Pivotal Pong

for Pivotal Labs | *by* John Schneider

1/30/2016

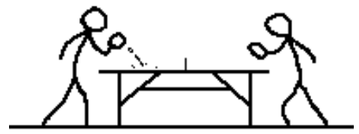
Overview

What we're doing

Creating a way to allow Pivotal employees schedule ad-hoc ping pong games with other employees. There also needs to be a way to record the results of the match as well as view the rankings of all players.

Why we're doing it

To make it easy for employees to find someone for a quick game of ping pong and to encourage socialization, i.e. meet new people / strengthen existing relationships.



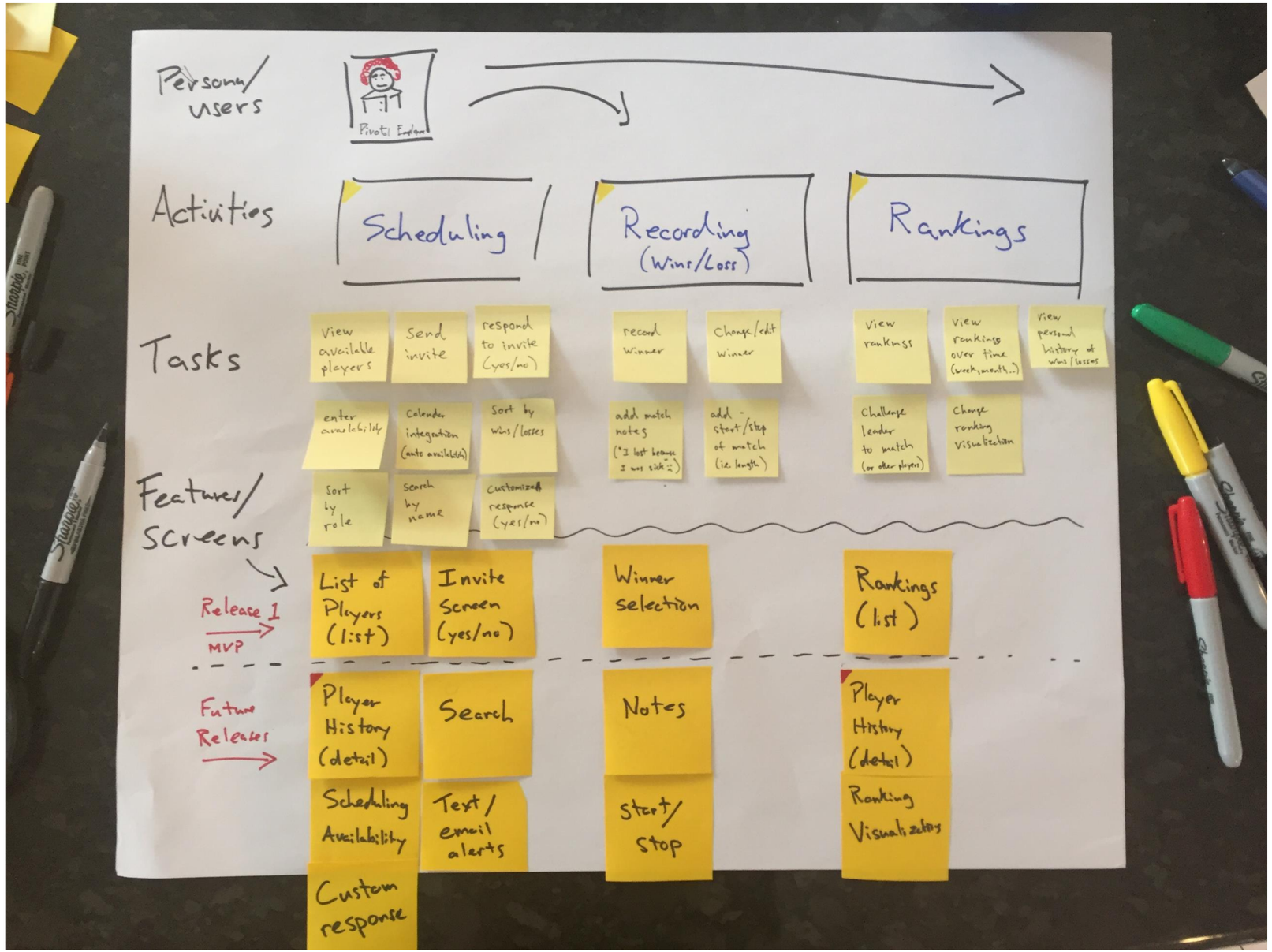
Who we're designing for

Pivotal Employees (Pivots)

What I did first...

1. More brainstorming
2. Mapped out possible tasks & features
3. Sketched key screens & flows

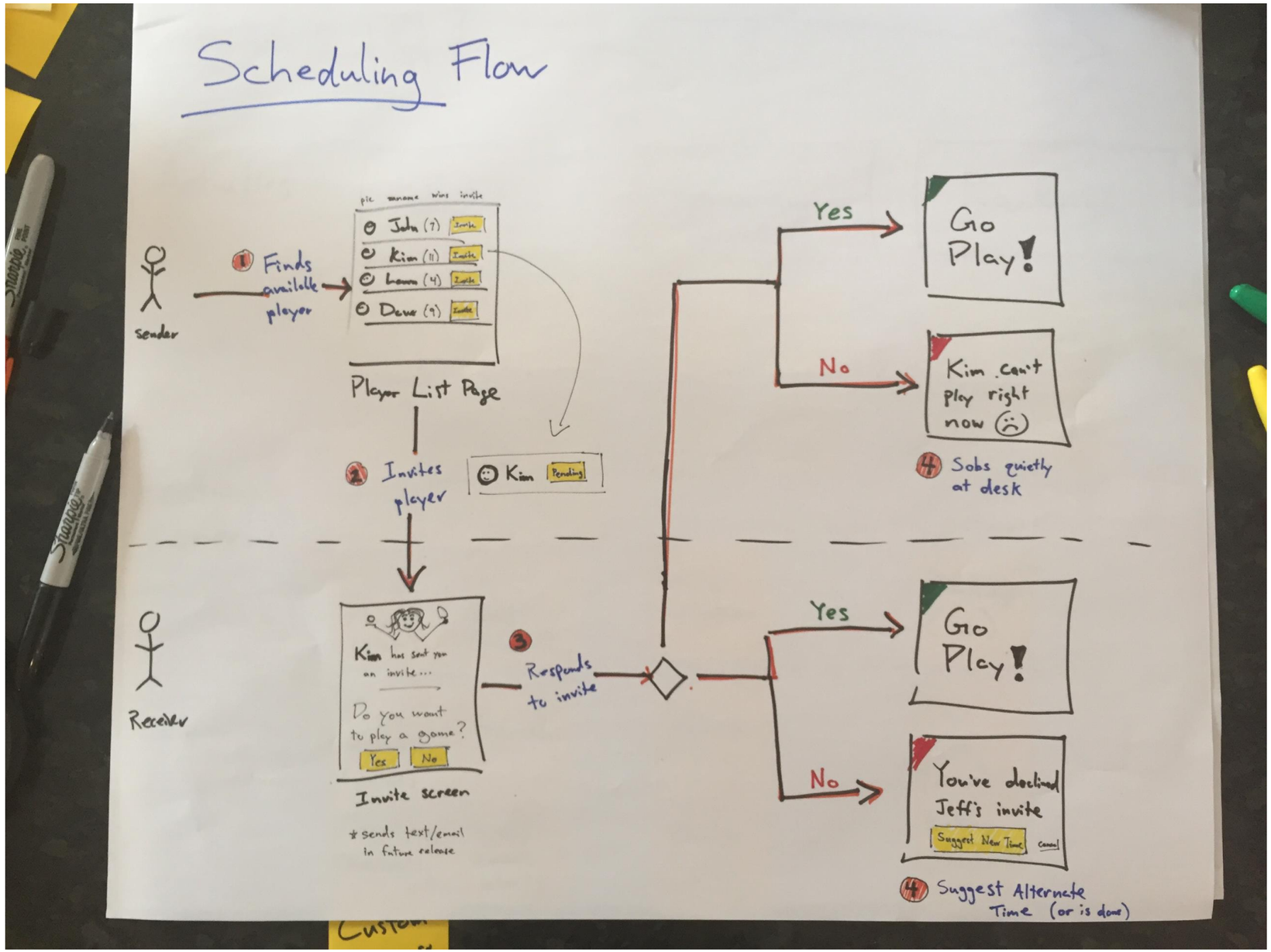
Story Mapping



At a high level I mapped out

1. Users involved
2. High level activities
3. Tasks that comprise those activities
4. Possible solutions (features) to support all this

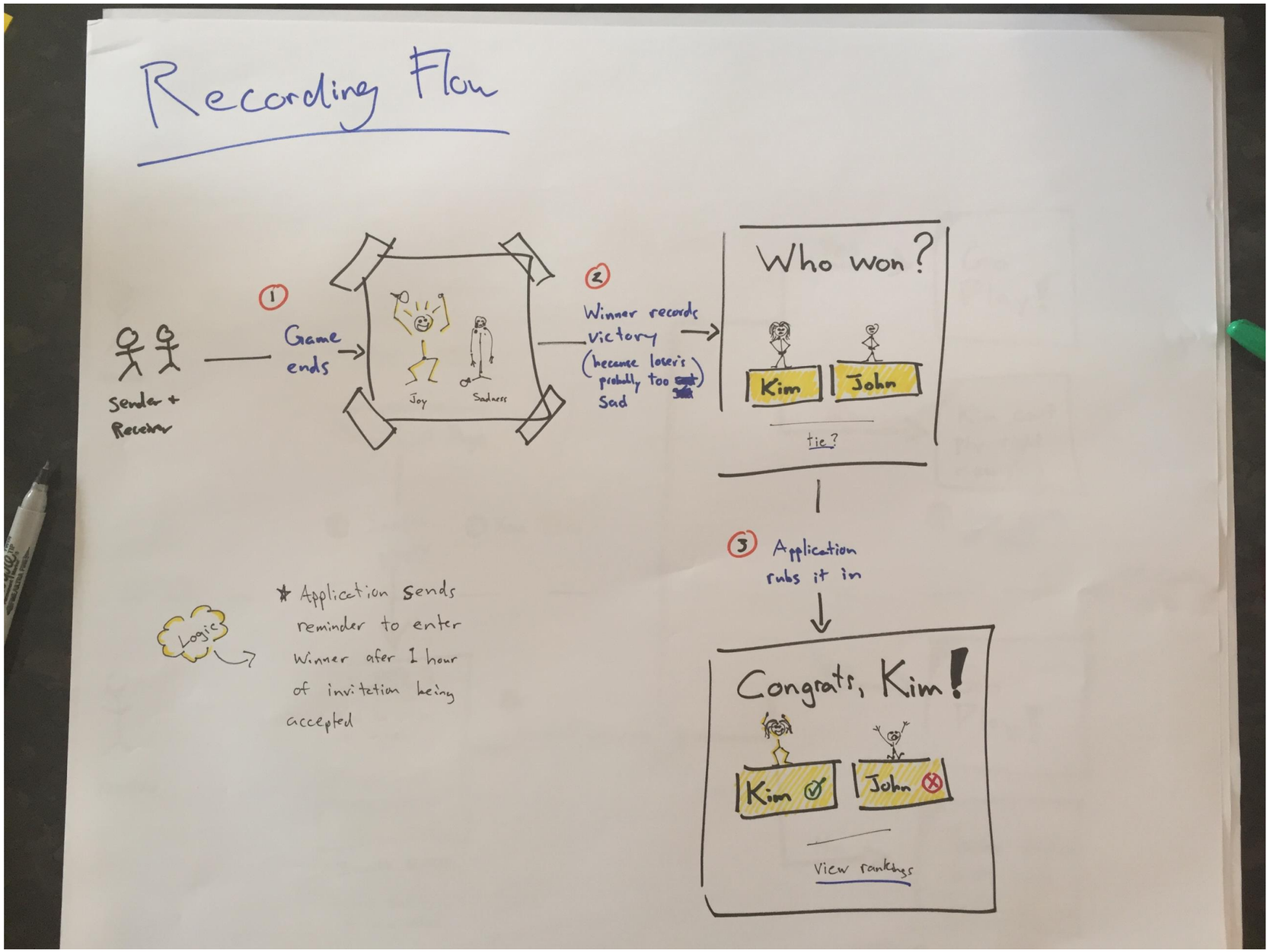
Scheduling



Schedule a game

1. Sender browses list of available players
2. Sender invites player
3. Receiver responds “yes” or “no”
4. Sender receives answer
5. Receiver gets confirmation with option to schedule an alternate time if original invite is declined.

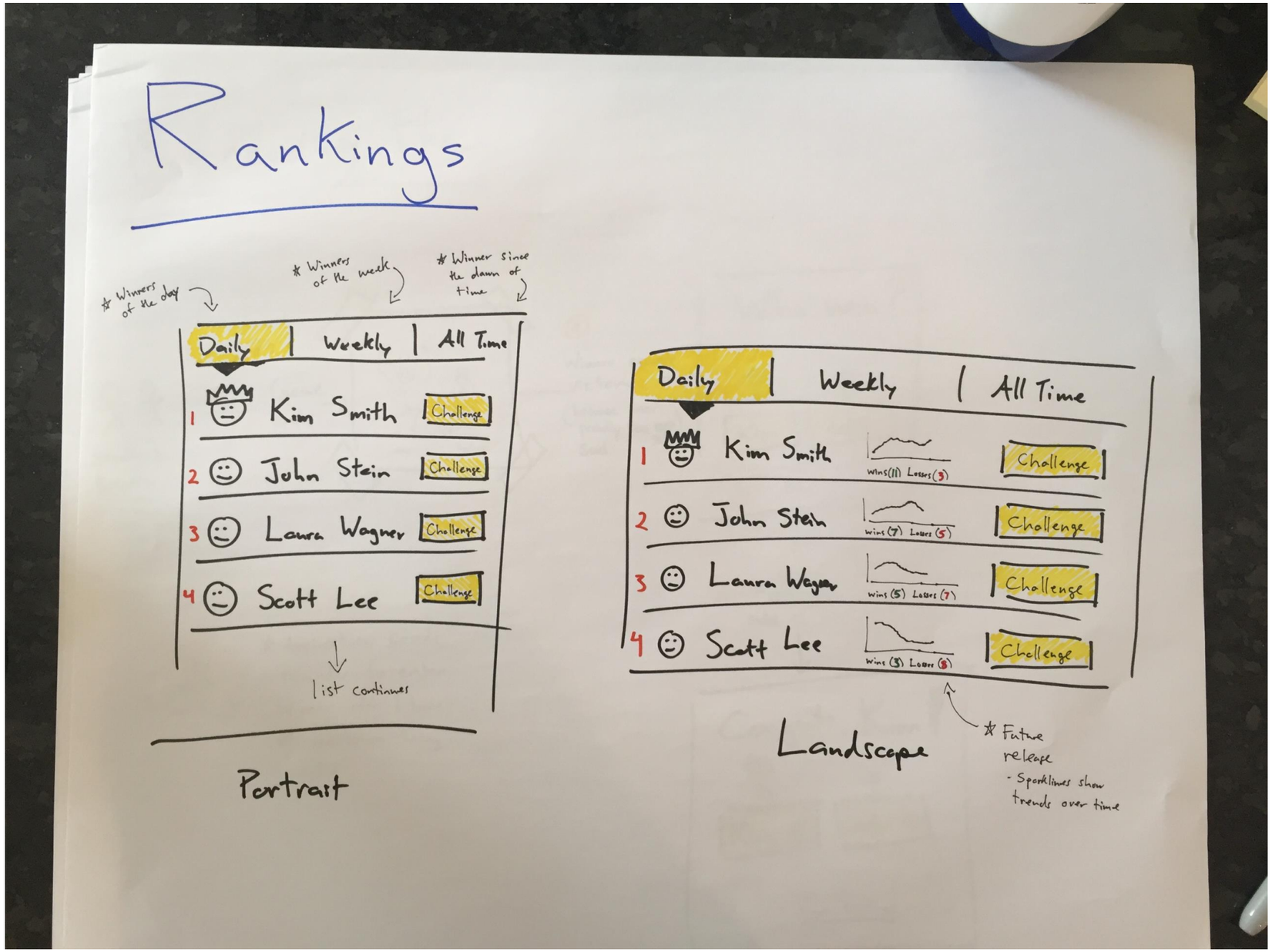
Recording



Recording Wins

1. After game ends, either play can record the winner
2. Players receive a confirmation message once a winner has been selected
3. Winner can be changed from confirmation screen if entered incorrectly
4. If a winner is not entered within an hour of the original invitation being accepted, the system will send a reminder for players to record the winner

Ranking



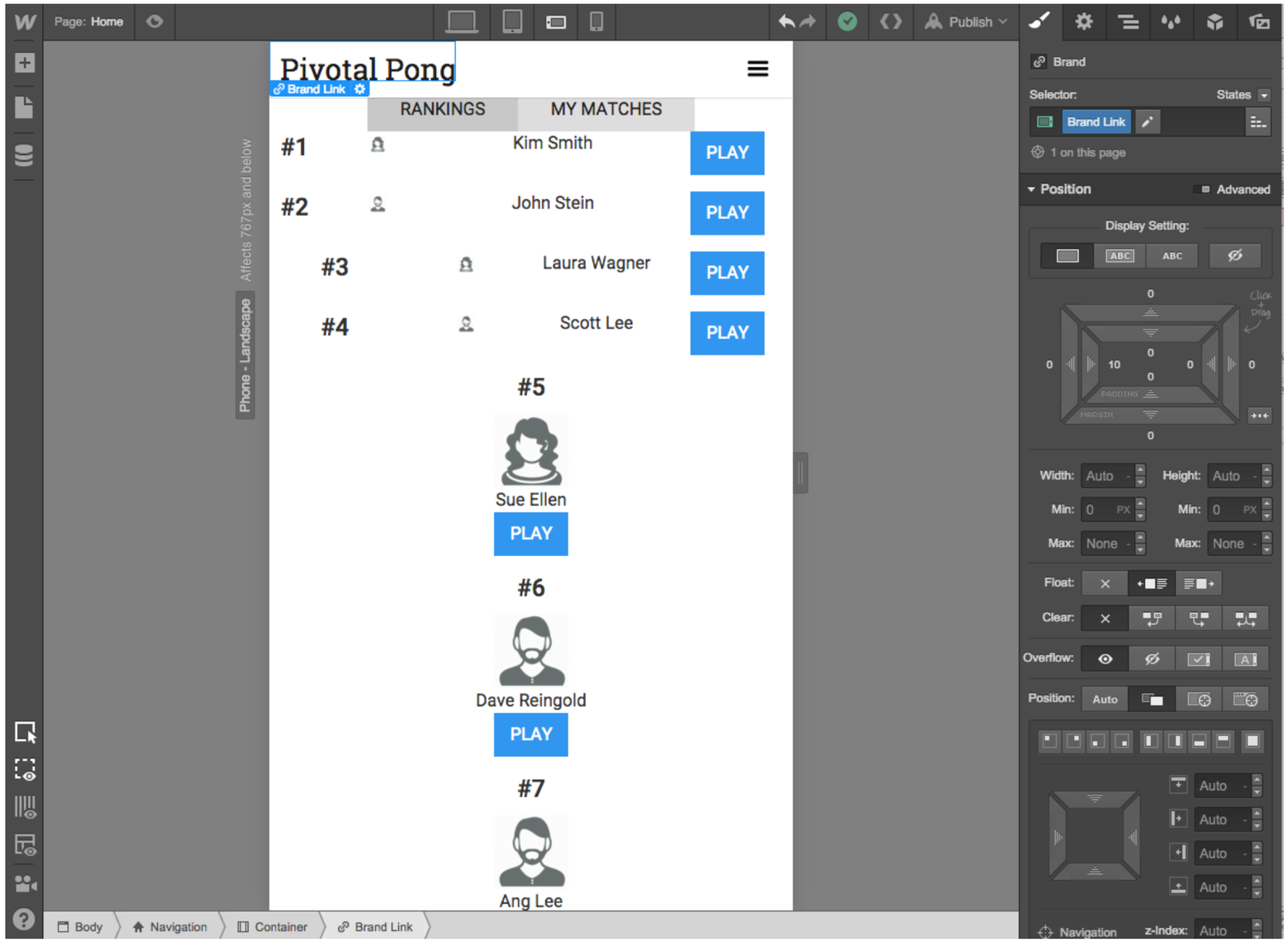
Viewing Rankings

1. Users can review player rankings
2. Users can filter rankings by day, week, all-time, etc. (future release?)
3. In landscape view, users will see additional information about players' performance over time (future release?)
4. Users can challenge any player to a game from the ranking screen

What I did second...

1. Started prototyping key screens and flows
2. I used Webflow for this

Prototyping begins



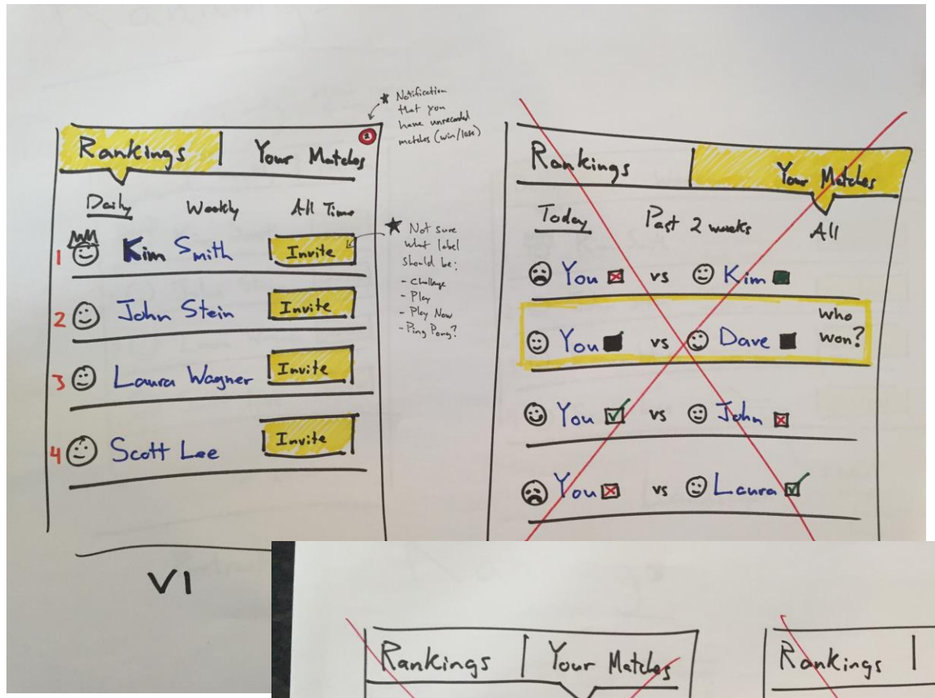
Prototyping begins

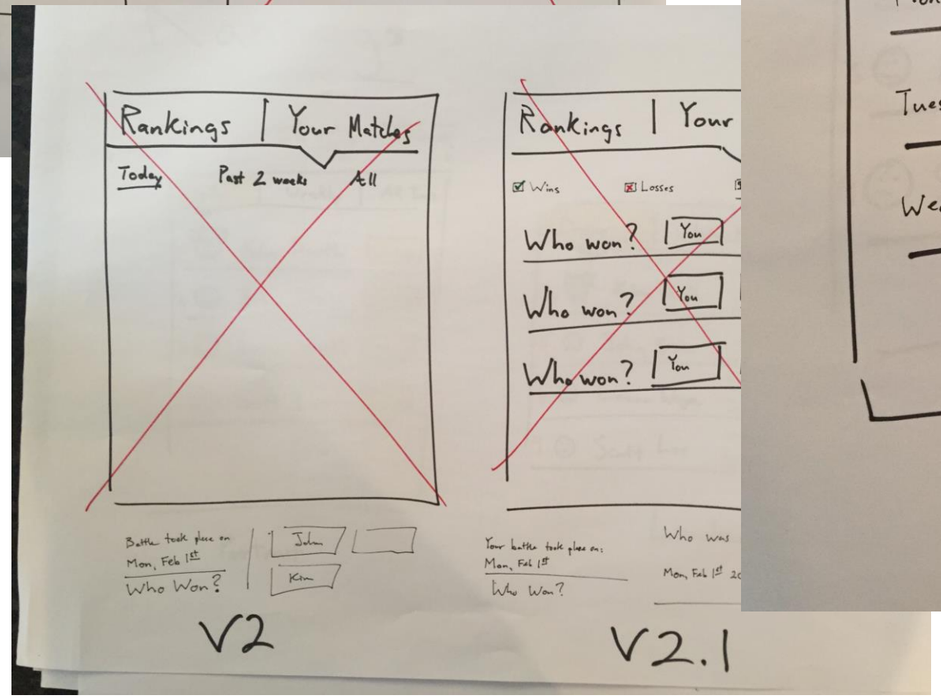
1. After key features, screens and flows were mapped out, I began prototyping in Webflow
2. But then, I had an idea of how to simplify the app...

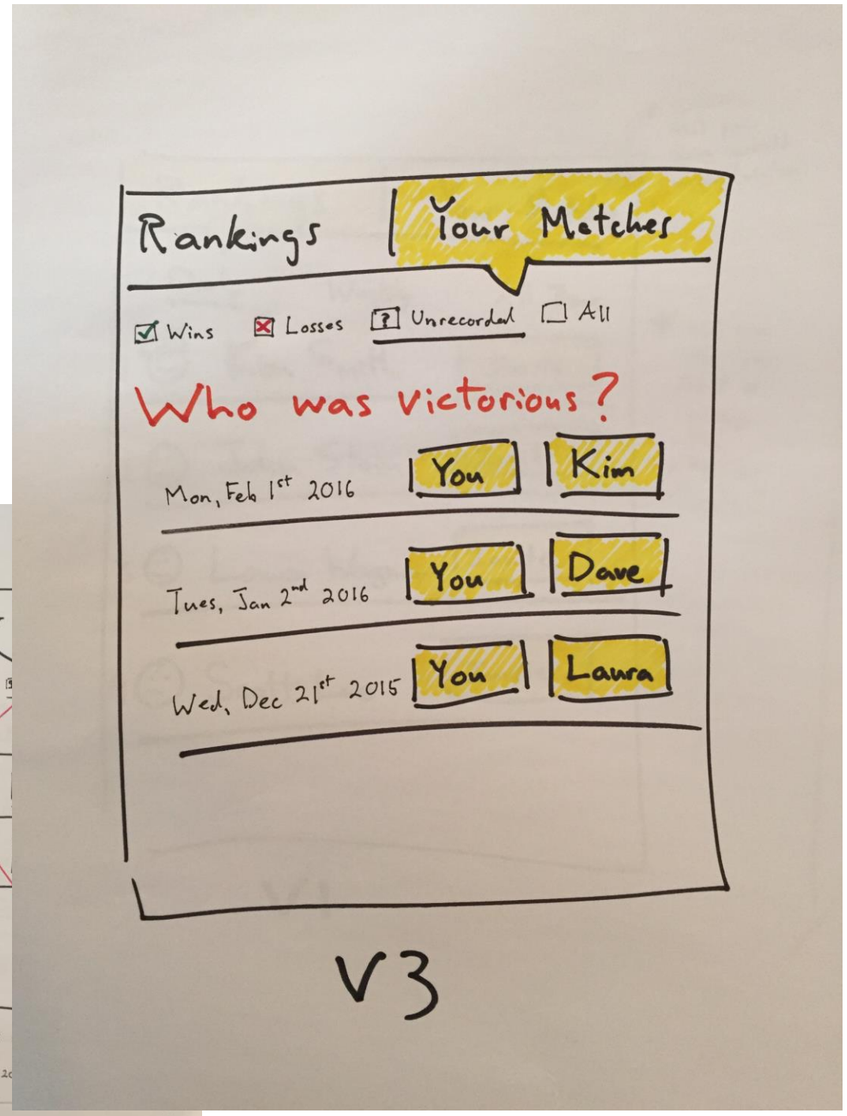
Wait, I have an idea!

1. Back to sketching

Consolidate screens







Consolidation

1. Original idea had 3 main screens:

   a) *List of players* for scheduling
   b) *Rankings*

   c) *Recording* wins/losses

2. New idea combines list of players and rankings screens

3. Now we have 2 main screens:

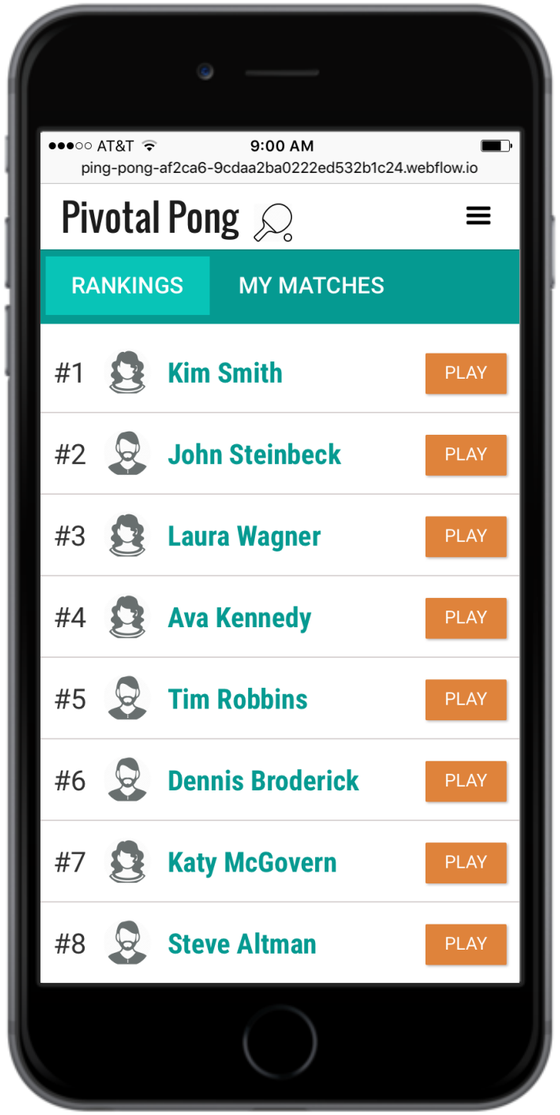
   a) *Rankings*, which allows you to also schedule a match

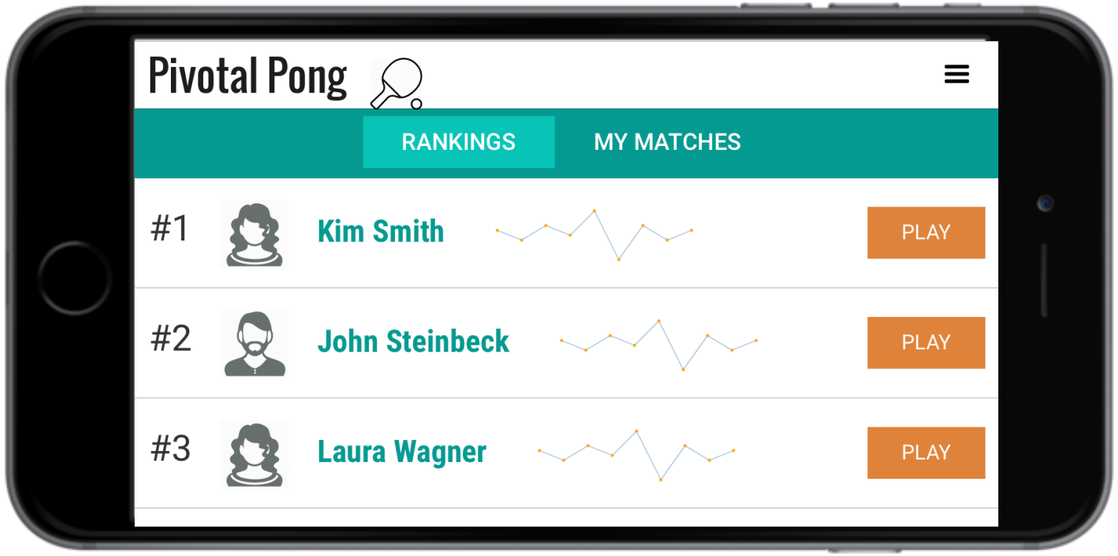
   b) *Your Matches*, which provides a history of games and allows players to record wins/losses

Ok, back to prototyping...

1. Responsive prototype is created

Finished prototype





Try it yourself

http://ping-pong-af2ca6-9cdaa2ba0222ed532b1c24.webflow.io/

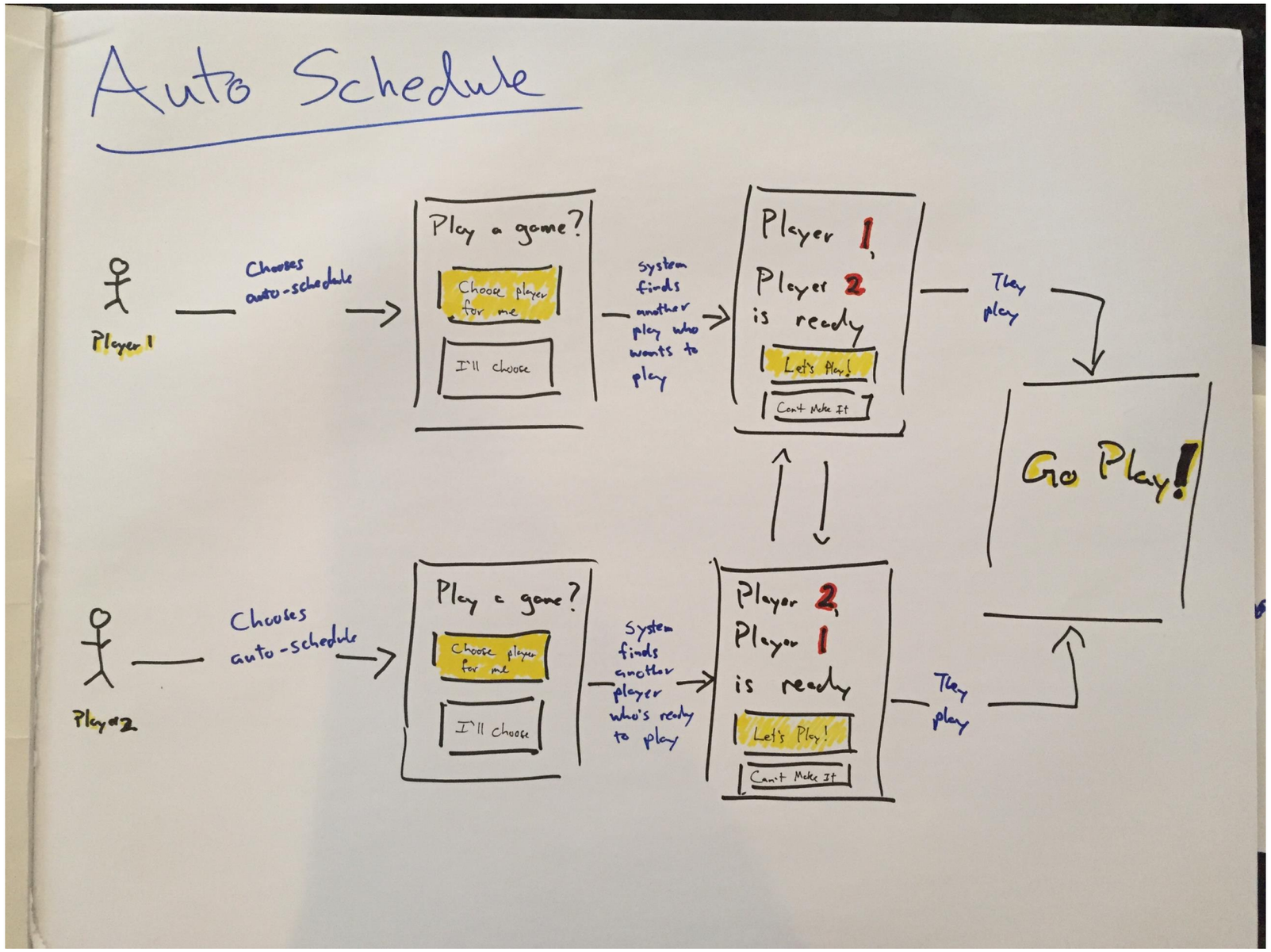
Finished Prototype

1. Prototyped the *Rankings* screen
2. Prototyped *My Matches*
3. Prototype is responsive and can be viewed across multiple screen sizes, including mobile, which is our target

Another idea!

1. Back to sketching again
2. This idea didn’t make it into prototype

Auto-scheduler



An easier way to schedule

1. Since we're assuming users don't care about who they play, we can simplify the way matches are scheduled (although we should test that assumption).
2. Now, instead of browsing a list of players and then selecting a player, the user simply tells the app they want to play ping pong, e.g. taps a button labeled something like, "Choose player for me." (players still have the option to manually browse and select players).
3. Once at least two players have selected this auto-scheduling option, the system automatically schedules a games for them and sends an invite to both players.
4. Discussion is needed to determine whether this should be in the MVP or a future release.

Next Steps

Breakdown of Hours

- Brainstorming & sketching (1-2hrs)
- Prototyping (3-4hrs)
- Report (1hr)

Next Steps

- Review concept with team/stakeholders
- Agree on MVP and discuss future releases
- Test prototype