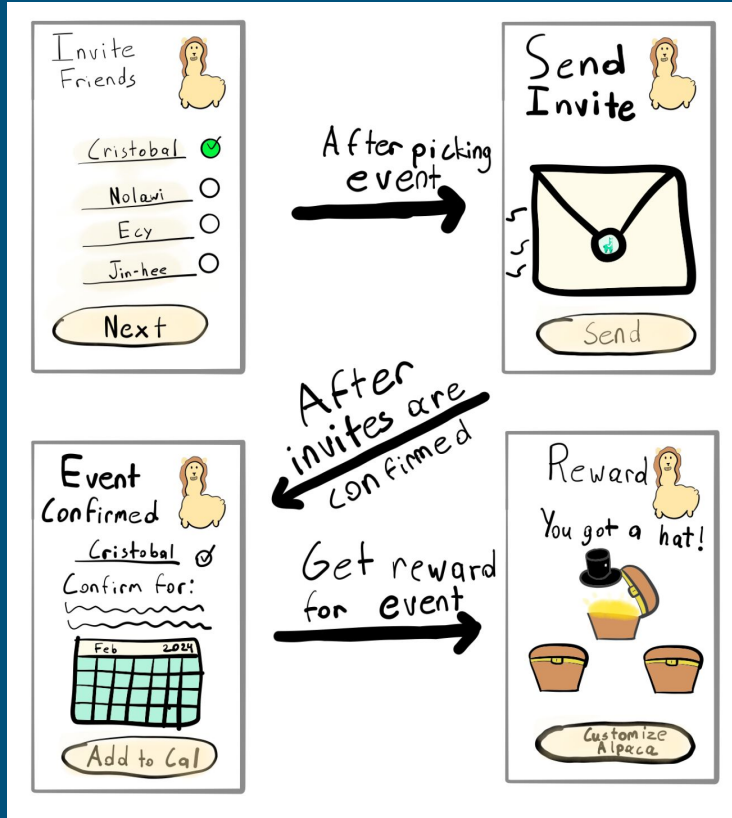
Workflow 2
Onboarding: Guided UI Intro
w/ Senior Alpaca



Ecy's Screen - Critiques

- When the AI is being generated, do the tabs switch automatically? Wouldn't that limit user control?
- What is the solo screen on the side doing?
- Are tabs accurate to what we discussed?

Cristobal's Screens - Logistics of Event Planning



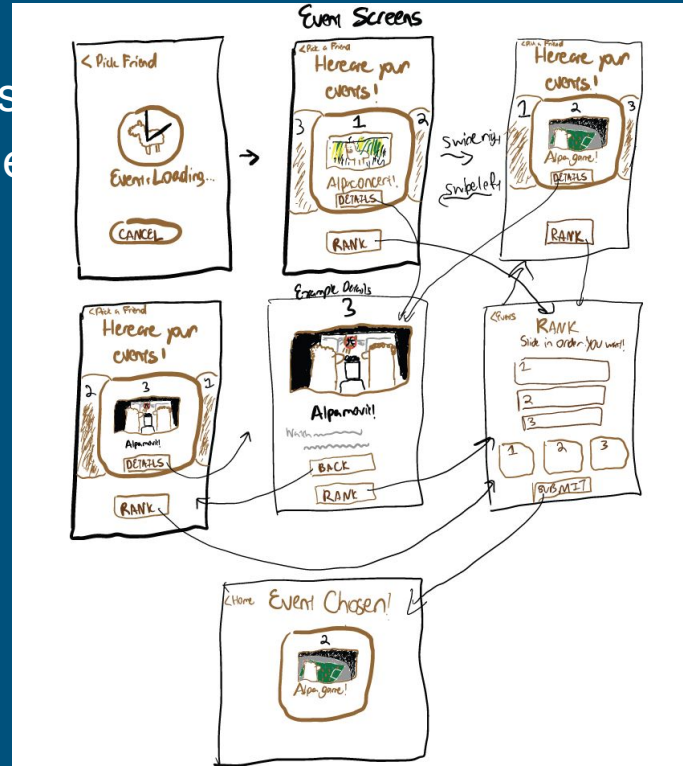
Cristobal's Screen - Critiques

- No way to navigate through screens backwards
- A little unclear on what if any connection there is between the buttons pressed and the next slide in the group, especially since there's no note on what parts of what we've coded.

Nolawi's Screens - Event Cards and Finalization

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elit, sed do eiusmod tempor



Nolawi's Screen - Critiques

- The different arrows are difficult to follow.
- What does the swiping do if they options are being ranked afterwards regardless?