Kristin Anderson
HF770 – Prototype

Introduction

My prototype is of an interactive, location-based game of 20 questions for Android phones. As such, to use the prototype, the user will need to assume the role of both game participants – the person initiating the game from "Phone A", and the person receiving the game invitation on "Phone B". To help the user differentiate between the two, Phone A has a gray background and Phone B has a blue background. The time between interactions will naturally vary by the availability of each of the players, but since each need to trigger actions for the other to continue, showing the interplay between the two was essential. The prototype begins assuming the owner of Phone A has opened the game at the location she wishes to use as the correct answer for the 20 questions, and is pointing her phone's camera at a representative image within the scene. When she chooses to lock in the location, both the GPS coordinates and the image on the screen will be captured for comparison of guesses by Phone B.

User Scenario 1: Phone B agrees to play

Phone A

After opening the game at the desired location, the user should push the button to "Lock in location as answer" to capture the image and the GPS coordinates of the desired location.

Next a user would select a recipient for the game from either the "Recent Calls" log or the "Contacts" list. In this case, the user chooses to view the options under "Contacts" by toggling to the other tab.

As often happens, the user might see the desired contact, but forget to select one before hitting the "Send game to selected" button because of tunnel vision.

This would produce an error that the user would need to "dismiss".

The user would then select "John Johnson" as the game recipient by checking the checkbox to the right of his name.

Once "John Johnson" is selected, the user would "Send game to selected".

Phone B

John Johnson, on Phone B, would get an alert from the game that a game was available, and choose to either "Play game" or say "No thanks". In this case, Phone B agrees to "Play game".

The user would then be prompted to record a yes/no question (so that no lengthy typing is needed on the small smartphone touchscreen keyboard), and given the option to discard and record again, or "Send the question" to Phone A once satisfied with the question.

Phone A

Once Phone B sends the question, the user would get an alert that a question was available to "listen".

She would then open a screen similar to Google Voice where she can listen to the question, and answer either "yes" or "no". In this case, the answer to the question was "no".

Phone B

The user would then get an alert that his question has been answered either "yes" or "no", and be able to either ask another question, or enter a guess. In this case, since the answer was "no", the user chooses to ask another question following the same process as before.

Phone A

After choosing to "listen" to the new question, this time the answer to the user's question is "yes".

Phone B

Upon being alerted that the answer to his question was "yes", the user travels to one of the locations that he believes to be a possible answer, and chooses to "submit a guess". He then points his phone's camera, and proceeds to submit a GPS location and an image for the system to evaluate.

He receives a response from the system that the guess was wrong, rather than submitting to Phone A, because the system can most-accurately identify whether or not he is within a reasonable margin of "correct".

Phone A

The user on Phone A simply receives an alert that an incorrect guess was submitted, and simply needs to dismiss the notification.

Phone B

Knowing that the first guess was wrong, the user travels to the second location he thought might be correct, and chooses to again "Submit a guess".

This time he is correct, and is congratulated by the system.

Phone A

The user who began the game gets a notification that Phone B has solved the game, and is given the option to click a link to view the image posted online of the correct answer.