PROJECT 1

CARDS

Lena Pang
NMDE 203
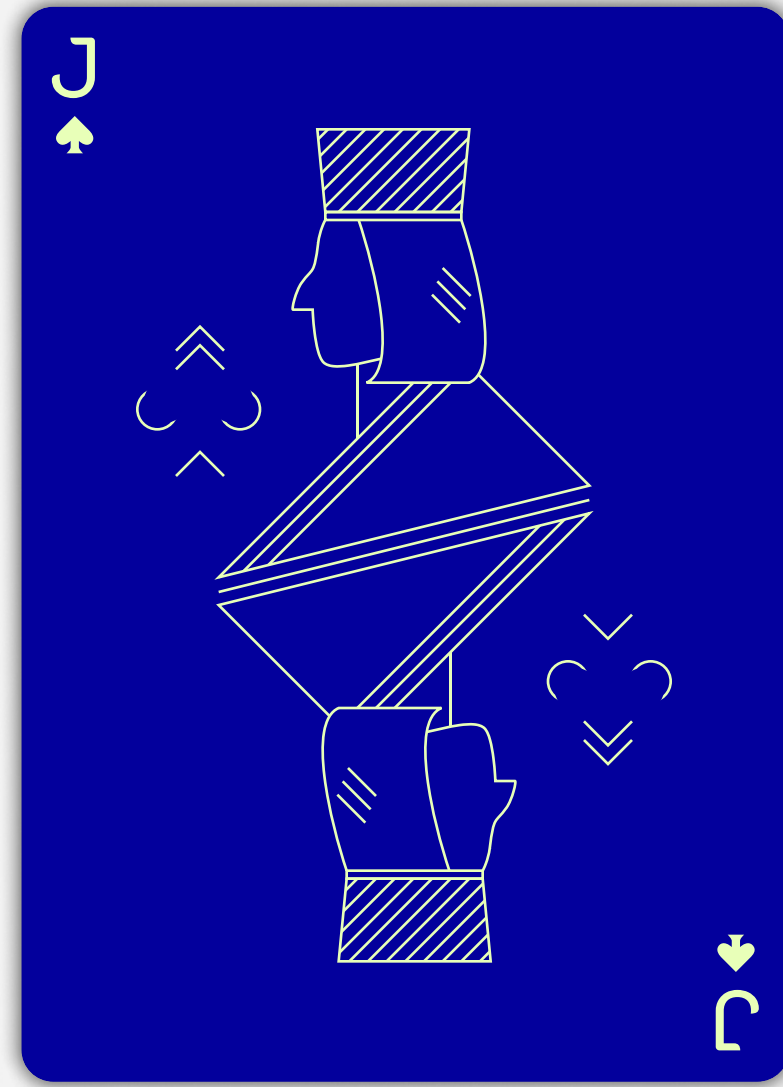Interactive Design II
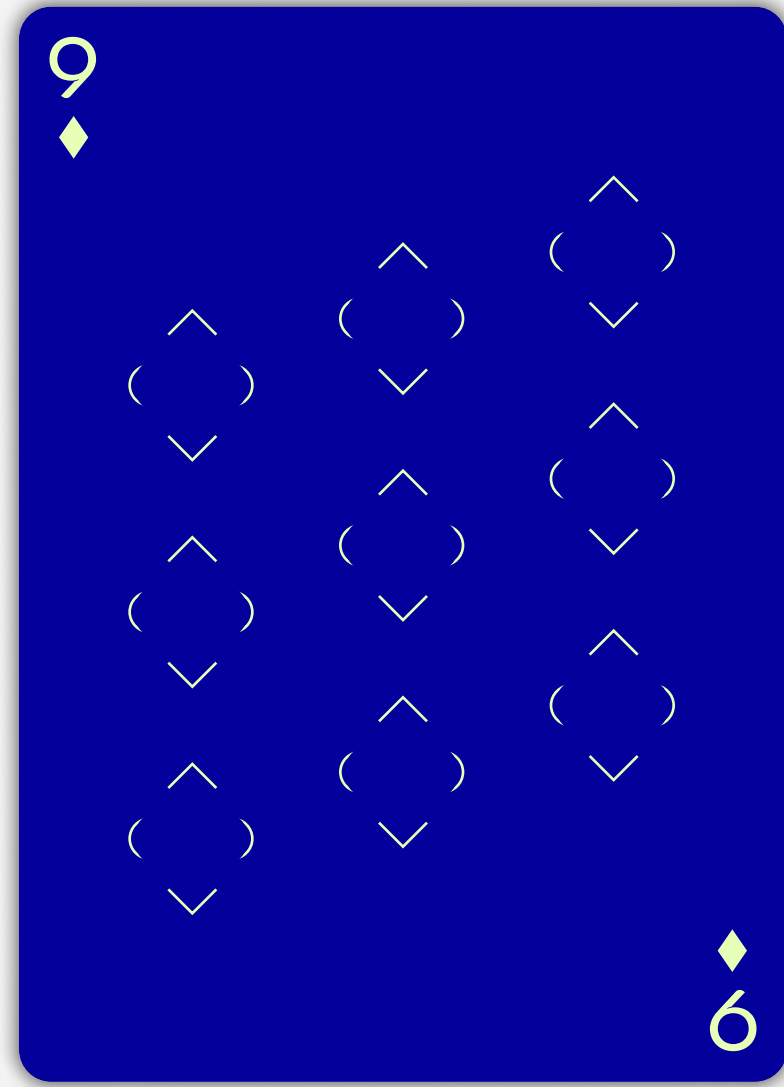
Rochester Institute of Technology
Spring 2023

CARDS
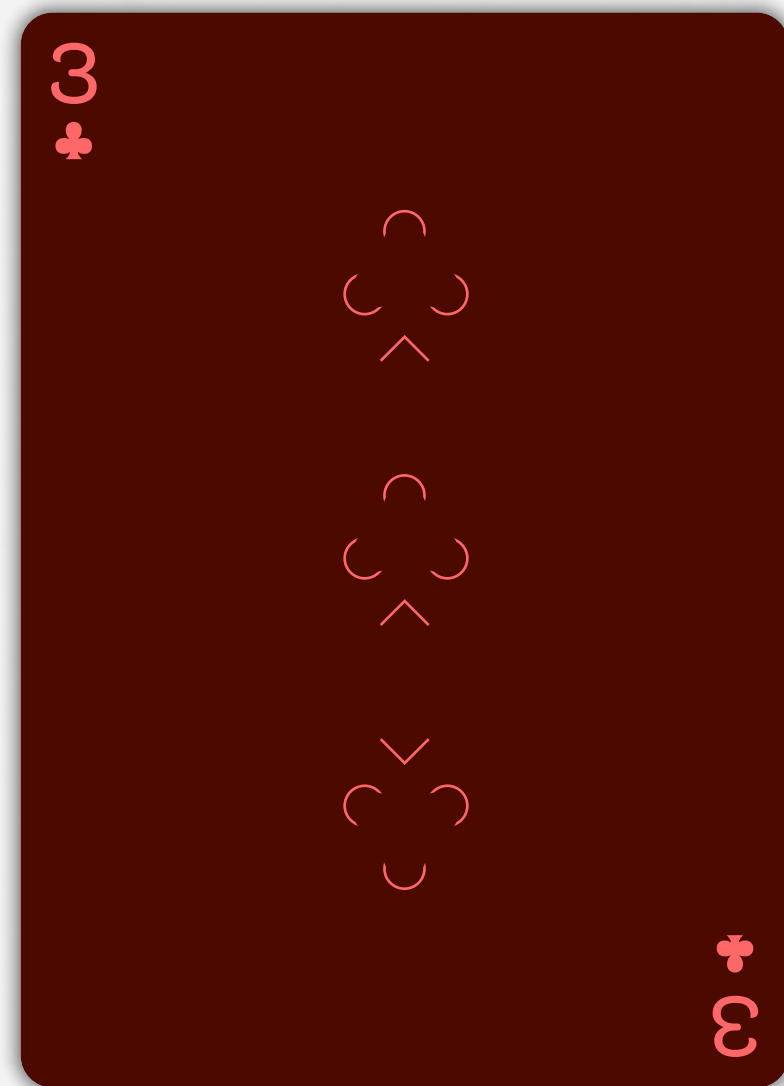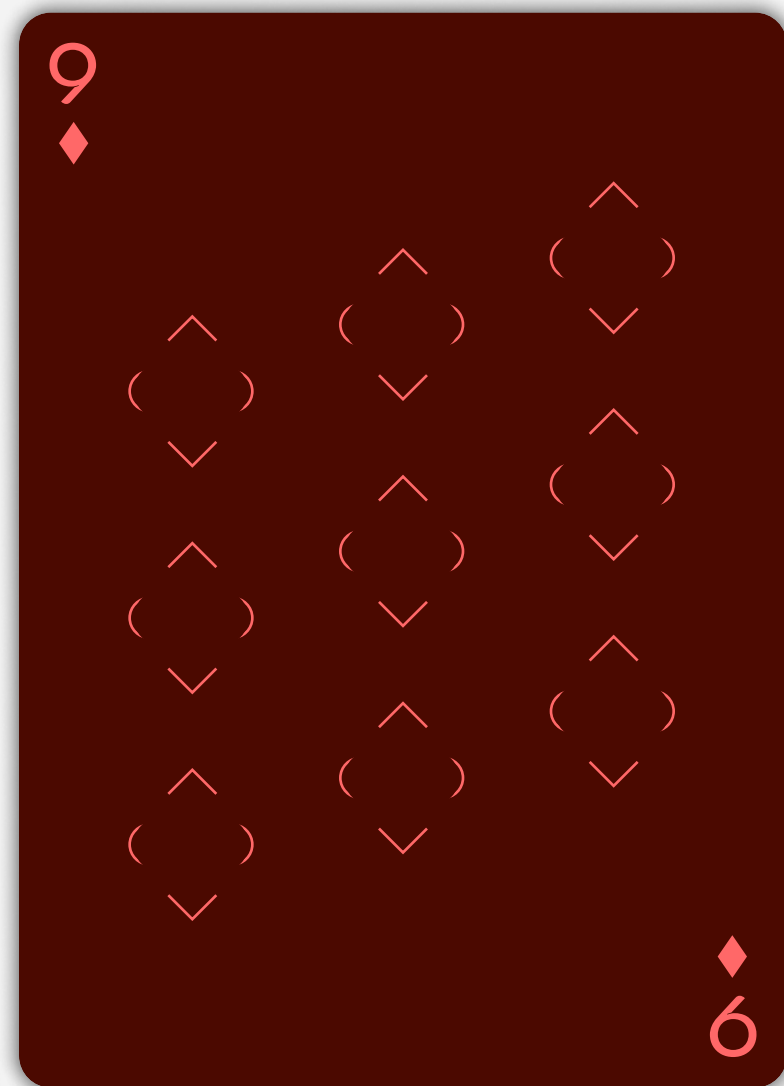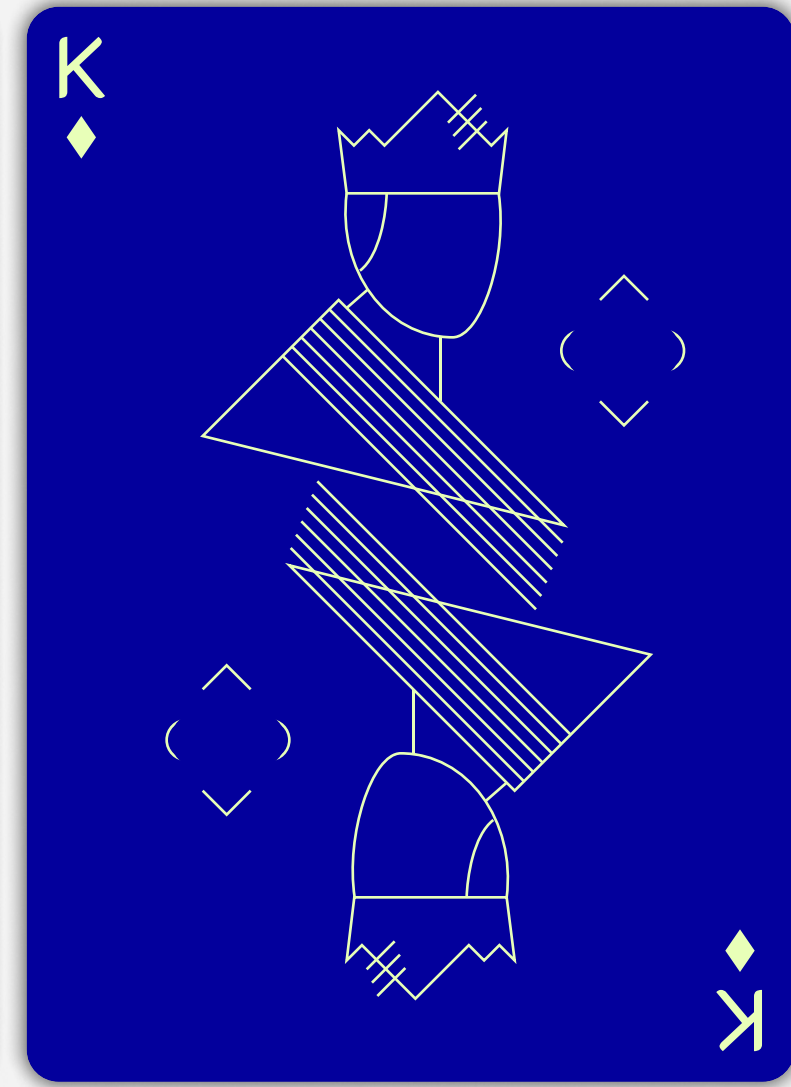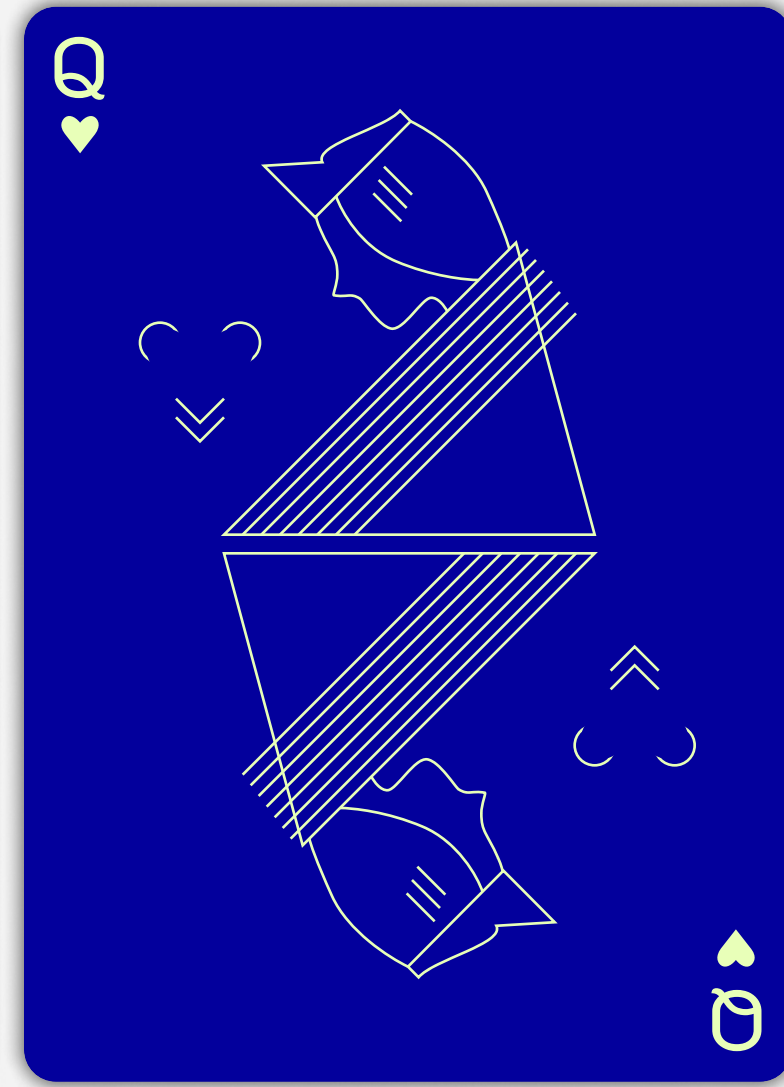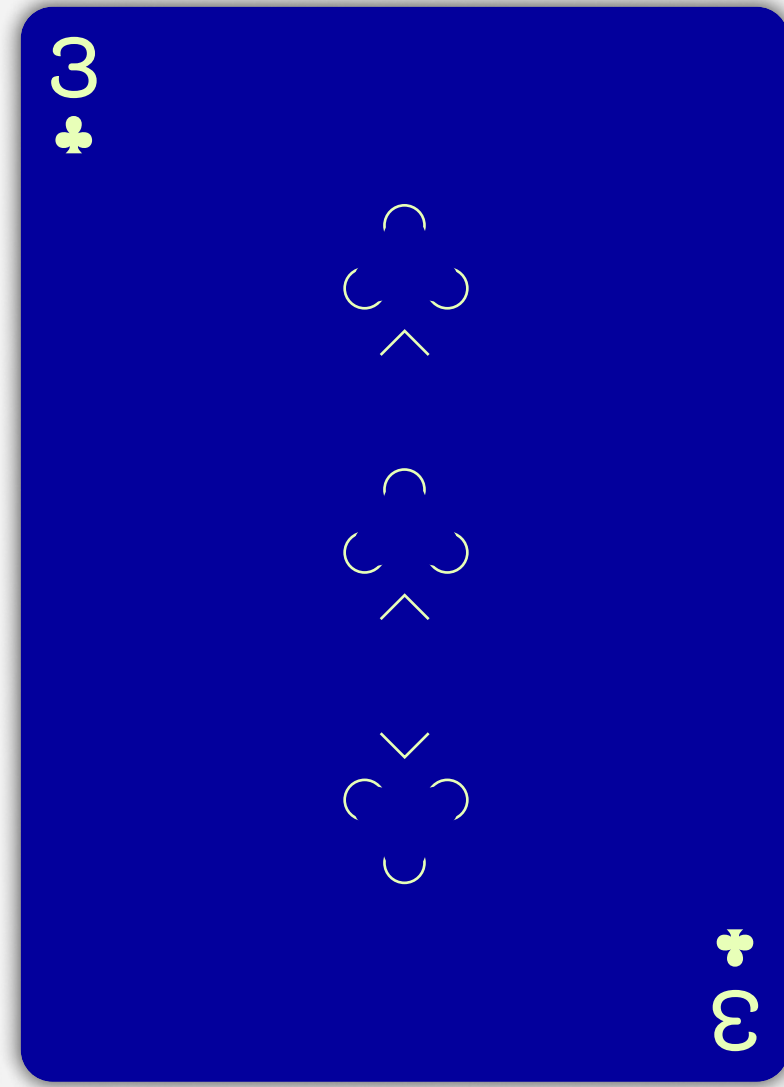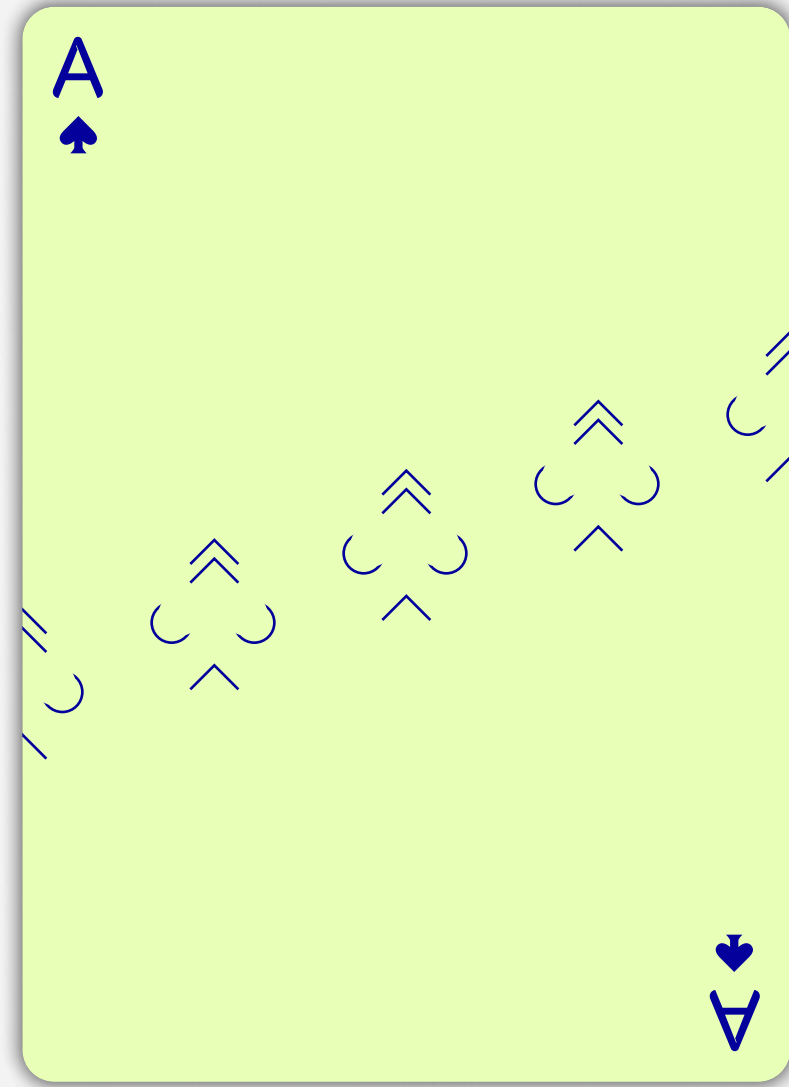
SKETCHES(1)
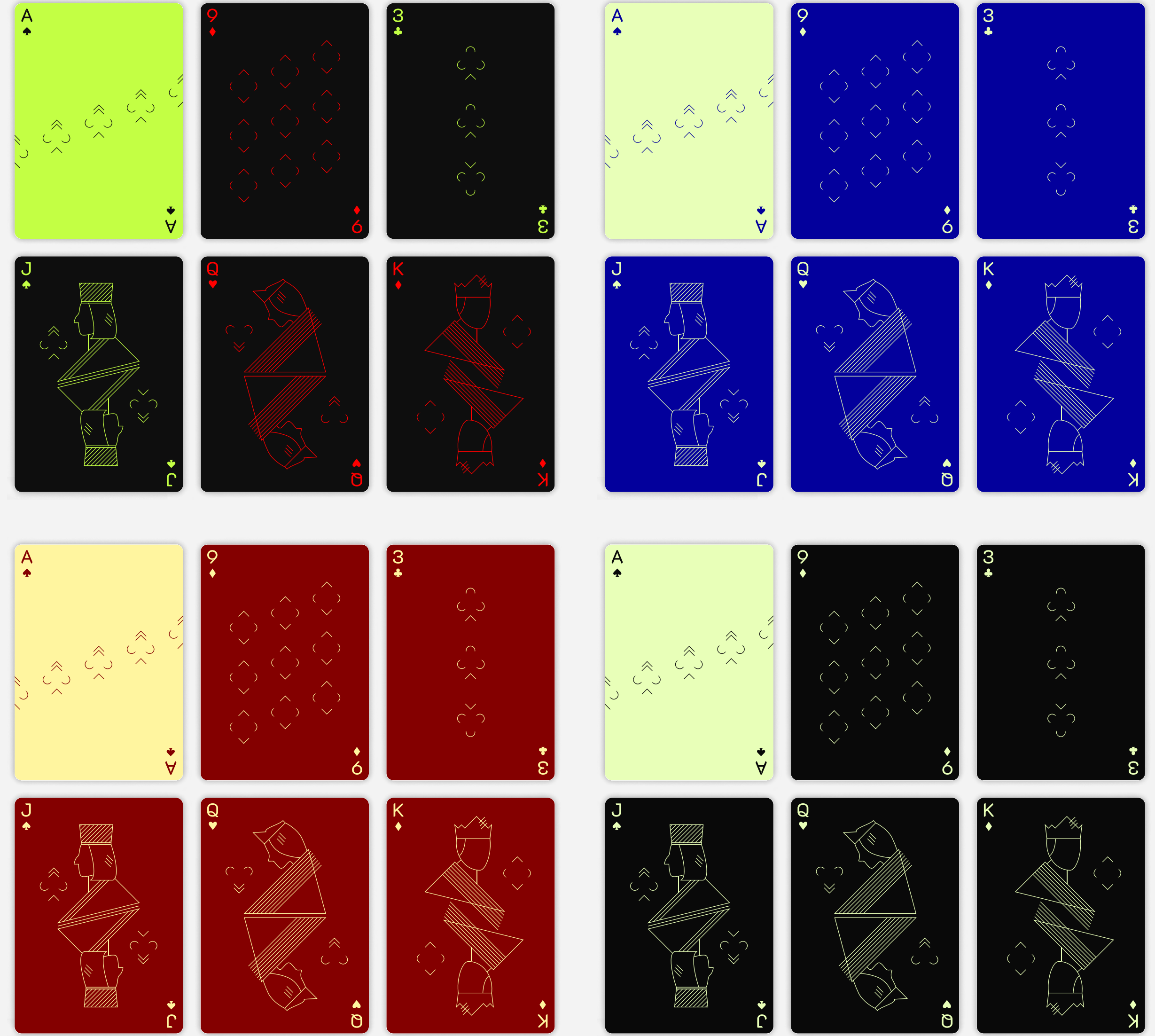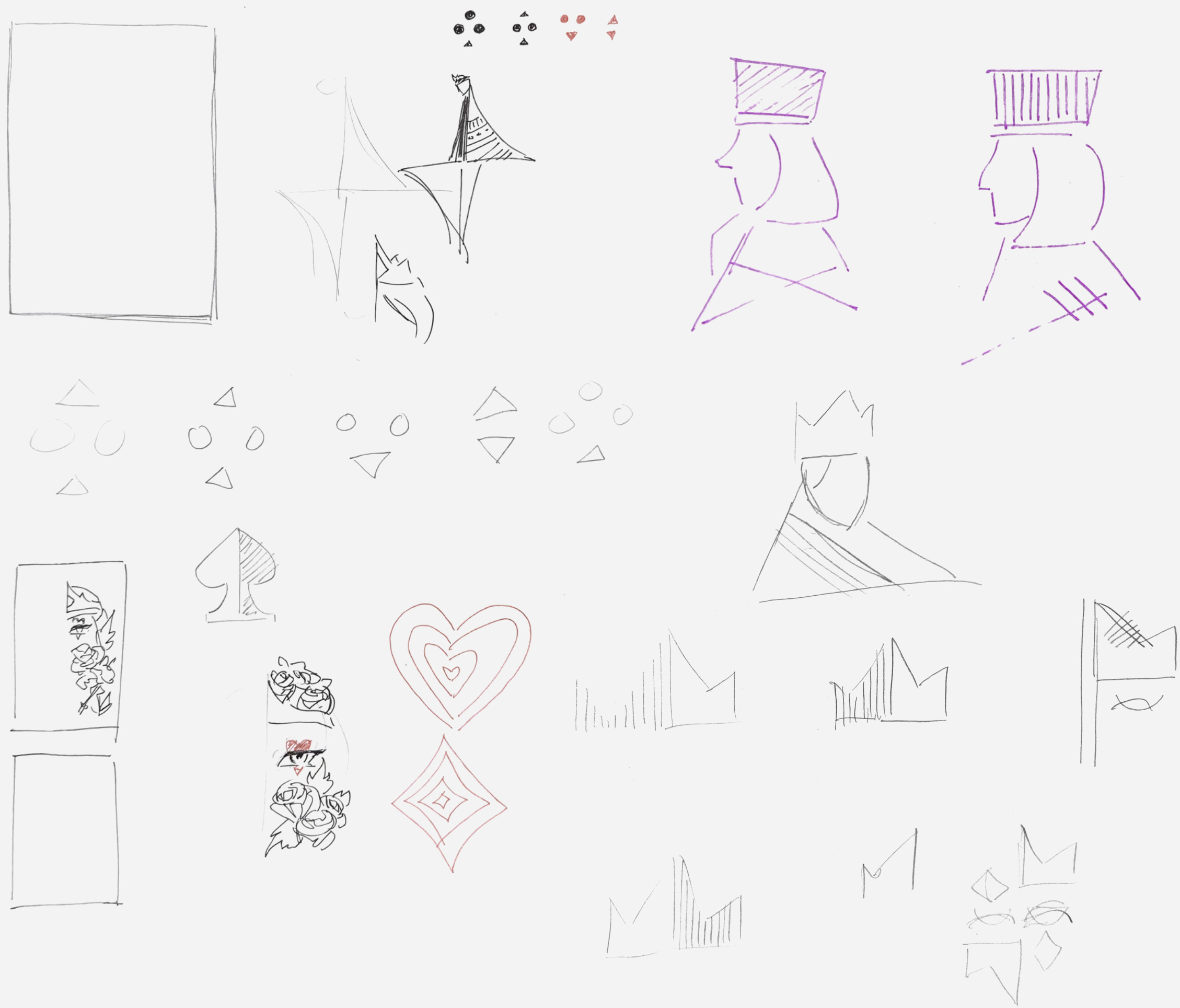
SKETCHES(2)

filter by value

2   A

2   3   **4**   5   6
7   8   9   10   **J**
Q   K   A

min   max

⌄ **2** ⌃   ⌄ **11** ⌃

layout tests

4   41
cards   total

4   41
cards   total

4   41
cards   total

4 · 41

RESET   APPLY

RESET   APPLY

✕

RESET   APPLY

⊗

APPLY

RESET
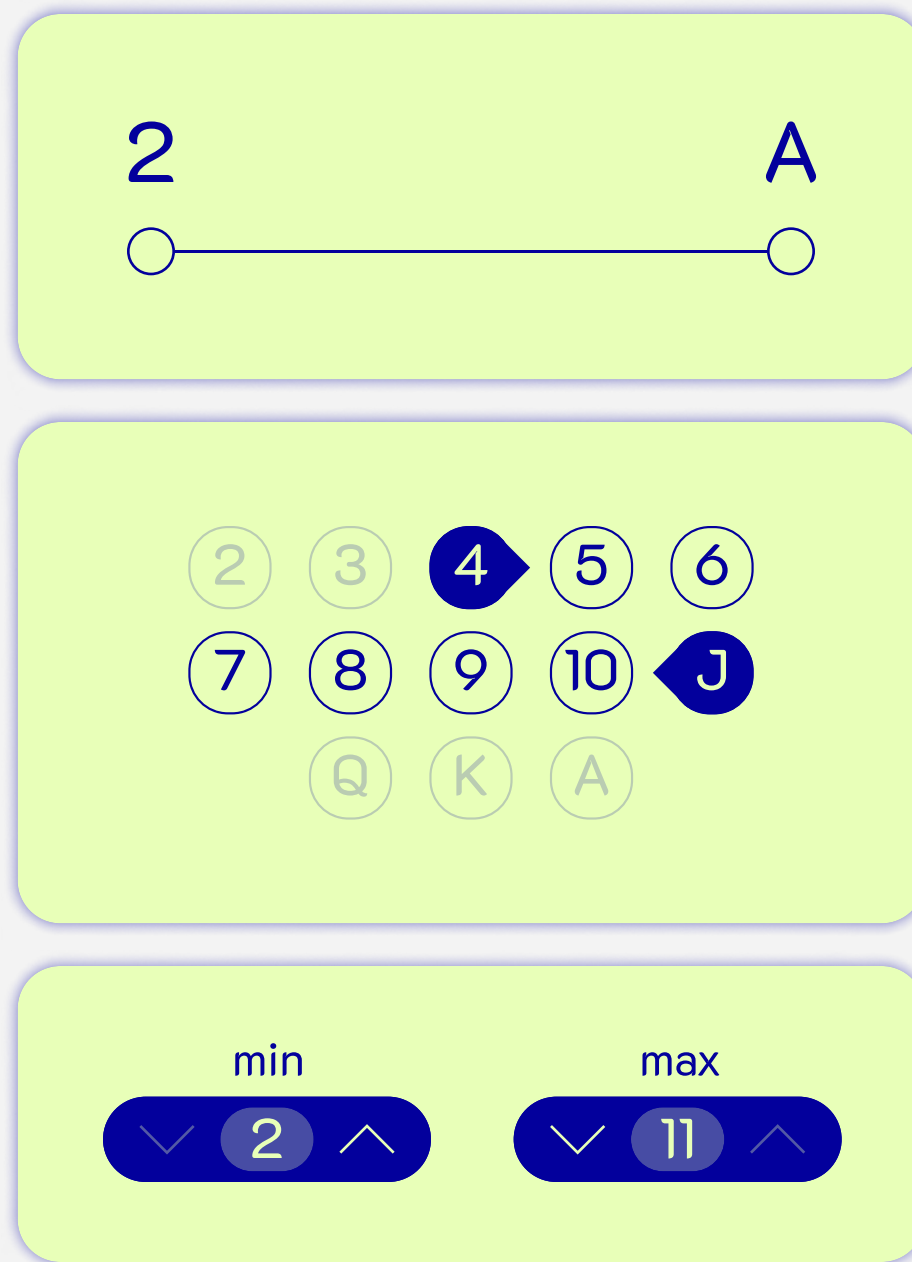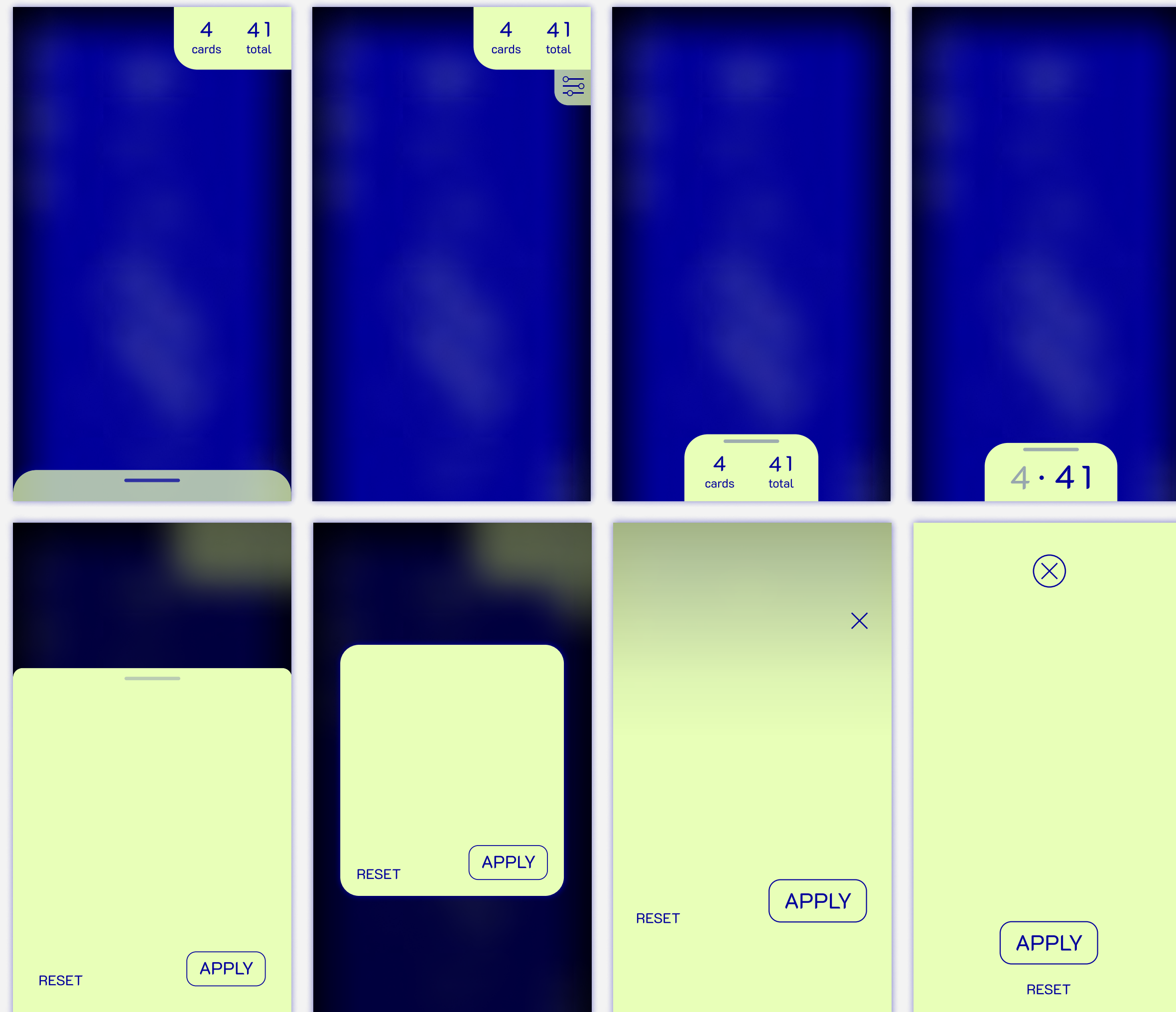
filter by suit
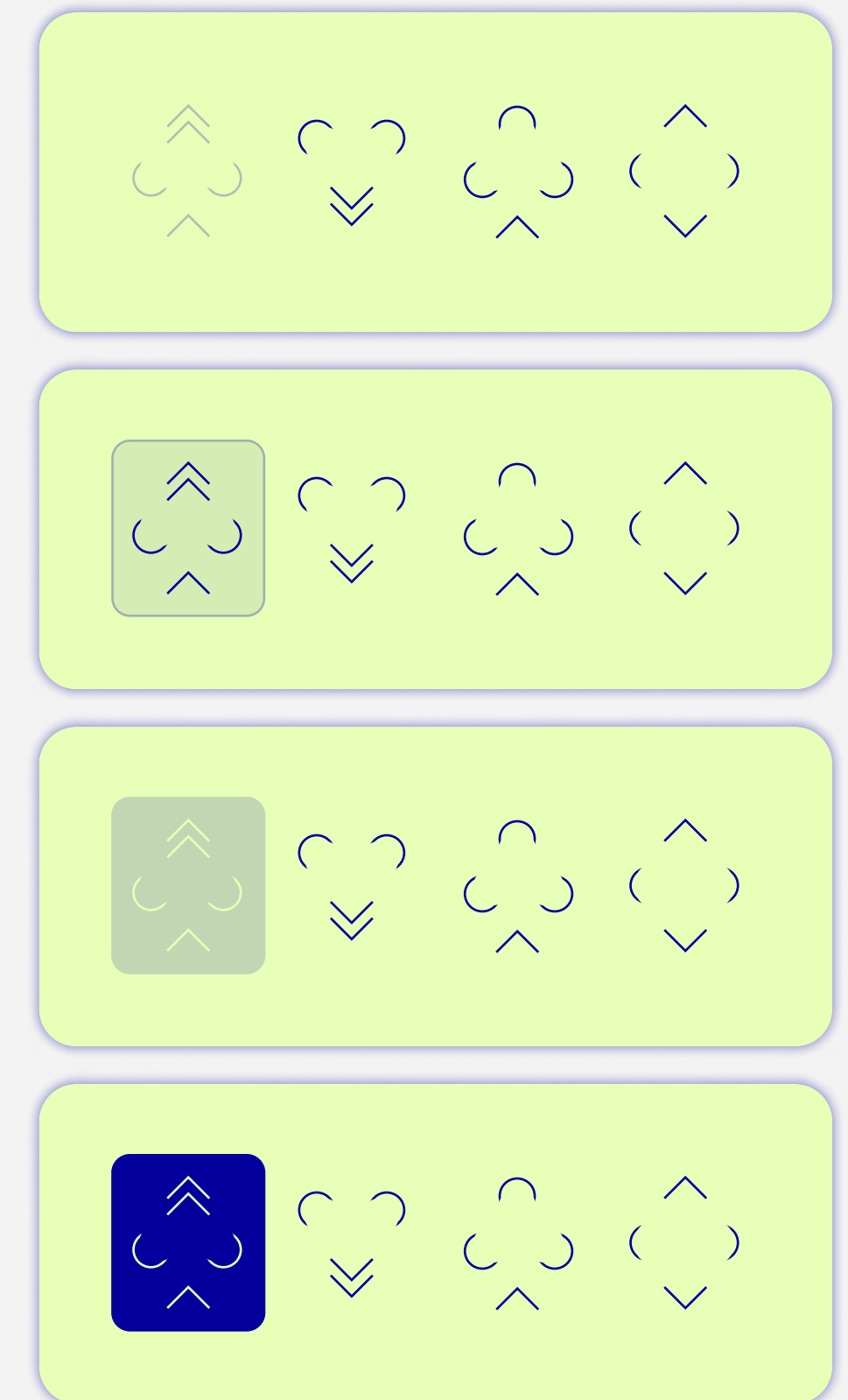
MAIN • SCREENS(1)
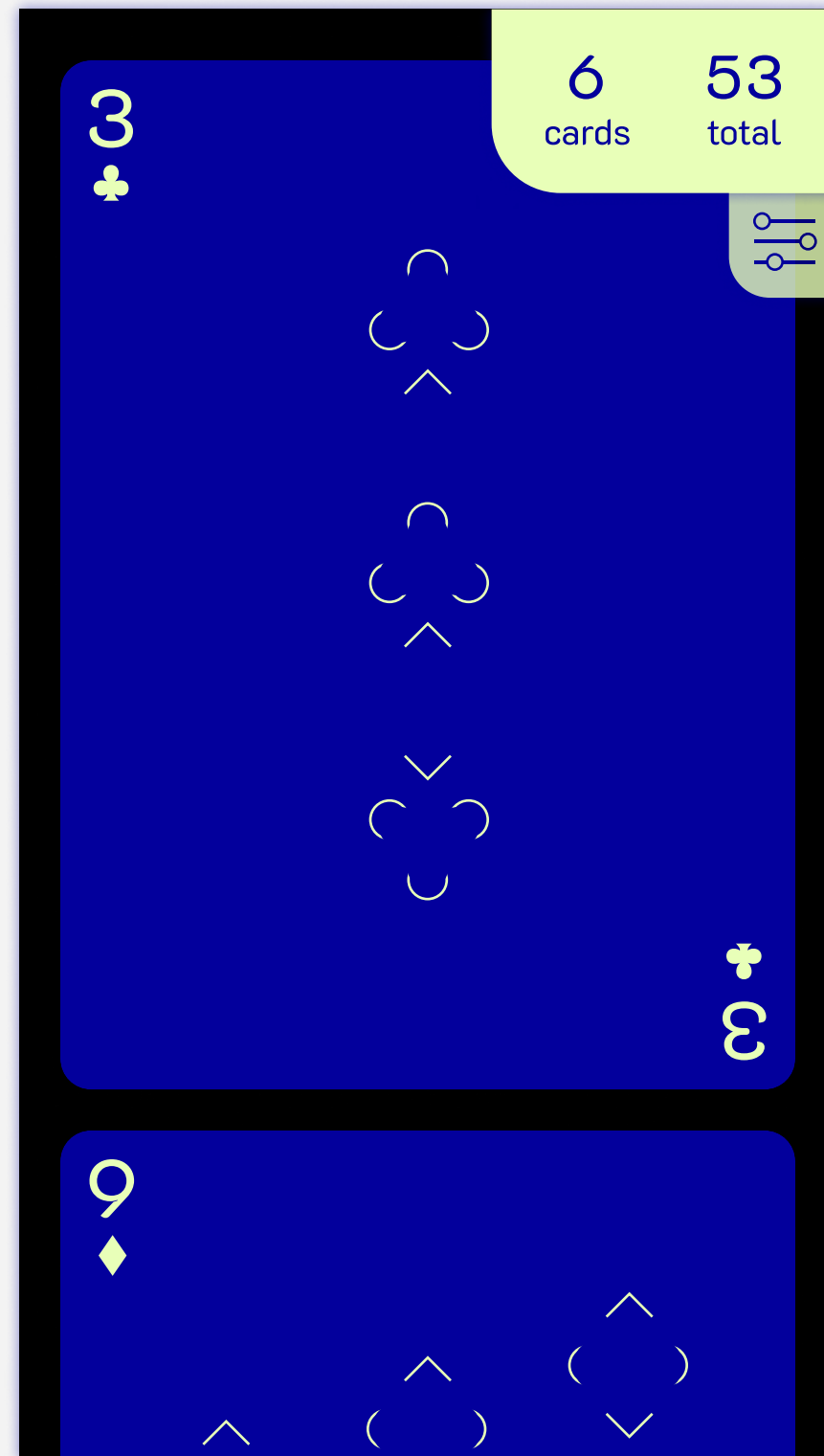
Main View
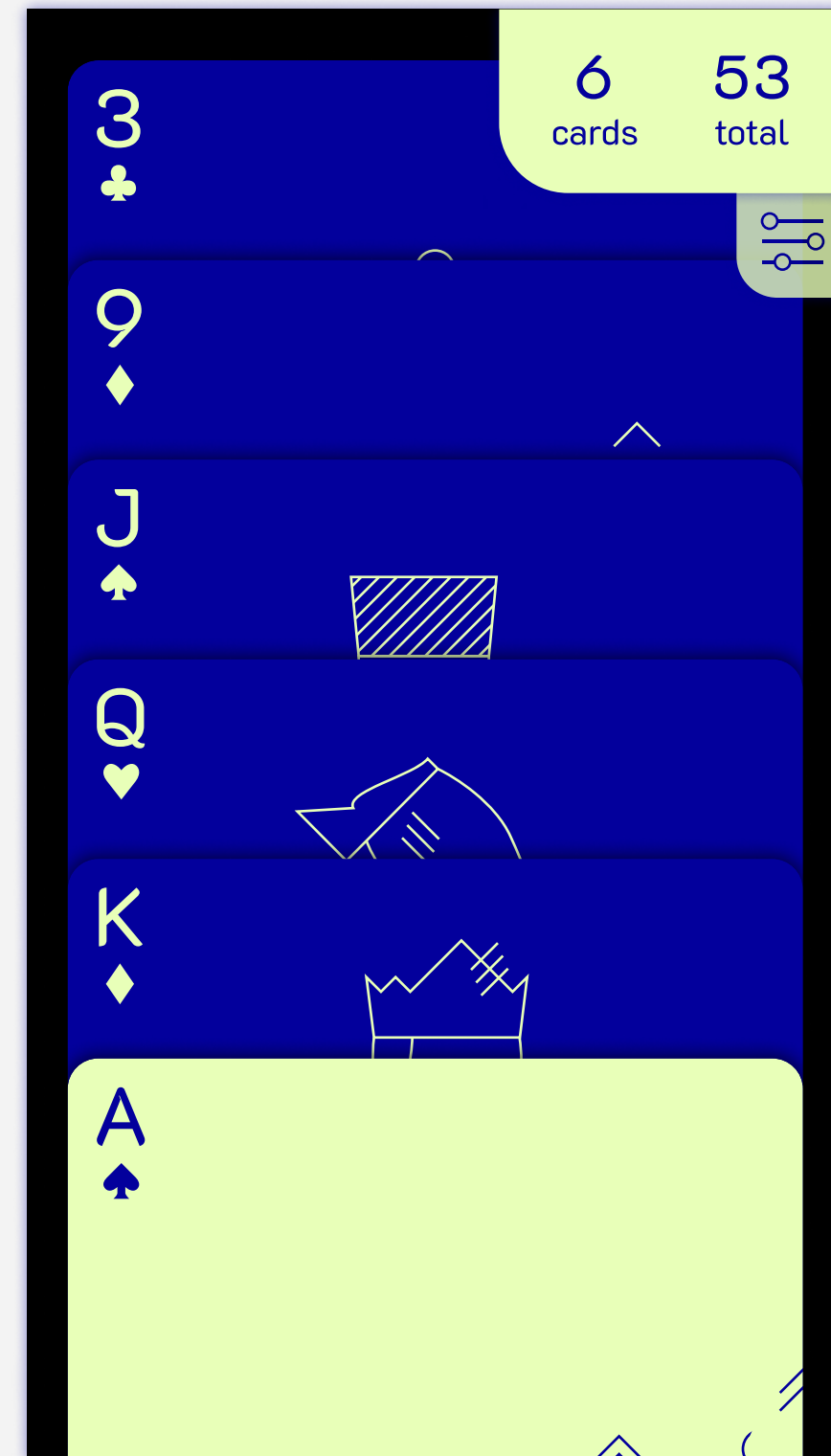
View All
Tap anywhere
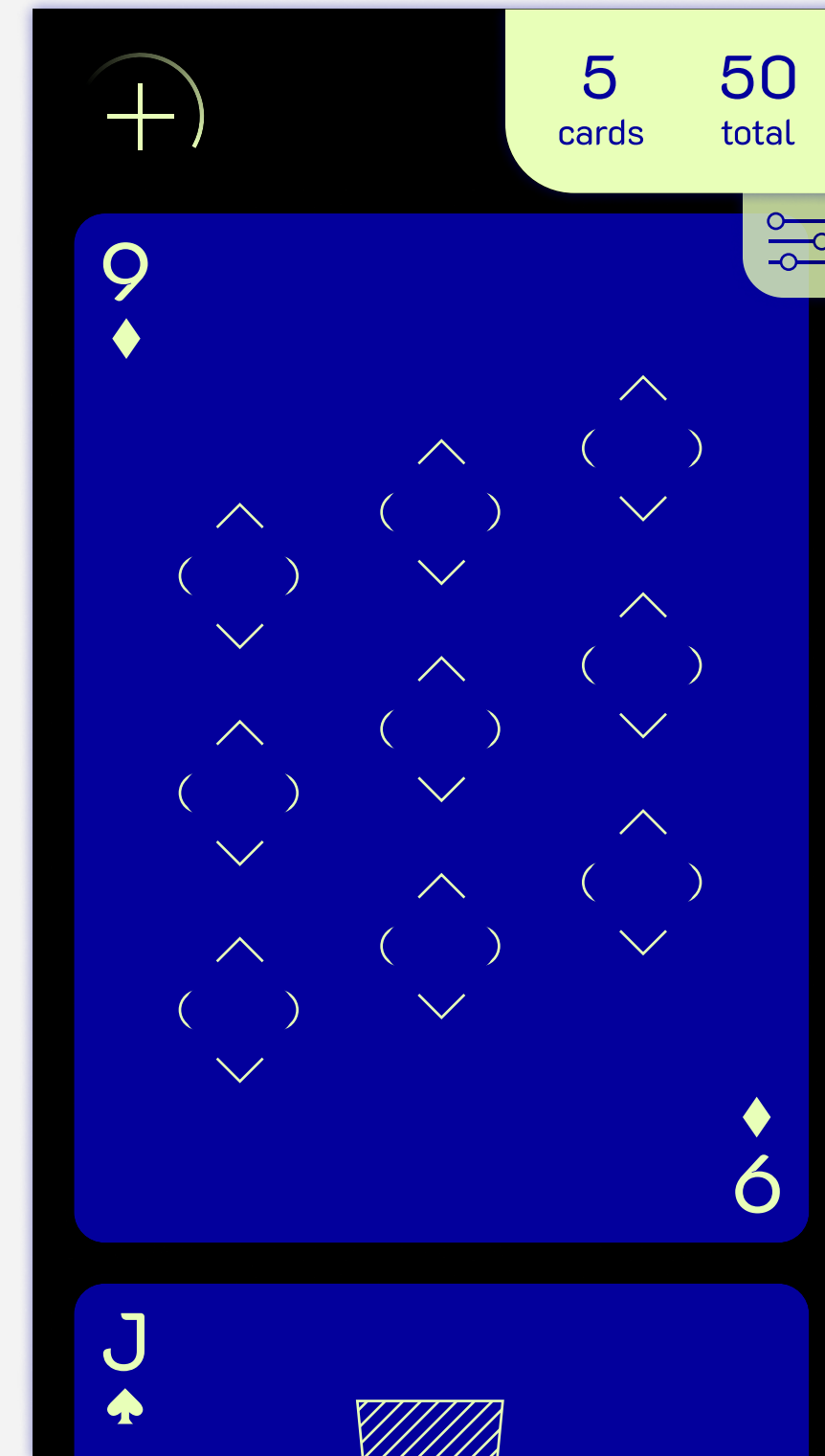
Add
Pull down
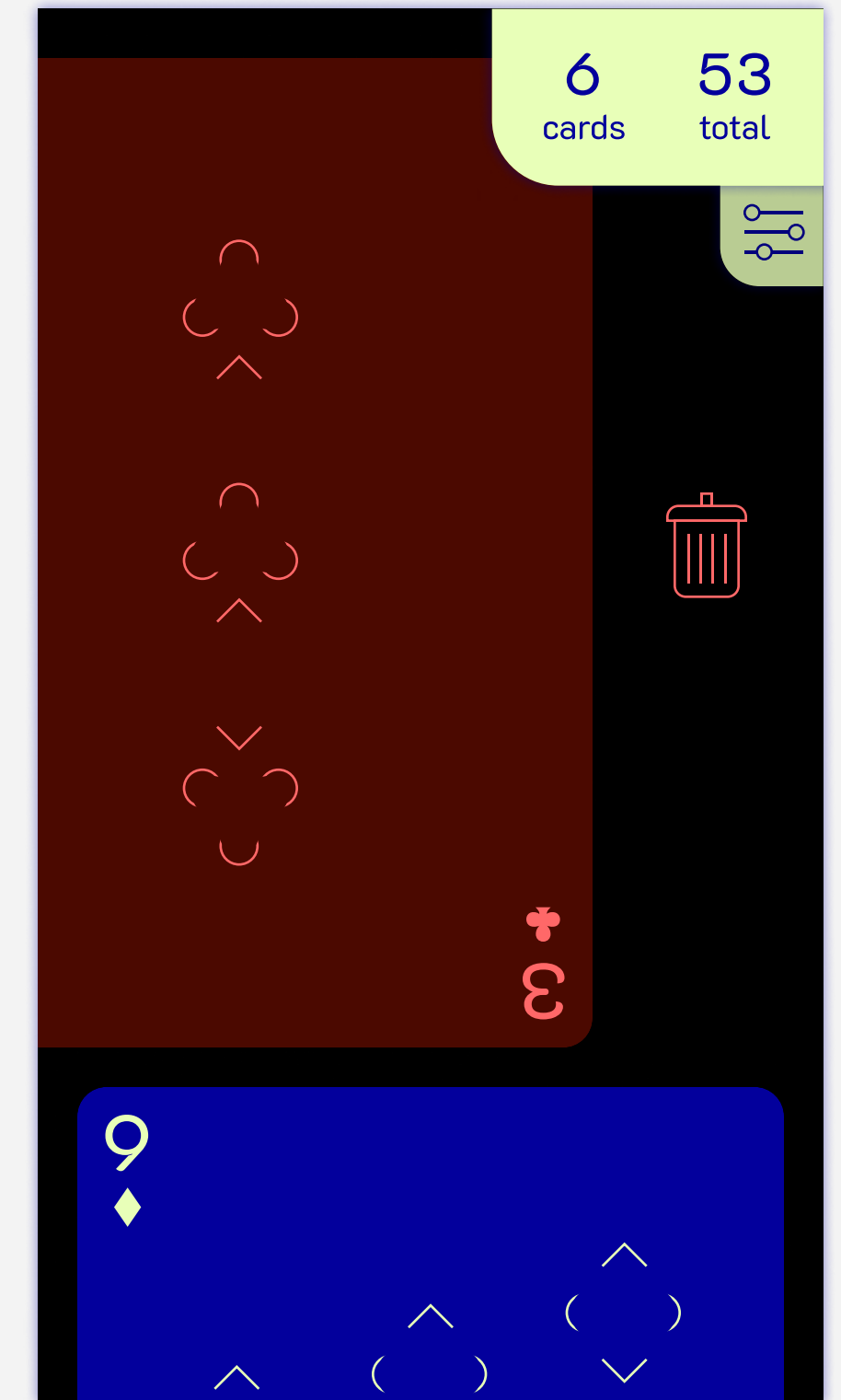
Delete
Swipe left on card, then either
swipe again or click trash icon

MAIN • SCREENS(2)
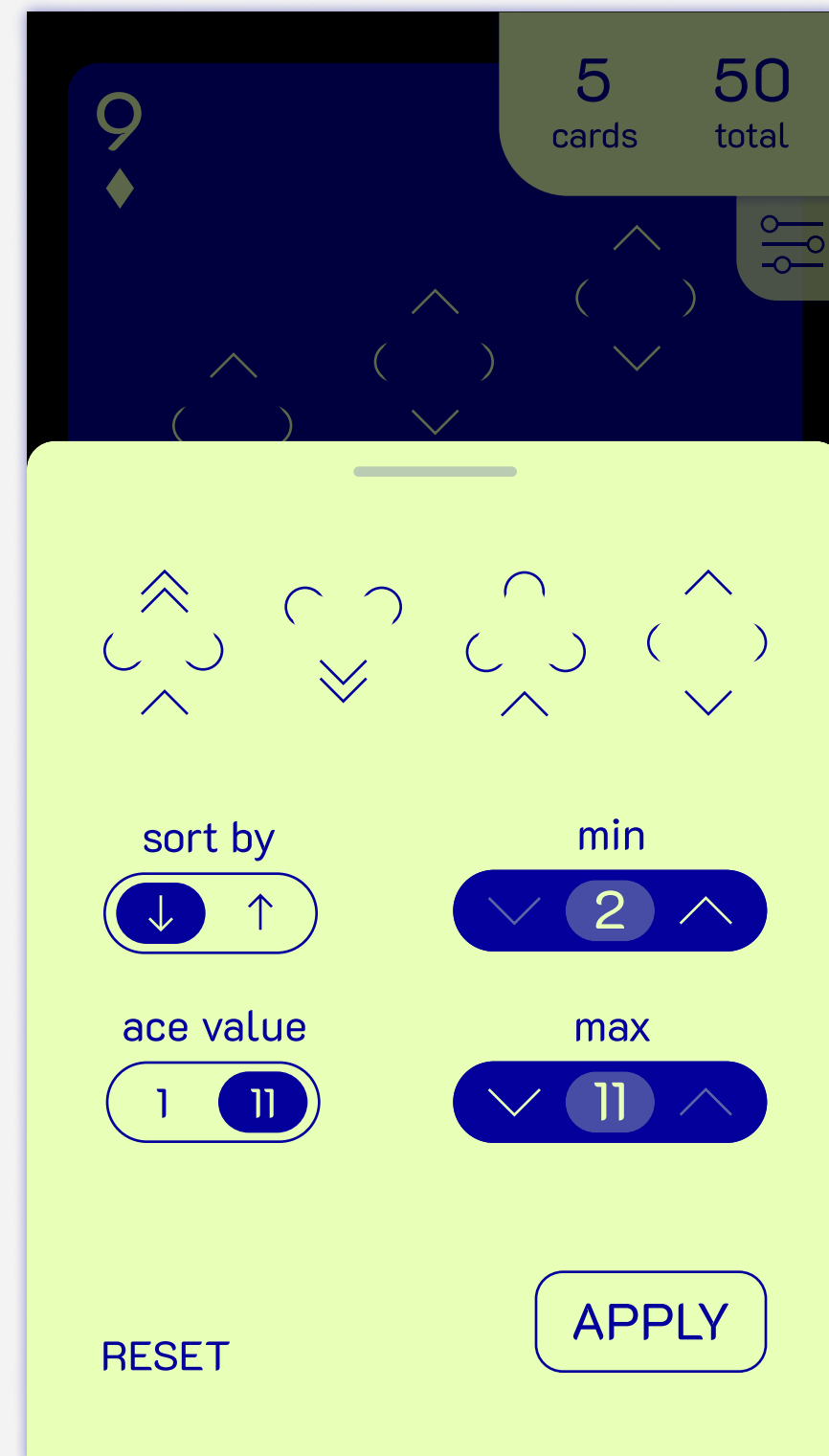
Filter
Click card count/filter icon to open, drag down or click outside to close
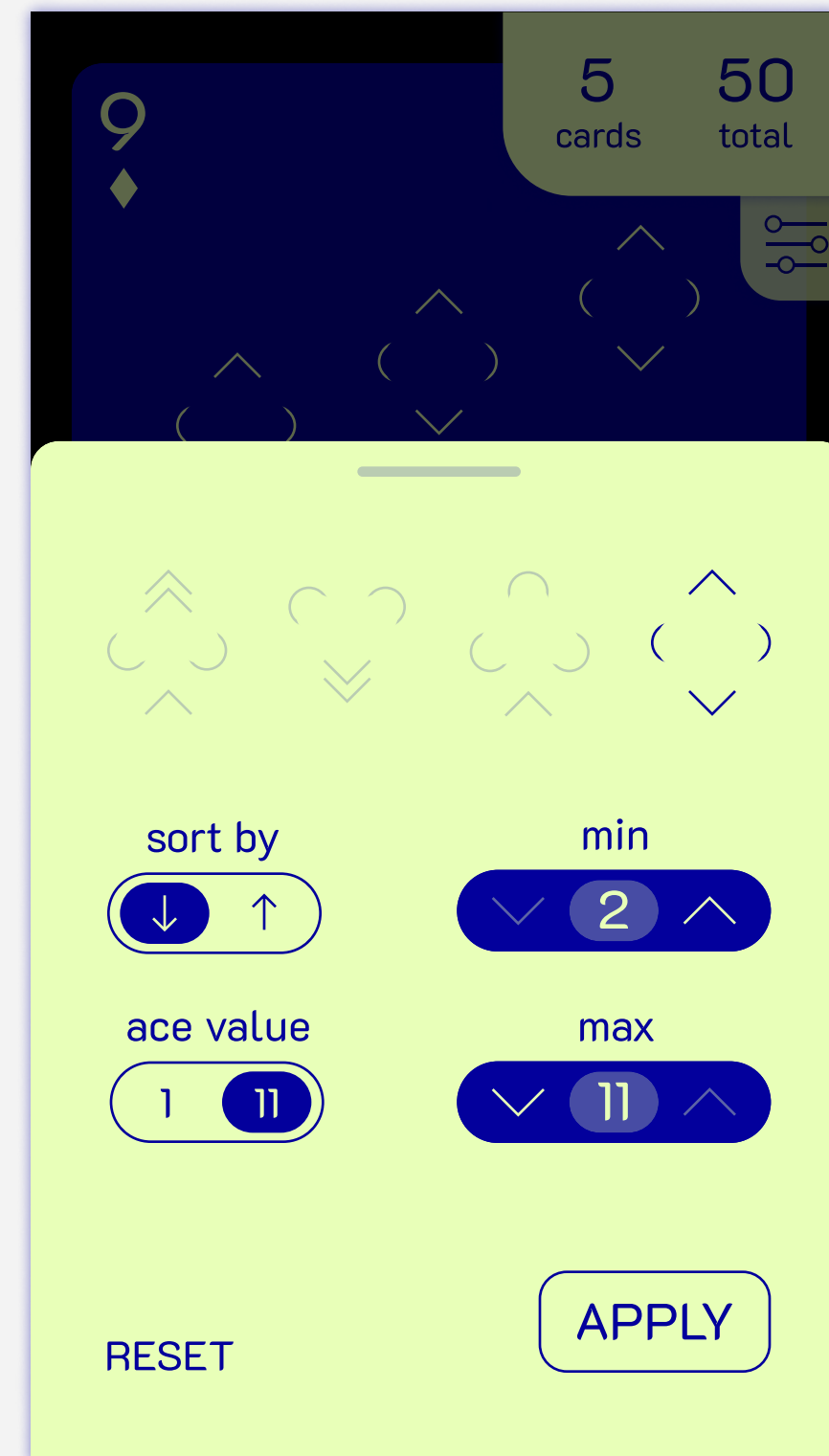
Suits
Click to deactivate, click again to reactivate
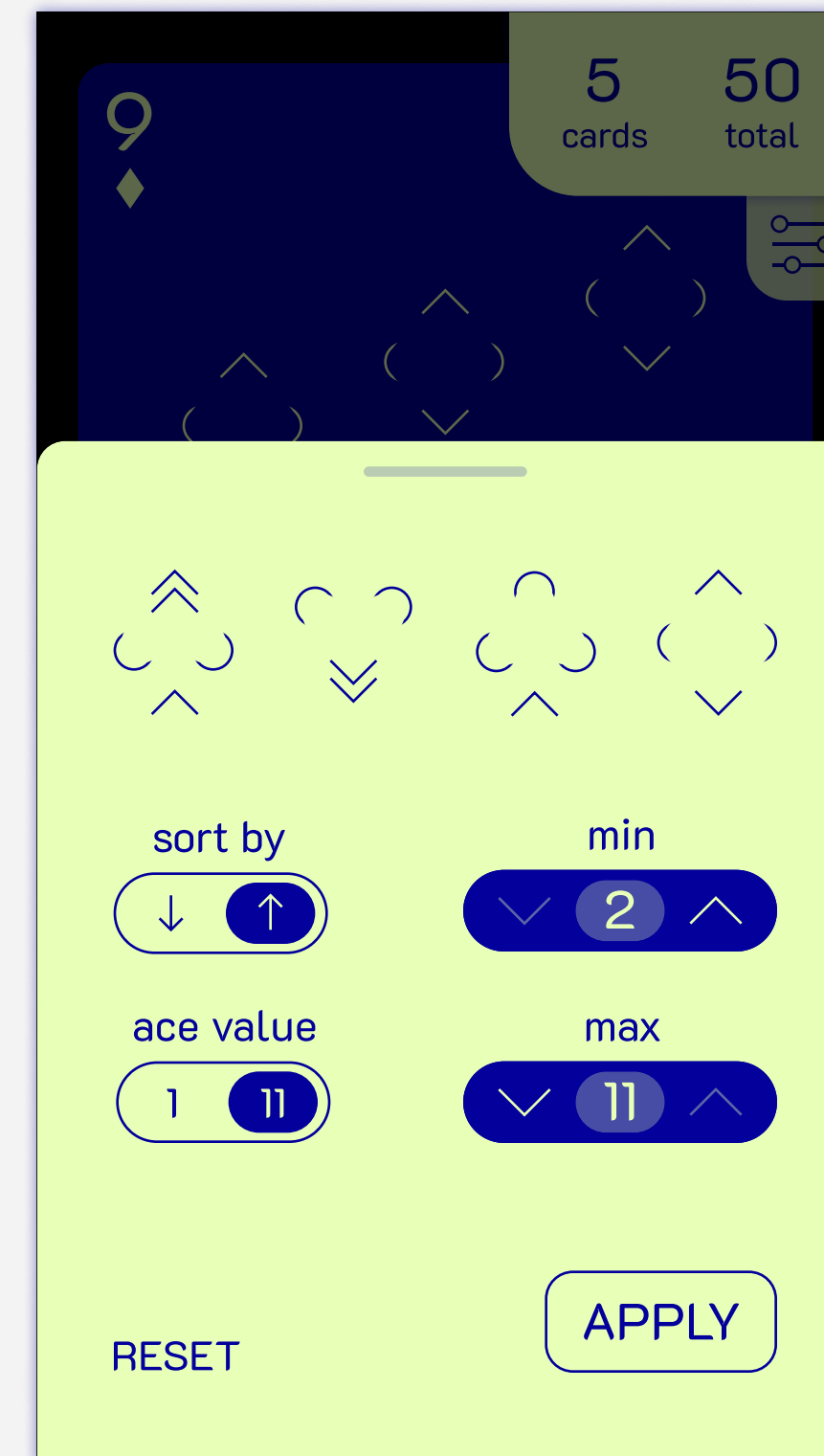
Sort By
Toggle, sort by increasing or decreasing value
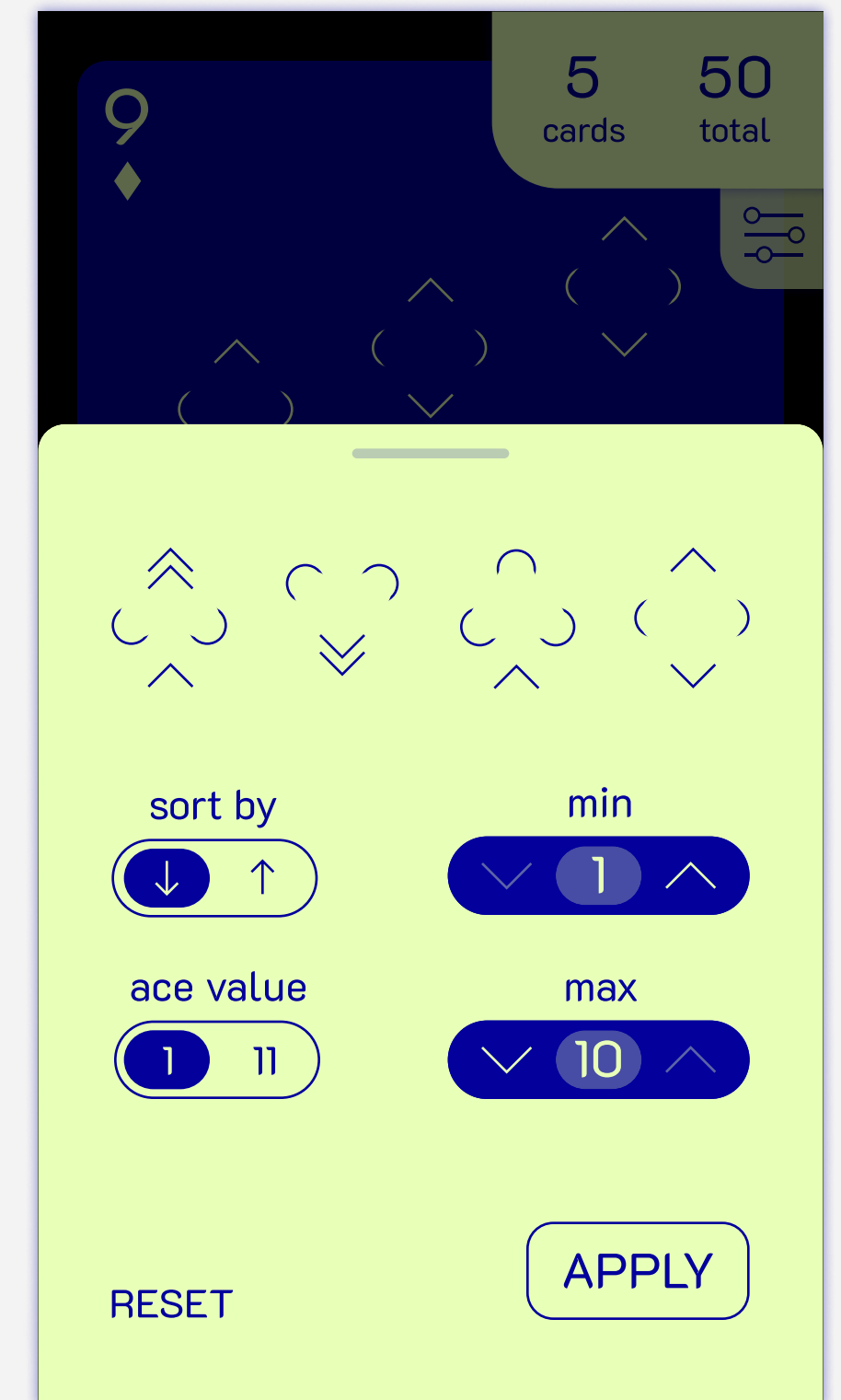
Ace Value
Toggle, changes the lowest minimum to 1 and highest maximum to 10

ERROR • MESSAGING
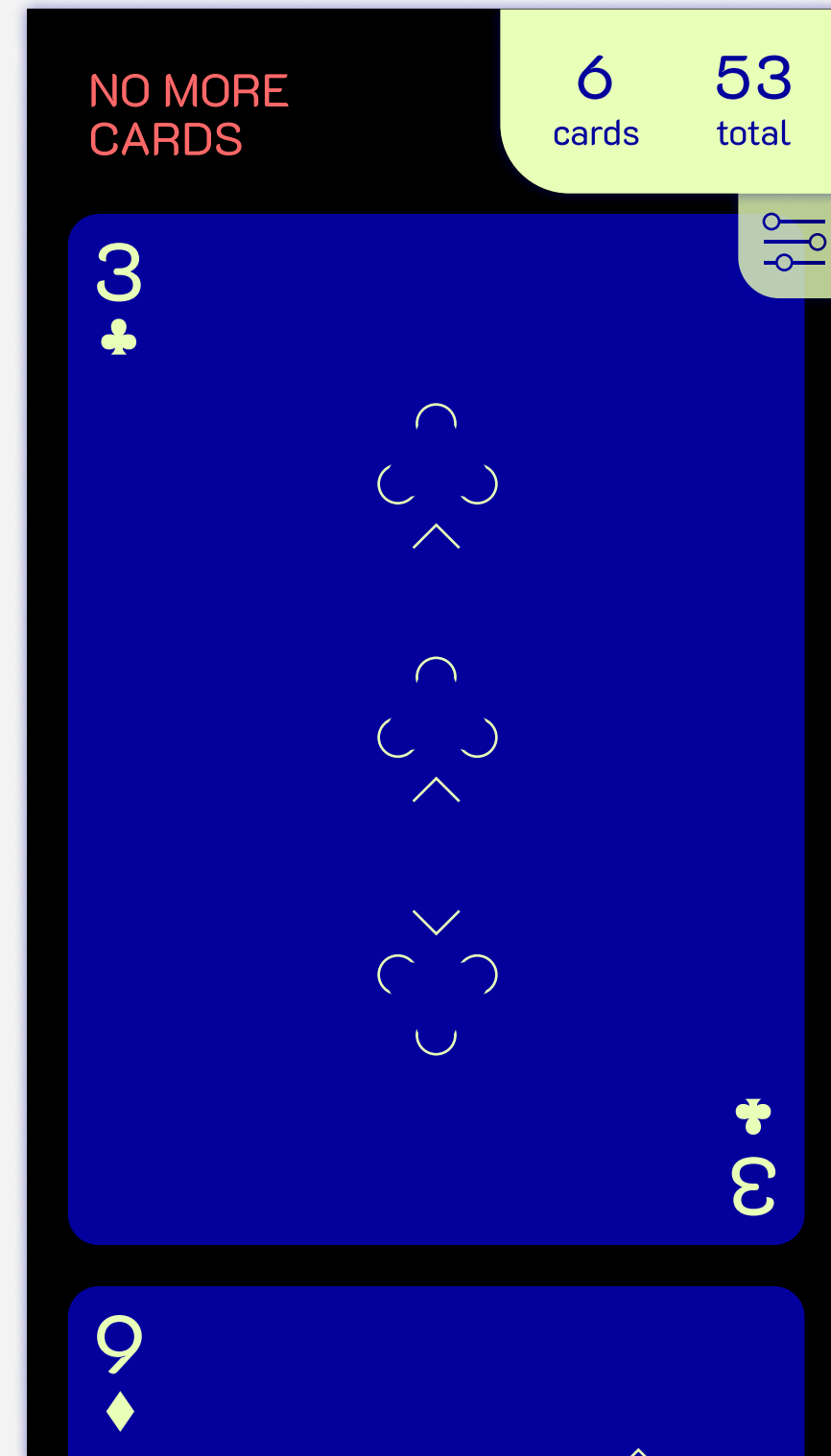
Max Cards reached at 13
When pulling down, an error message appears instead of adding a new card, and the cards automatically moves back after delay.
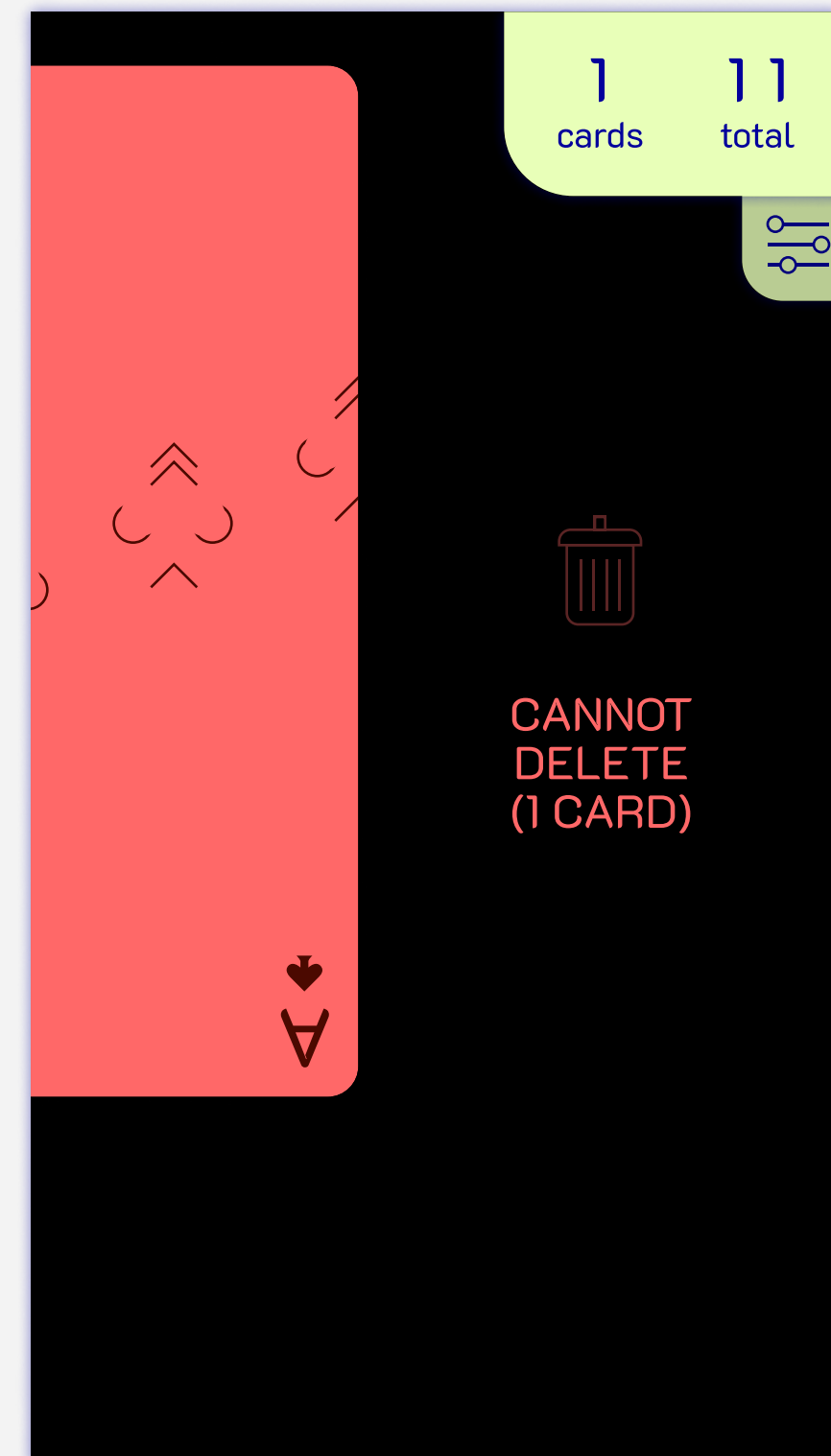
Min cards reached at 1
When swiping left, a variation of the delete icon appears, and the card automatically moves back after delay.

Disabled button state
Clickers become reduced in opacity when there is no option to increase or decrease.
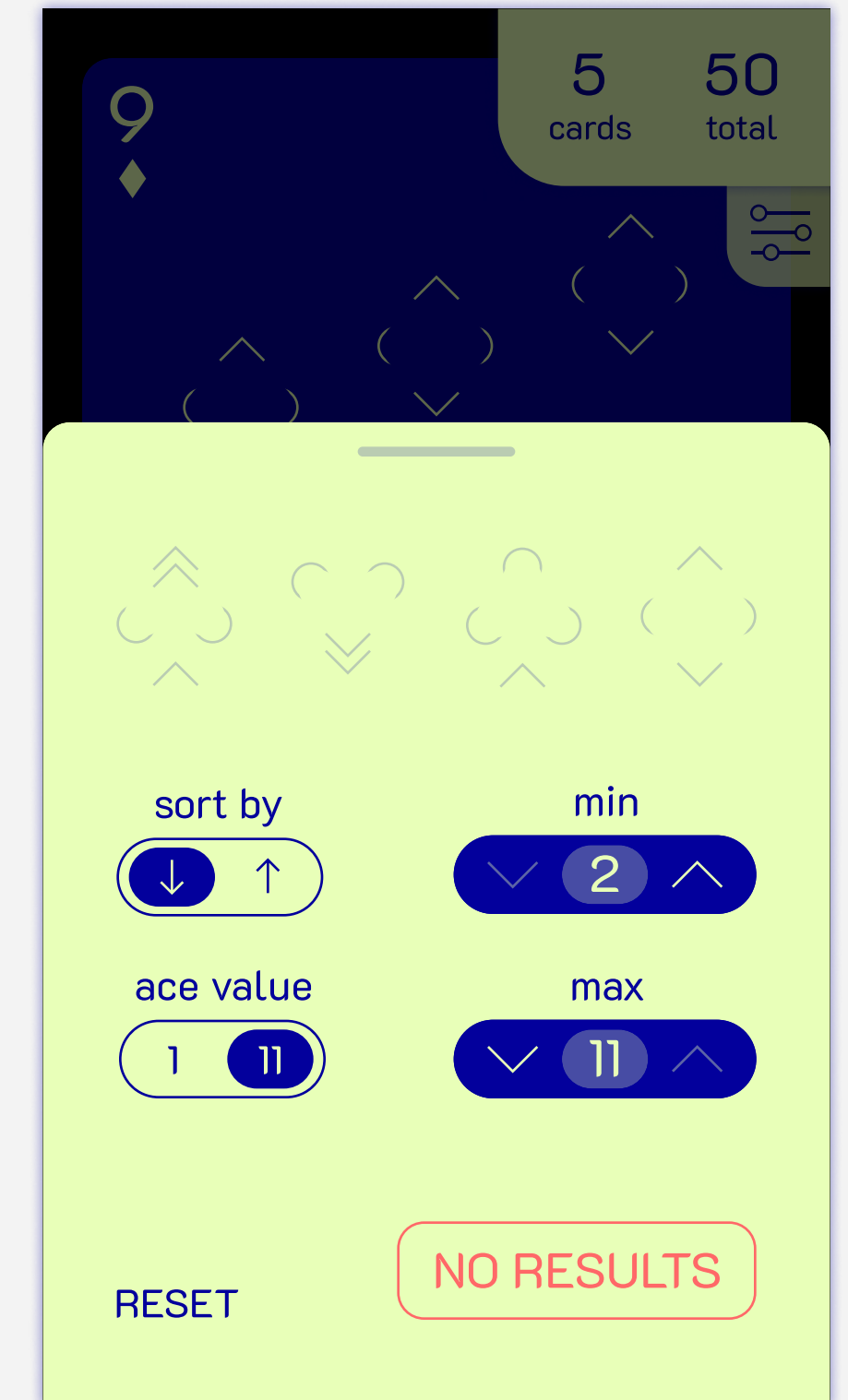
No filter results
"Apply" button changes when there are no results, and the entire overlay flashes red if clicked.

PROTOTYPE • NOODLES

LINK & SCRIPT

ADD / DELETE
1. click "got it, let's go"
2. swipe left and delete 3, 9
3. tap screen to show all, then tap to undo
4. swipe left to delete J, Q, K
5. swipe left on A (error)
6. pull down to add K, Q, J, 9, 3
7. pull down on 3 (error)

SORT BY
8. click filter icon to open filter menu
9. click "sort by" toggle and apply

MIN / MAX / SUITS
10. open filter menu
11. click "sort by" toggle (to undo)
12. clicker the maximum down however many, and then all the way back up
13. clicker the minimum up however many, and then back to 4
14. click spade and apply (scroll a bit)
15. open filter menu
16. clicker minimum all the way down to 2
17. click heart, club, diamond and apply ("no results," will flash red)
18. unclick diamond and apply

ACE TOGGLE
19. open filter menu
20. clicker minimum down to 2 and unclick spade
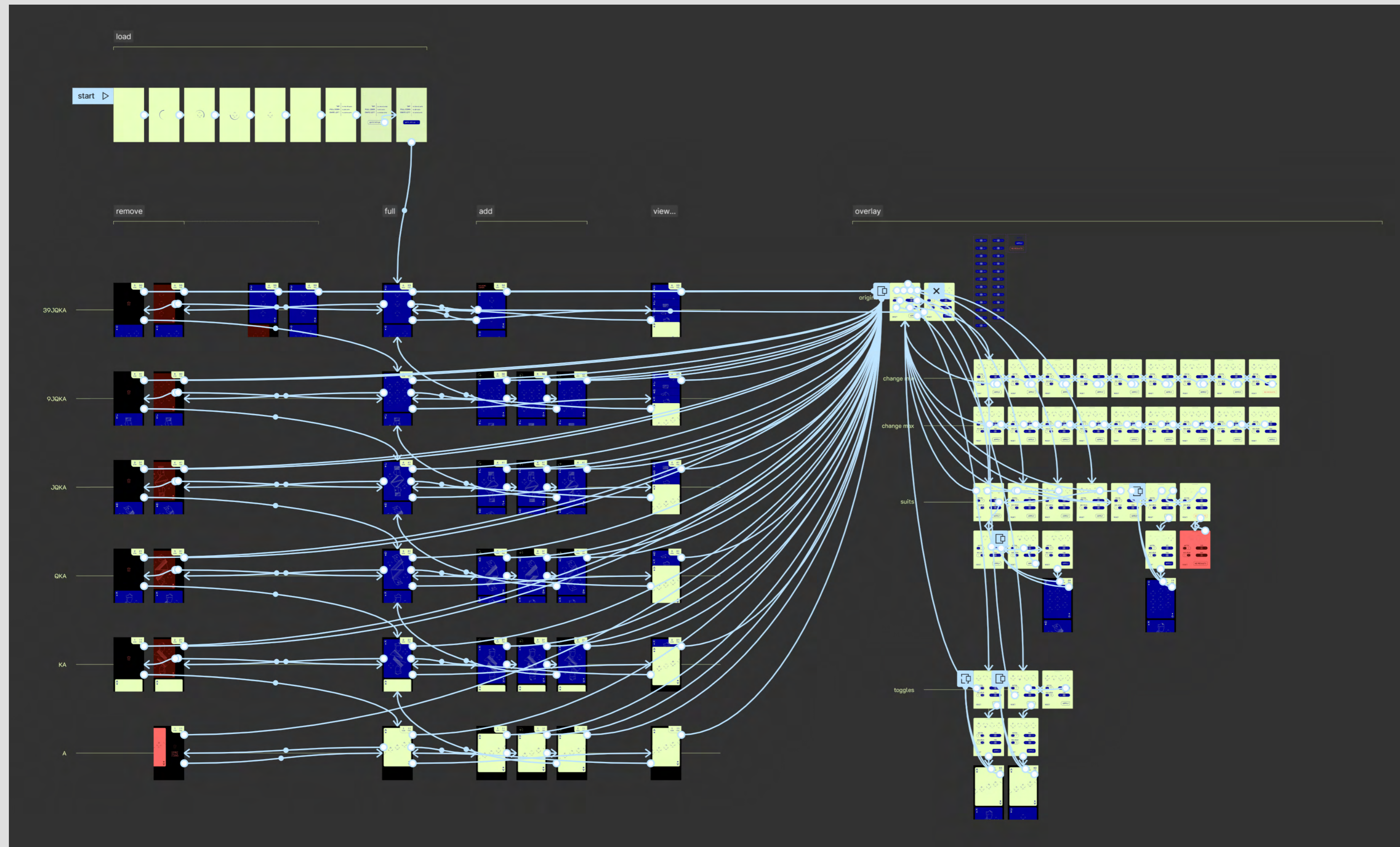21. click "ace value" toggle, click minimum down to 1, and apply
22. open filter menu
23. click "ace value" toggle
24. click maximum up to 11
25. click apply

BACK AT BEGINNING
26. swipe left on 9 (demonstrate delete *possibility*, do not delete) and unswipe

https://www.figma.com/proto/tVpJgxXSXgxlyNFhDUm1Ca/

launch, and then follow the directions
to the right! (there's only one flow)

TAKEAWAYS

I enjoyed this project because it was the first time I really used Figma for interactive prototyping, and it was satisfying to see all of the many, many frames come together to bring the entire prototype to fruition. There are many aspects of Figma that I appreciate; namely the smart animation and components/variants/instances. It simplified things a lot. However, there were many points where I really, *really* wished I could just have a for-loop and not have to do everything by hand (for example, making add/delete screens for every variation, making the clickers, and making noodles on every frame).

I also liked that the iterative and peer-sharing process we did in class could both help me improve my designs, and open my eyes to other designs that I wouldn't have thought of. I enjoyed seeing others' work and the comparing the wide variety of approaches to the project.

And most importantly, I realized how difficult it is to make something simple yet understandable. The prompt for this app had extremely basic functions, but the possibilities to execute those functions were endless. We really had to stop and think about what works best, and what doesn't. I aimed for a more simplistic approach with the least possible buttons, and it was difficult. Like the guy in the Apple WWDC18 lecture said, radical simplification is often a good thing to work towards, but can be very, very hard to do well. Still, I tried my best to keep things efficient, organized, and timely so that the user could feel comfortable in the app. I utilized many hidden/subtle interactions that the user would likely have a mental model for, making the app feel more natural and familiar.

ADDITIONAL • RESOURCES

Coolors.co
Color selector