

Low Fidelity Prototypes

KEY FEATURE DESIGN UPDATE & TESTING

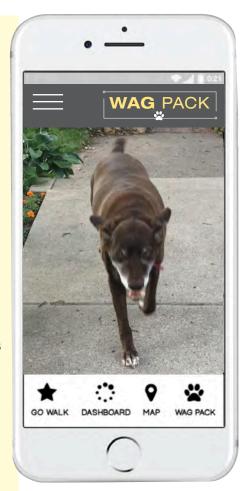


PRODUCT REQUIREMENTS

The **Wag Pack** ap list of features and tasks was initially broad. The following case study explored and narrowed the requirement list by a series of user tests with wire frames, paper prototypes and a final click-able prototype. The user journey flow provide a map to create realistic screens and the user task flow kept testing focused on a key feature. **The goal was to validate the user's experience to create a new route for a walk that tracks the steps of the owner and dog for fitness and invite fellow dog walking friends to join the walk. Users also had the opportunity to rate parts of the experience, post to social and save routes. Key Features include Go Walk, Track Steps on Fitness Dashboard, Find Map Destinations & Meet Other Waggers (Dog Walkers).**

FINAL REQUIREMENTS:

- Find, save & create routes to walk anywhere using an interactive Map
- Ability to view, review & filter destinations for routes by time, steps, use or recommendation
- Fitness Dashboard provides ability to track steps, calculate recommended fitness for you & your dog
- Create fitness summaries and has fitness challenges based on steps walked
- Dog profiles allows for multiple owners
- Contact list of dog walking friends and ability to meet new dog walkers in the area you want to walk
- Able to sync with your smart phone to create calendar invites and events
- Easily allows for sharing your experiences via social platforms
- Fun & easy to use on a daily basis



Initial Ap Features

- Can track walking progress of owner and dog & can set fitness goals
- Uses interactive map to find friends to walk with
- Has routes based on difficulty, scenery amenities and dog friendly destinations in their area
- Has profiles of owners and dogs based on location, age, gender, breed, size & temperament
- Can select length of time for the walk or search preexisting routes
- Can create a new routes with pictures in your area
- Exercise meter for dogs & earn fitness goal badges
- Can choose the difficulty and scenery you'd like to experience (off-leash park, trail, sidewalk)

- Can save your progress of walking time by day, week, month or year
- Can set fitness goals to achieve individually or complete with your dog pack for top dog honors.
- Has reservation calendar to meet your fellow dog walkers
- Weather feature allows you to send an alert to you and your dog pack
- Locates and filters dog trails, parks and dog friendly destinations on the route walking map
- Shows pictures of these areas and rated by fellow dog walkers.
- Has dogie amber alert if your furry friend is lost
- Sends alert via company twitter account to help you reunite with your dog

WANT TO SEE HOW THINGS CHANGED? Review the <u>Click-Able Prototype</u> design

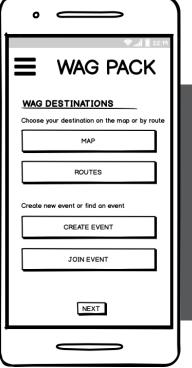
*KEY FOCUS : walking | fitness | social

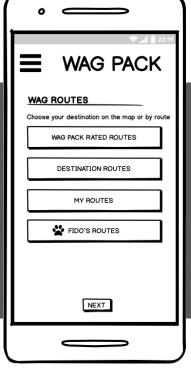
USER TESTING COMPARISON

Testing results revealed a shift in re-naming the home page key feature would help streamline navigation and provide stability to multiple user journeys. By moving "Go Walk" to the first screen, a new filtering page, "Create A Walk" could solve the confusing navigation issue and assist other user journeys.

















CLICK-ABLE PROTOTYPE

The home screen and the complete a walk screen saw tremendous strides in the final testing phase of Click-able Prototype. With similar user journeys the 1st and last screens are the same and share many similar screens and tasks in between. The flow in navigation provides a more familiar and comfortable experience for the user, who in turn is more likely to utilize the ap on a daily basis.

ONE SCREEN UNITES 3 FEATURES Go Walk, Map Route & Meet Waggers WAG PACK MEL-O-GLAZE TOTAL STEPS: Lincoln: 5, 163 Pamela: 2, 000 TIME left: 30 MINUTES POST EVENT ON SOCIAL WANT TO SEE HOW THINGS CHANGED? Review the Click-Able Prototype design

The testing results from the Click-Able prototype yielded valuable information on the how the user experience could be improved. If the Save Route option at the completion of the walk was used, the user would have the option to choose that same walk to create a new calendar invite that could auto-fill in the "Create A Walk Event" form. Mandatory fields would fill in and the user could edit as needed. This added opportunity created by the new Choose A Walk screen offers this cabability for the next time you walk with your Wag friends.







The "Go Walk" feature button was effective in clickable testings from the initial testing with "Features". Also moved block of feature icons to bottom of screen. Eliminated features all together.

USER FEEDBACK:

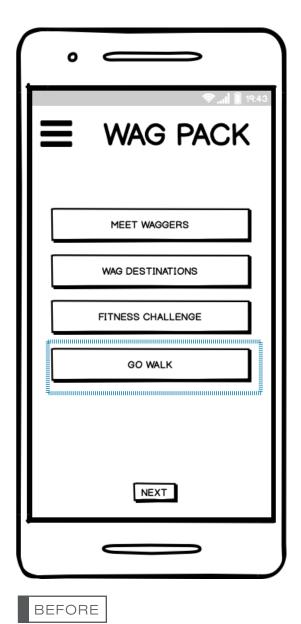
 All testers were getting stuck on the first screen. Not an obvious choice to choose "Wag Pack" to start a walk

Principles Applied:

The principle of simplicity, this is a dog walking ap with fitness. It made sense to simplify and eliminate clicks and steps to get to the walking part. It is the main feature, so Go Walk was the simplest most logical rename to use and be familiar to the user.

LINK TO CLICK-ABLE PROTOTYPE

WAG PACK





Most testers wanted to use the "Recents & Favorites" button to select a walk. I changed the order of the buttons to reflect the most popular being listed first.

USER FEEDBACK:

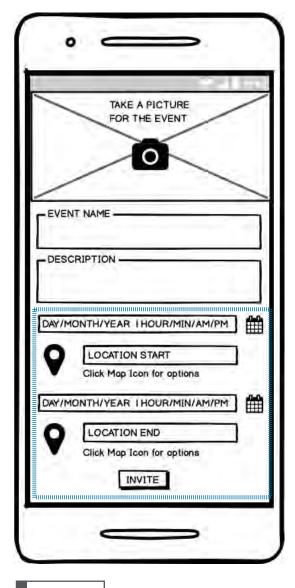
- I would choose wag destinations
- I would choose go walk
- I would choose meet waggers

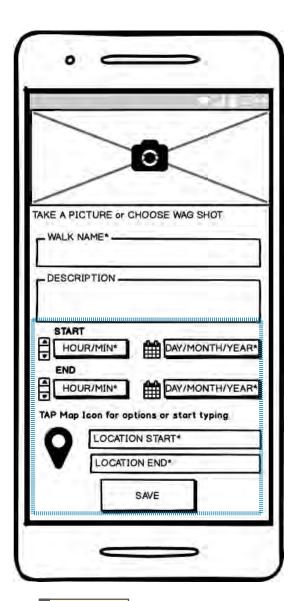
USER COMMENT

I would want to use a previously saved walk so I don't have to fill in any info and it will simply auto-fill and allow me to send to my friends.

Principles Applied:

Using the principle of human behavior and feeding their preference for habit for selections. With initial testing having multiple answers required a change. It made sense to alter the order and allow the feature that would be most selected for walks to be listed first allows the user to quickly and efficiently once the Go Walk button became a Key feature on the home screen. This will allow for the next update to include the user's request to apply an existing saved route to auto fill information on the Create Walk event screen.





BEFORE

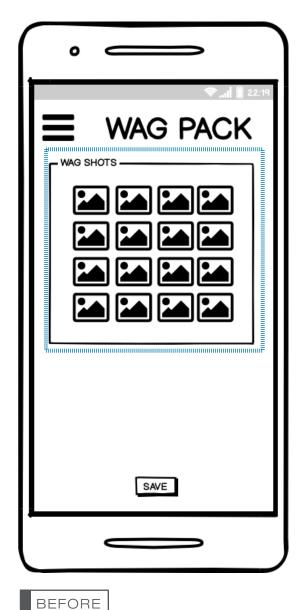
AFTER

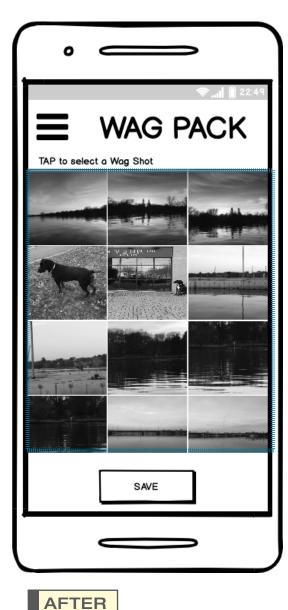
UPDATES:

- 1. No edits made to this form
- 2. Future updates would include an auto fill from Recents & Favorites Routes so user could get right to inviting friends
- 3. Better navigational questions were used for the time, date & location.
- 4 * was used to highlight mandatory fill-in
- Future updates would include an auto fill from Recents & Favorites Routes so user cant skip this form & just invite

USER FEEDBACK:

 Testers found it relatively easy to work their way through the tasks on this form in order to make an invite to friends

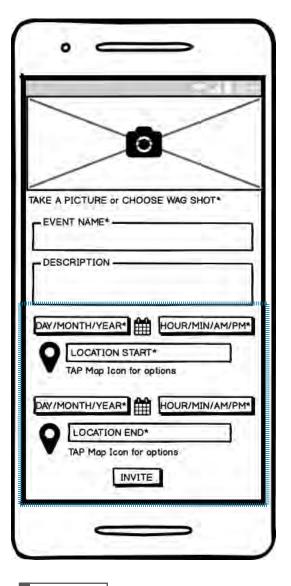




- Higher fidelity images used for testing
- The gallery of images were not all clickable during the testing. All boxes will need to be updated to be active and routed to the 404 screen for consistency. During testing, only the dog pictures were active.

USER FEEDBACK:

- I would choose a dog picture
- I would choose a lake picture because we will be by the water.
- I don't want to use a picture





Making sure the interaction screens are used and consistent. Once the name, description and date were effectively completed on the form to get to the next task of selecting locations.

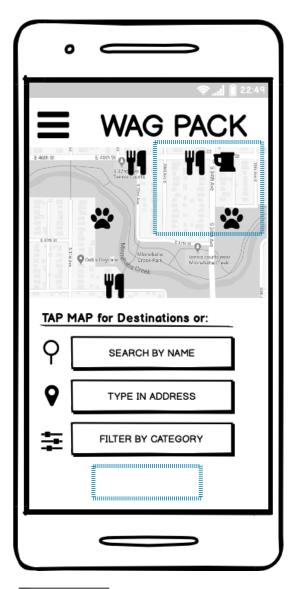
Updated editable fields for the location to say "begin typing" and moved the "start" and "end" copy outside of the editable boxes. Future prototyping screens would include and auto fill in of recent and favorite routes)

Adjustment to Calendar, Time & Location icons and order of each

USER FEEDBACK:

- Process was as I expected & can view the calendar invite as I would any other invite on my calendar
- Picking the route seemed intuitive as well to tap the icon or to begin typing in the box for start and end





AFTER

UPDATES:

Icons were made smaller and Next button was eliminated. Map & filtering options remained the same and were effective to test the user flow for testing the filter option for choosing your locations.

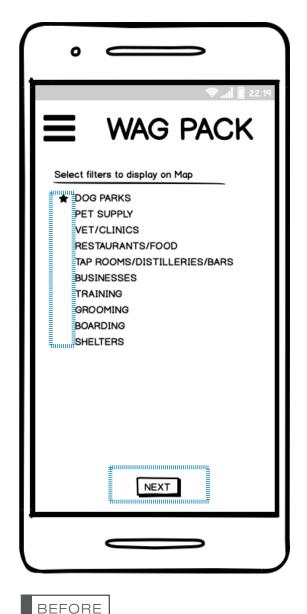
Future updates would include more map interaction to show a route between 2 locations and filtering methods to show routes based on desired steps to walk (you want to walk approximately 5,000 steps) and by time you have available to walk. Routes could be color coded for each and could be selected

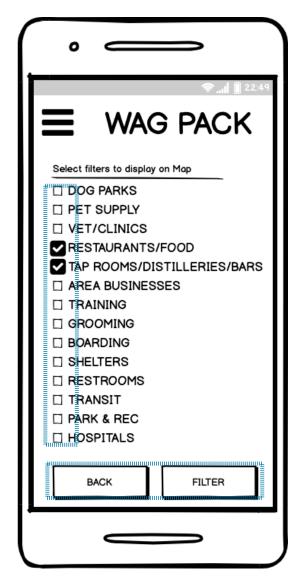
USER FEEDBACK:

- I like to choose my options on the map once I use the filter for my options
- I like to choose my option from the scrolling list that comes up from filtering

USER COMMENT

and have it show me a route while on the same screen? Ability to adjust as I click a new icon if say once I see it, I only want to walk 15 min rather than the 35 that came up or I want to take 5,000 steps and that route was only 3500. I want to be able to tap and adjust on the fly. Maybe I can type in the # of steps and it shows me the routes that I could go and I can choose? Similar to the feature by bus, car or walking on google.





Added check-boxes to selections for filtering locations by category.

Added back button & changed button name from next to filter

Future update to include a more robust filter system to include number of steps desired and amount of time will be added. Users would be able to select from a list similar to list shown for destinations and be able to enable the additional filter options in order to make their selections.

Future step to include Social Distance Dog Walking. Map shows walking traffic in area to help with social distancing traffic and peek hours for people walking their dogs. Suggests routes with less traffic

USER FEEDBACK:

• Additional filtering would be nice

On the start the Walk screen can it show traffic? Might be helpful to know how busy the streets will be at rush hour.





BEFORE

AFTER

UPDATES:

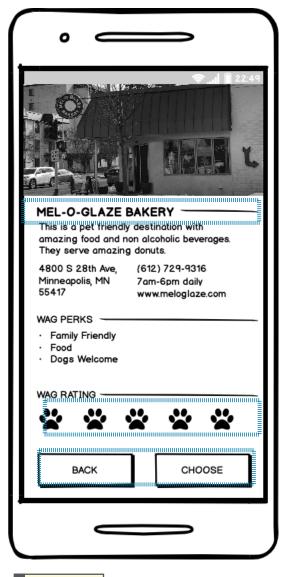
Added results screen with filtered results that was shown on map and in scrollable list to make selections

Added back button & changed button name from choose to next

USER FEEDBACK:

• Liked that the filtering was still available from their initial filter to find locations so they didn't have to re-filter again.





Increased heading size to H1 & added back button

All relevant info was correct for testers. Additional rating items may be added in on future tests to include more an additional rating specific to dogs.

USER FEEDBACK:

- I like to be able to read reviews of the place if available
- I like that there is a web link if I want more info
- I would like a more robust rating system to include more dog centered info

BEFORE





Increased heading size to H1 & added back button & decreased rate icons

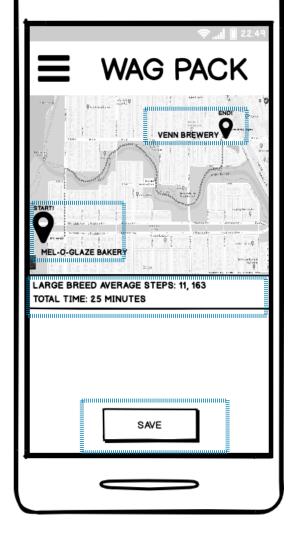
All relevant info was correct for testers. Additional rating items may be added in on future tests to include more an additional rating specific to dogs.

USER FEEDBACK:

- I like to be able to read reviews of the place if available
- I like that there is a web link if I want more info
- I would like a more robust rating system to include more dog centered info

BEFORE





BEFORE

UPDATES:

Paw was at the end destination and confusing for the user to understand the start and end spots. I adjusted the size of the map icon so that the larger of the two was the start. I also put the words start & end at the proper locations. I also removed the paw. It was confusing. I will now use it only when the walk is in progress and when the end is reached. This finding adjusted all screens that the Bakery to Brewery route appears in the user journey.

Added steps and time for route

Changed button from close to save

USER FEEDBACK:

- Good to see the route
- I like the fitness portion and how long it will take me to walk

It was confusing where the walk started. The paw was at the end of the walk rather than at the beginning of the route. the end or list the start and end spot. If someone saw it and didn't read it well, they could start at the brewery. Important to clearly indicate the start and stop. Otherwise it can screw up the whole walk for someone or the group having to wait for someone to get to the right spot.





Updated Date & Time orientation

Icons size and placement updated

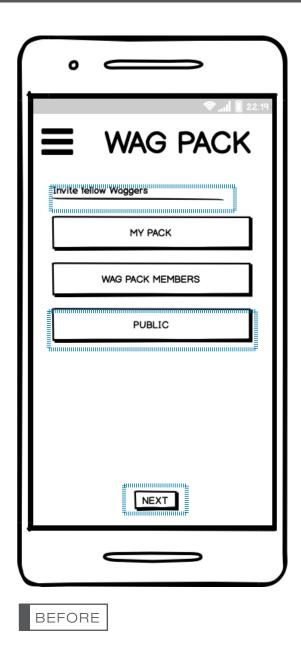
Orientation results made consistent with task results- start & end times grouped together and start location & end location grouped

Increased size of button for Invite.

USER FEEDBACK:

 Process was as I expected & I like that I can look at the calendar invite or route after I am complete to double check time and steps

BEFORE





Simplified who and how to invite others by replacing public with a share button which would work for using a text message, Facebook post, public twitter announcement or via email from user's phone contacts.

Increased headline to H1, added instruction

Increased size of Next button

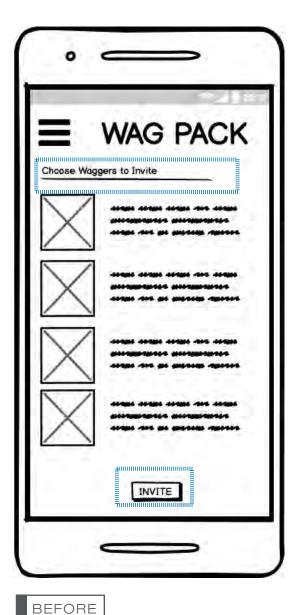
USER FEEDBACK:

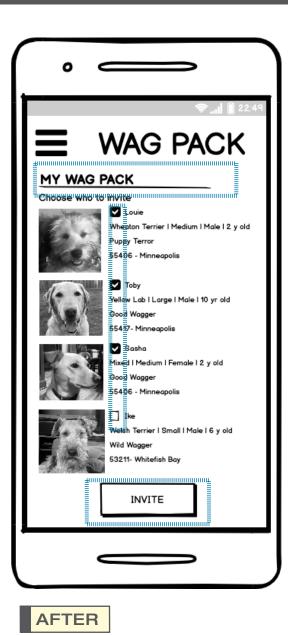
- I would choose My Pack to find friends to go on the walk
- All testers identified this as a social media or email concept and were not confused as to what it was.

USER FEEDBACK:

List of apps that could be shared including text, email and social apps I have available with button.

FRAME 4





Increased headline to H1, added instruction

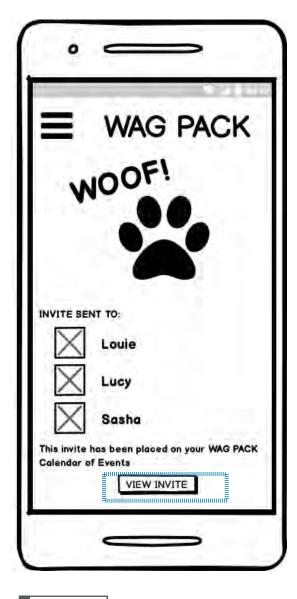
Increased size of Next button

Added check box to Wag Pack profiles

A future update will be to choose either your route or invite your friends first when creating an invite

USER FEEDBACK:

- Easy to select and use invite feature
- Can I select my people to go walking with before I select my route? Based on who can go, that would change the route I would choose



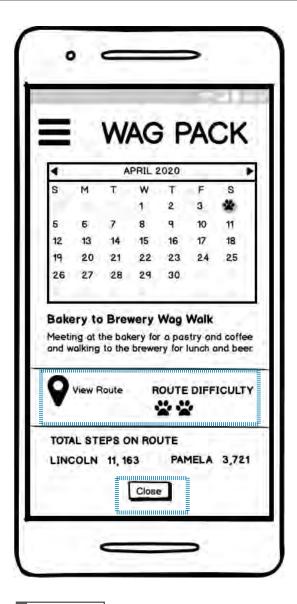


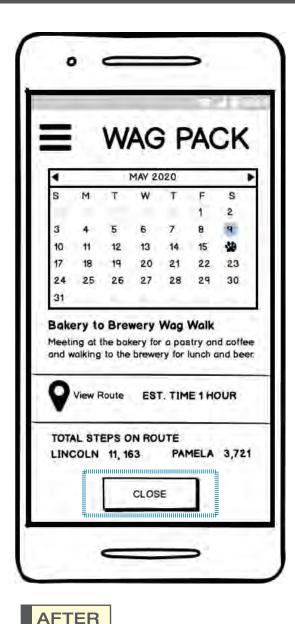
Updated size of View button

USER FEEDBACK:

 All information is correct, nothing else needed, this is what I expected to see

BEFORE





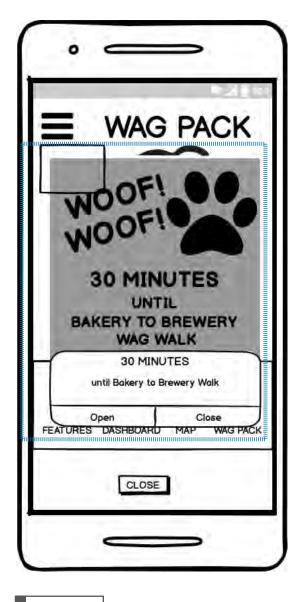
Eliminated Route Difficulty since this is a new route, it has not been tested yet and is not part of this user test

Added time of route

USER FEEDBACK:

- Testers found all the info they wanted on this screen
- Ability to see it on the calendar is nice too

BEFORE





BEFORE

AFTER

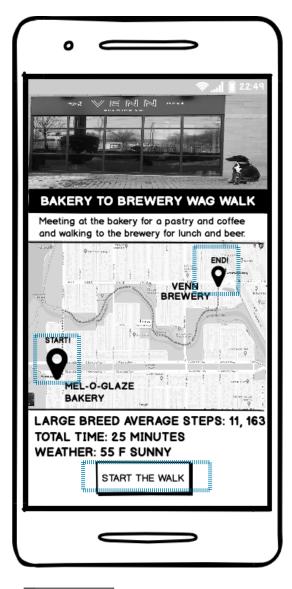
UPDATES:

Simplified Pop Up Alert to more closely simulate appearance

USER FEEDBACK:

 Ability to see alert regardless of any other programs running, was useful for all testers





Adjusted map icons to be different sizes, removed paw and listed the start and end locations specifically based on previous map revisions.

Increased start button

USER FEEDBACK:

 Tester noticed the paw was at the end rather than the beginning of the route making it confusing where to start.

BEFORE





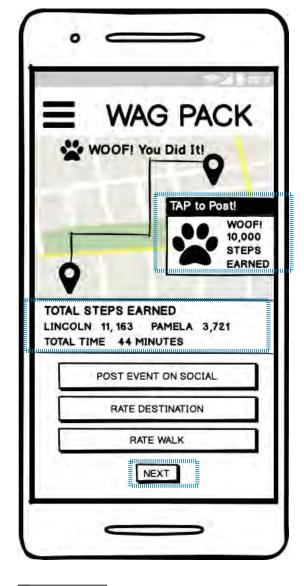
Adjusted the map icons size and listed start and stop locations.

Increased size of Close button

USER FEEDBACK:

 Hard to tell which was the start and stop locations

BEFORE





Updated size of Next button

Updated Fitness badge icon, size & direction to user

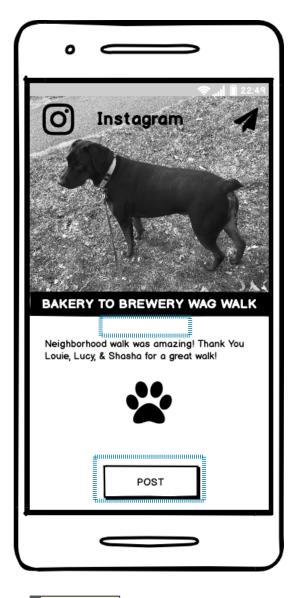
Adjusted size of Total Steps

USER FEEDBACK:

- Users all recognized 4 rating or posting options once icon was adjusted
- Fitness steps were a high priority
- Posting on social appealed to half of the testers
- All testers wanted to rate the destinations & the walk

BEFORE





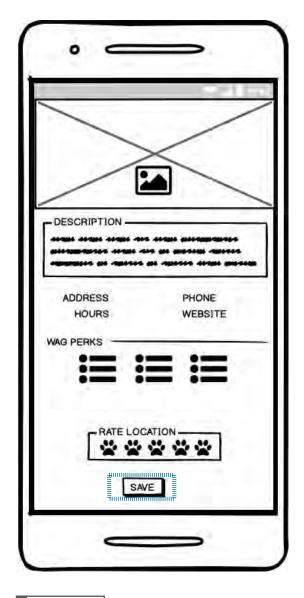
Updated Post button size

Removed date

USER FEEDBACK:

- Liked the idea of sharing on social media
- Would use some of the features, not all
- Liked to rate the walks and spots visited

BEFORE





Increased size of Save button

A future update would be rate card with additional rating specific to dogs such as "water bowls, grassy area, shade, safe" using symbols I could click that would be available at that location

USER FEEDBACK:

- Liked the idea of rating
- Would like to see a fillable review area and being able to have an area to write a review as well

BEFORE





BEFORE

AFTER

UPDATES:

Updated the map icons being larger than the end location.

Added steps walked & time spent on route

A future update will include a more robust rating system to be added including adding a rate card screen

Increased size of Save button

A future update would be rate card with additional rating specific to dogs such as "water bowls, grassy area, shade, safe" using symbols I could click that would be available at that location

USER FEEDBACK:

- Liked the idea of rating
- Would like to see a fillable review area
- Would like to see an additional rating specific to dogs such as "water bowls, grassy area, shade, good scenery, safe" using symbols I could click that would be useful to know about the walk

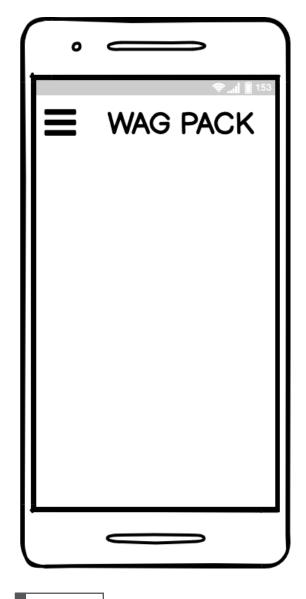




Changed orientation of buttons and eliminated option to save steps. Moving forward this ap will always save steps for walking

USER FEEDBACK:

 All testers wanted to save route with some additional options





Based on user preferences, the Recents & Favorites option was moved to the top of the list to save your route

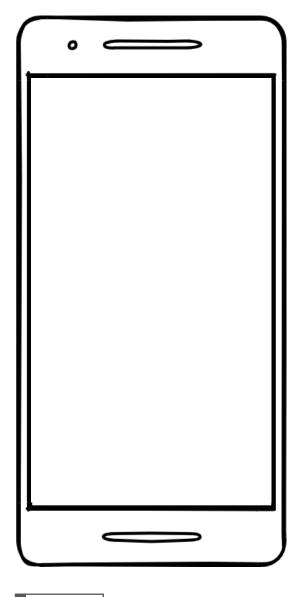
This is a new screen based on testing needs

USER FEEDBACK:

- Testers consistently preferred the Recent and Favorites option, so it was rearranged to be listed first for options available
- All testers wanted to save route with some additional options such as changing the name, the picture or description

BEFORE

AFTER NEW SCREEN





Based on user preferences the photo, walk name & description can all be changed before saving to your specific category

This is a new screen based on testing needs

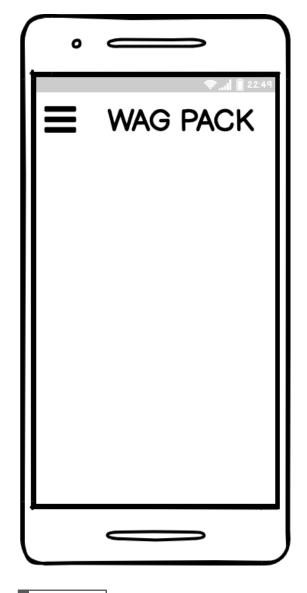
USER FEEDBACK:

- All testers wanted to save route with some additional options such as changing the name, the picture or description
- I'd like to use a photo that I shot while on the walk, can I change it?
- I want to rename my walk if possible and I don't really need the description any more can i eliminate it?

BEFORE

AFTER

NEW SCREEN





Based on user preferences the photo, walk name & description can all be changed before saving to your specific category

This is a new screen based on testing needs

USER FEEDBACK:

- All testers wanted to save route with some additional options such as changing the name, the picture or description
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BEFORE

AFTER NEW SCREEN

THE COMPETITION - FULL RESEARCH LISTS

To create features that would be inline with what users were expecting and wanted to use, research was conducted online to determine what competition existed in the area of dog walking aps, meeting aps, social aps, exploring aps and rating aps. This allowed the case study to develop the tasks and flows that would be needed in order to finalize the ap features, build the wireframes to visualize the screen layouts and produce a journey map to help construct the key walking feature and test navigation in a click-able protoype.

RESEARCH

CURRENT SIMILAR APS:

Bark Happy: https://apps.apple.com/us/app/barkhappy/id737271907

Woof Trax: https://apps.apple.com/us/app/wooftrax-walk-for-a-dog/id643857704

Paw Parks: https://apps.apple.com/us/app/paw-parks/id937974538

Play Pal Dog Park Buddy: https://apps.apple.com/us/app/playpal-dog-park-buddy/id1266153067

Finding Rover: https://apps.apple.com/us/app/finding-rover/id669691504

Sniff Spot: https://apps.apple.com/us/app/sniffspot/id1437699295

Tractive Dog Walker: https://apps.apple.com/us/app/tractive-dog-walk/id979568080

Wag: https://app.wagwalking.com/

ADDITIONAL APS WITH SIMILAR PROCESSES:

Weather Underground: https://apps.apple.com/us/app/weather-underground/id486154808

Pedometer Step Tracker: https://apps.apple.com/us/app/pacer-pedometer-step-tracker/id600446812

Meet Up: https://apps.apple.com/us/app/meetup/id375990038

Find My Friends: https://apps.apple.com/us/app/find-my-friends/id466122094

Match: https://apps.apple.com/us/app/match-1-dating-app/id305939712

Facebook: https://apps.apple.com/us/app/facebook/id284882215

Neighborhood: https://apps.apple.com/us/app/nextdoor-local-neighborhood/id640360962

All Trails: https://apps.apple.com/us/app/alltrails-hike-bike-run/id405075943

Yelp: https://apps.apple.com/us/app/yelp-food-services-around-me/id284910350

Open Table: https://apps.apple.com/us/app/opentable/id296581815

