PROTOTYPE

CS577a Fall 2014
WE ARE TROJANS (WAT) NETWORK
Team #1
Agenda

- Introduction to We are Trojans (WAT) Network
- Tools and Technology
- Prototype
  - UI
  - WAT Point System
- Lessons Learned
- Next Step
Introduction to We are Trojans (WAT) Network

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Background

“We Are Trojans (WAT) Network” is an online collaboration platform that will:

● Bring Trojans together and reward those who contribute positively to the community.
● Make the benefits of the Trojan family more visible.

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Tools and Technology

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Tools and Technology

- Visual Paradigm
- Google Drive
- balsamiq®
Prototypes

● Evolutionary Prototyping via UI Design

● An algorithmic approach to solve an issue relating to the core capability
1st Risk Prototype - User Interface

Why

- No concrete requirements of the UI
- Need feedback from the clients
- Need to enhance the team's understanding of the UI

How to mitigate the risk?
- Using *Buying information* methodology
- Demonstrate the UI visually
- Get feedback from the client
Home-Page

Client Requirements:
(UI should have)
- Leaderboard
- User Profile
- Main menu
- Search Option
- Notifications
- Experience Level
Client Requirements:
(UI should have)
- Categorization (collapsible, will only show when click)
- Like Functionality
- Dislike Functionality
- Search Option
- Main Menu
Client Requirements:
(UI should have)
• Update Profile Functionality
• Personal Wall
  (to post status / summary)
• Experience Level
• Main menu
2nd Risk Prototype - WAT Points system

Why

- Crucial feature of the system
- Determine feasibility of the proposed points system
- Create mutual understanding among team members

How to mitigate the risk?
- Formalize rules of the points system
- Get Feedback from the client
- Develop prototype early to address further risk.
Points system (WAT Points) overview

Each user has 3 different points

- **Total points (TPoint)**
  - Accumulated lifetime points of a user
  - *Purpose of this point*: Identify the credibility of the user

- **Semester points (SPoint)**
  - Reset every semester
  - *Purpose of this point*: Compete with other user in the system

- **Current points (CPoint) or Usable points**
  - Redeem items from gifts store.
Work-Breakdown Structure Specific to “WAT” Points Functionality

- Earn Points From
  - Likes
  - Participations in campaign

- View Points In
  - Leaderboard/Current display
  - Lifetime display
  - Semesterwise display

- Points Decrease On
  - Redemption
  - Dislike

* But for gain and lose, it can be different for different point.
Problems with WAT Point System

How to keep track and sync three different types of WAT points for the like and dislike? (They could change at any time)

Each post can only contribute positively to a user’s points requirement which mean a post cannot give a negative point to a user even though the total points of dislike is greater than those of like. (Assume 1 like = 1 points, 1 dislike = -1 point).

If a user uses all of his usable points to redeem something (so usable point will be 0), what will happen when his post get a dislike? Will his usable points become negative?
Our current solution to the problems

\[
Post's\ Point = \begin{cases} 
0 & \text{if } NL.LV - ND.DV < 0 \\
NL.LV - ND.DV & \text{if } NL.LV - ND.DV \geq 0
\end{cases}
\]

NL = Number of Like
ND = Number of Dislike
LV = Like Value
DV = Dislike Value

A Monthly Usable Point update Approach

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Algorithmic Flow-Chart:

1. **Like or Dislike a post/comment**
   - **Dislike**
     - Dislike a post/comment
     - Keep the Number of Like and Dislike
     - Calculate the old post/comment's points
     - Increase Number of Like/Dislike of the post/comment
     - Calculate the new post/comment's points
     - New post/comment points is greater than the old points
       - Yes: Increase the poster points equal to the point's different
       - No: Reduce the poster points equal to the point's different
   - **Like**
     - Like a post/comment
Assume that this is the only post that the user has posted.

Points

Usable Point is updated

Like and Dislike will not affect the usable point after it is updated

Usable Point “pending” period

Life Time Point

Semester Point

Usable Point

User posts a thread

1st Month

2nd Month

3rd Month

Semester ends

next semester

Timeline

Semester point is reset the system will not reset usable point and life time point

At this point, user uses all his usable point

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Lessons learned

- Prototyping is useful for:
  - Get a common understanding of the requirements among stakeholders.
  - Resolve technical issues prior to development, and evaluate feasibility.
Next Steps
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Next steps

- User survey
- Continue UI prototyping
- Prototype search functionality
Thank you for your time..
We are ready for your questions..
References