## Detour

### Prototype Assignment

Here’s the link to our prototype: <http://people.ischool.berkeley.edu/~kay/detour/Home.html>

Here’s the link to the pdf version that also has hotspots marked on the screens: <http://people.ischool.berkeley.edu/~suhani/hitReference.pdf>

The prototype navigation is mainly back and forth. There are no “branches” in the interaction. The whole interaction is one of the games that we had decided to incorporate in the previous assignment.

The game starts with assumption that the user is in UC Berkeley campus. After starting the game, the user needs to wait for another user to sign in (Assuming that the 2 users had pre-decided to play together). When both the users are “checked-in”, they can start the game. The game consists of 4 sub-games. The app provides task to be done at each sub-game. We also incorporated the concept of time (shown in the top bar of the screen) and hints (shown for one of the tasks in the game). Progressively, each task needs to be completed to move to the next task and ultimately finish the game. In the end, the user is presented with the scores.

Regarding portrait to landscape changes, we decided that we would mainly rely on responsive design that changes screen layout based on screen’s current resolution. Since most of our screens consist of maps with user’s location displayed in the center, it should be easy for user to move around the screen and see the whole content.