

# P6: Paper Prototype

## Project Description

Our Augmented Reality Device is aimed at solving gardener's problem of finding an aesthetically pleasing placement for their plants while also arranging them in a way that allows the plants to receive the proper amount of sunlight. Our device will allow our gardener user group to easily place plants from their inventory that they've photographed using the corresponding app in their personal garden with little effort and maximized editability. This device will cut down on planning time and stress and will allow the user to realistically visualize their ideal garden.

Our paper prototype includes screens that would be included in the AR device as well as a viewing box. We will insert our screens printed on transparent paper into the viewing box to give the usability test subject a somewhat authentic AR experience with our design.

## Tasks

### Task 1: Browse Inventory

In this task, we want the user to search through their personal inventory of plants in the AR system.

### 2. Create a Garden

In this task, we want the user to go through the process of selecting plants from the inventory and clicking and dragging the plants around until they find a placement they like in their garden. They will go through the process of deleting plants from the arrangement as well.

### 3. Save Garden

In this task, we want the user to navigate the system to save the garden they created in the previous task with a time stamp. The user can later go into the corresponding app to name the garden they saved. Users can view what they saved in the AR system later from the "Saved Garden" menu (folder icon).



REPOSICIONABLES



# AR Home Screen



This screen has icons for the user to “Create a Garden” or view “Saved Gardens” .

< Your Inventory



Epipremnum



Aloe



Maple Tree



Grass



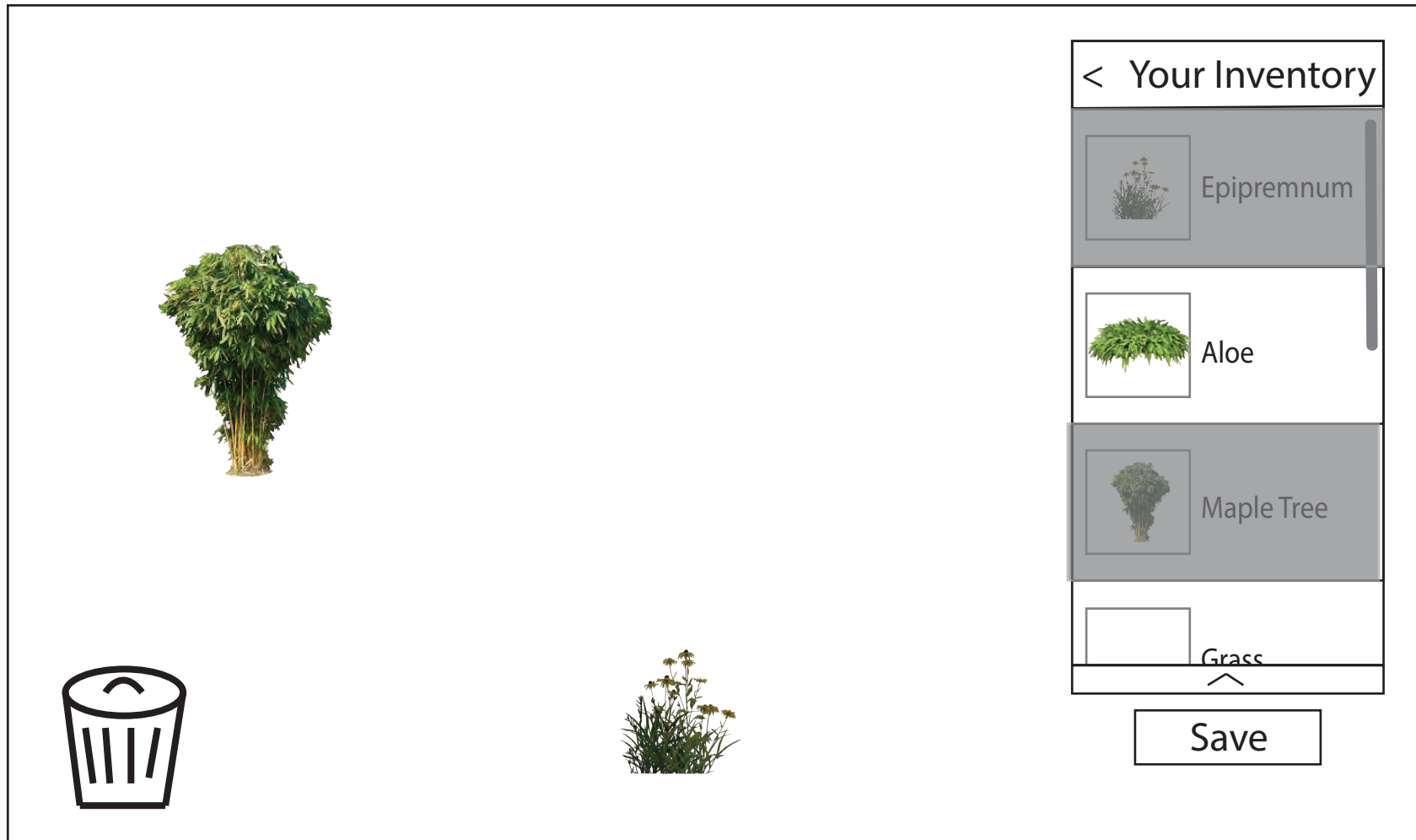
Save

# Task 2: Create a Garden



Once the user clicks and drags a plant to their garden, the plant will be grayed out in their inventory menu.

# Task 2: Create a Garden



When a user clicks and holds on a plant, the trash can in the lower left will appear. The user can drag the plant into the trash can to remove it from their layout.

# Task 2: Create a Garden



After the user deletes a plant from their layout they have the opportunity to undo this action.

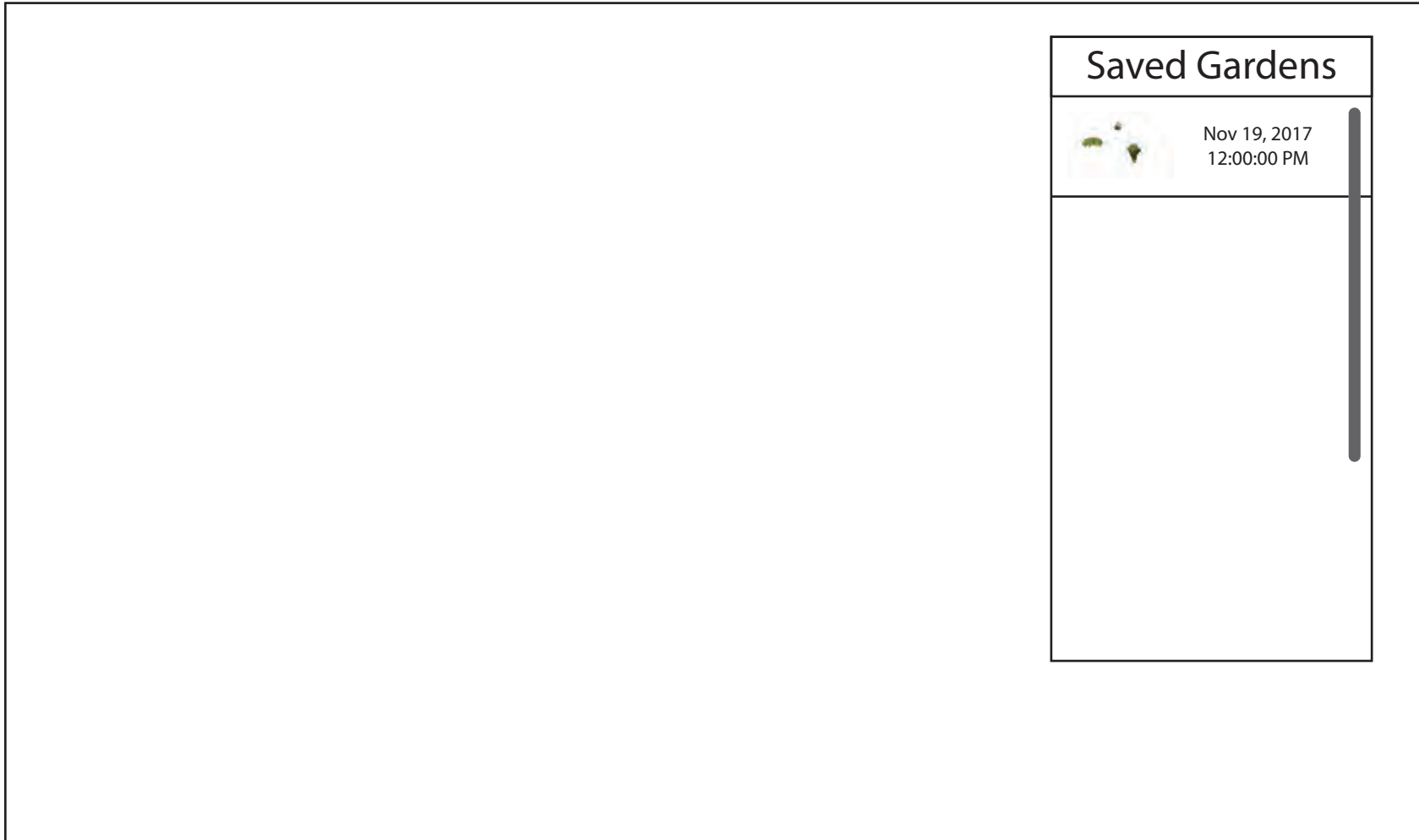
# Task 3: Save Garden



This screen allows the user to save the garden that they arranged or return to their arrangement to make changes.



# Task 3: Save Garden



The "Saved Gardens" menu allows the user to browse and select previous gardens they've arranged and view them in their physical garden.

# Task 3: Save Garden



This view allows the user to see previous gardens they've arranged and saved.