Puplay - Prototype

Sophie & Yang

What we've learned from wireframes and prototyping

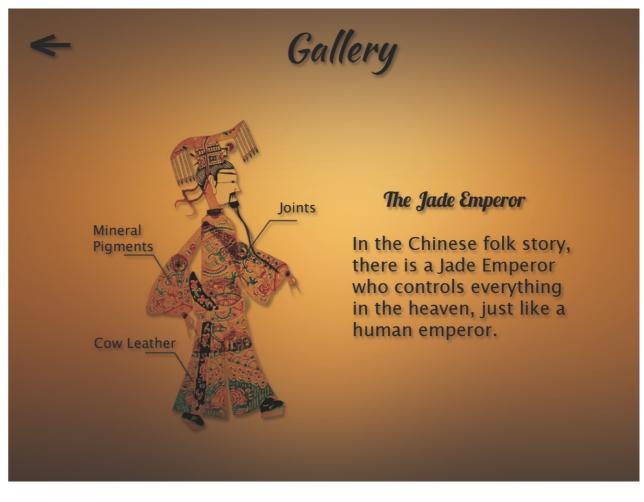
- 1. Time counting is necessary because users will get the sense of how long they have recorded their puppet play.
- 2. Missing home tap will confuse users.
- 3. Giving a little hint to users when they are playing is helpful, especially for those who play the first time.
- 4. Putting three taps (gallery/ play/ show) together is easier for users to navigate.
- 5. Users also like to save the puppet video to their own albums.
- 6. Users prefer to have more interactions with the puppet.



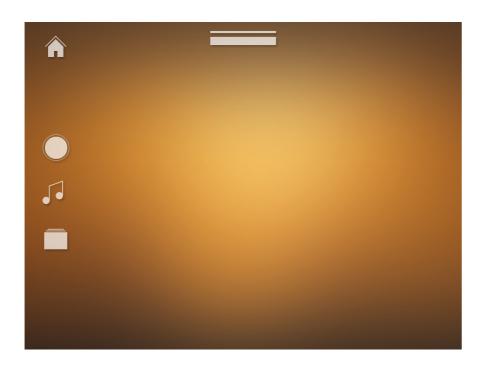


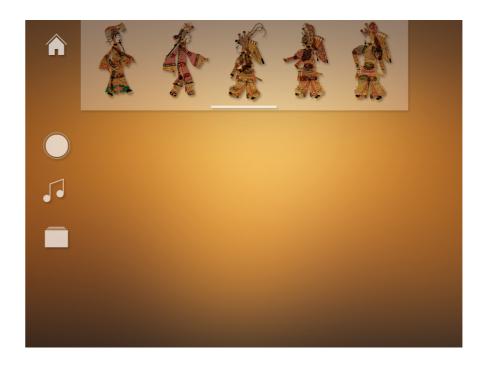
Gallery

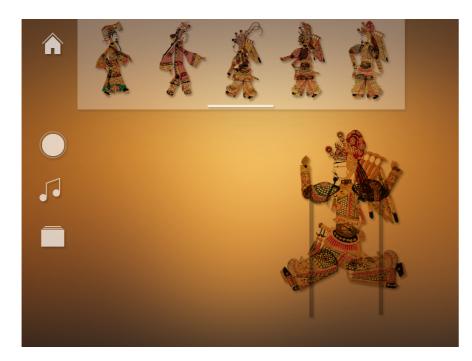


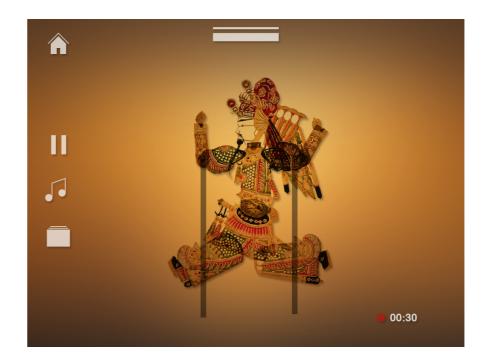


Play



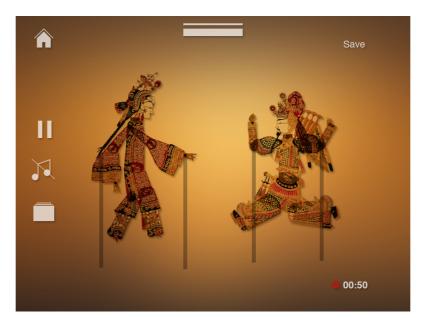


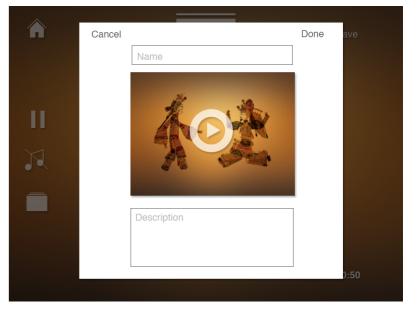




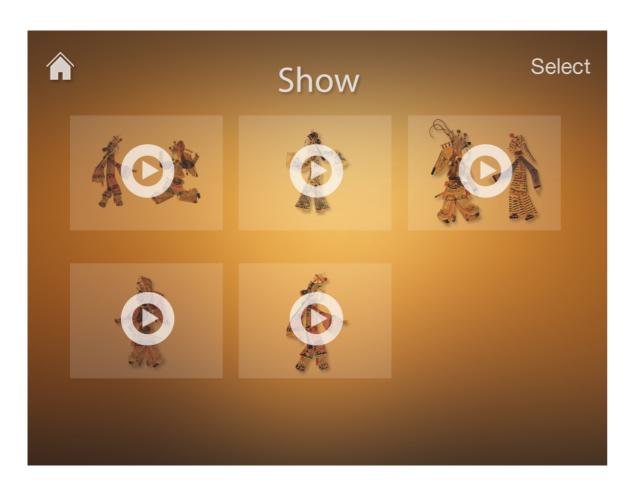
Play

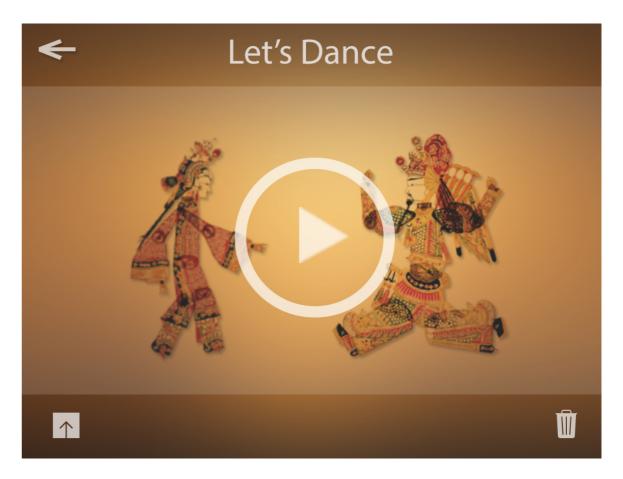




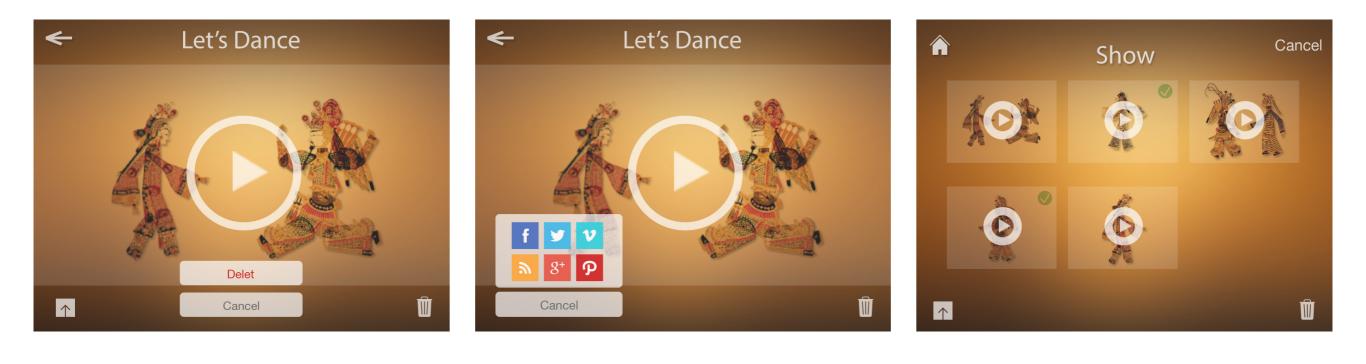


Show





Show



Thank you