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Step 1: Plan out your design

Everyone within our group attended a meeting that was held on 11/06/2018 at 4:00pm in the CSEL of the Engineering Building. We heavily discussed what our paper prototype would like to make sure that everyone agreed with what our prototype should look like. Everyone in the group agreed that we should focus on multiple features that help anxiety: time management tools, anxiety tips, and a sleep schedule.

- The time management tools would manifest as a timer within our mobile application, which would be dedicated to a single screen within the application. It will also allow the user to create an objective list for them to focus on while working.
- Furthermore, the tips on dealing with anxiety would be on another page that one could swipe to, that contains a bullet point list of helpful tips on managing anxiety.
- Lastly, the sleep schedule will be on another page the user can swipe to where the user can schedule when they plan to sleep. The app will then send notifications to the user reminding them to get ready for bed.

We decided to use a “notecard-like” user interface design/theme which resonates with an organized student. This means that each page within our application will not take up the whole screen but will rather act like a notecard does.

A list of at least 3 critical areas

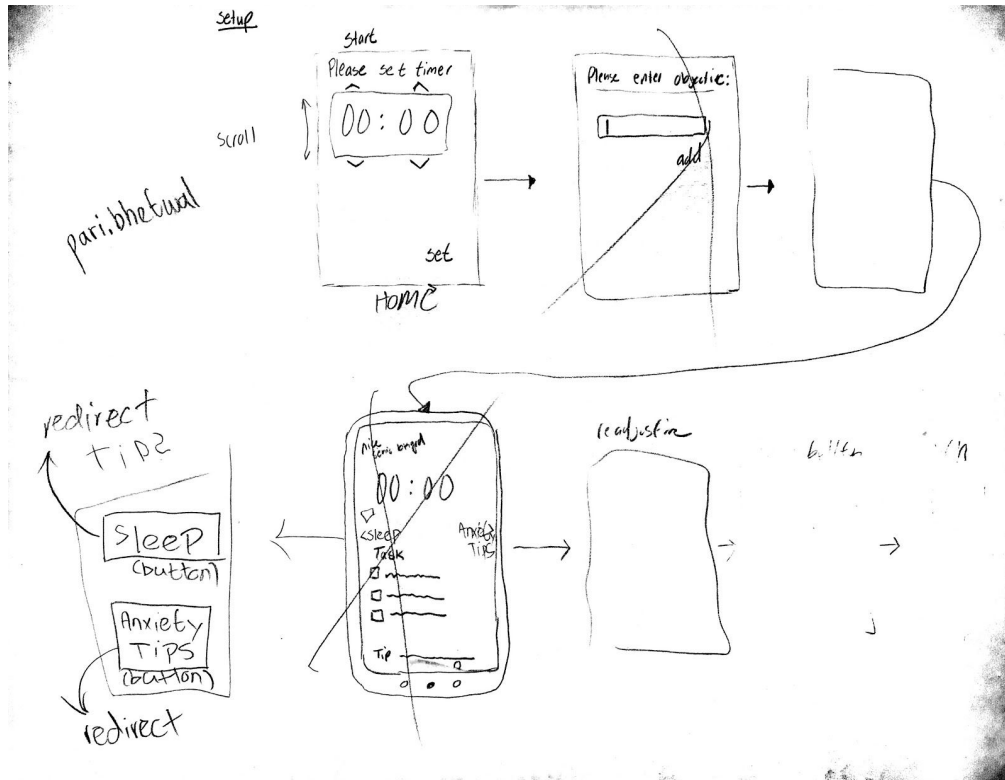
- Timer aspect
- Planner (objective) aspect
- Sleep schedule page
- Tips for dealing with anxiety page

A list of 3-5 example tasks

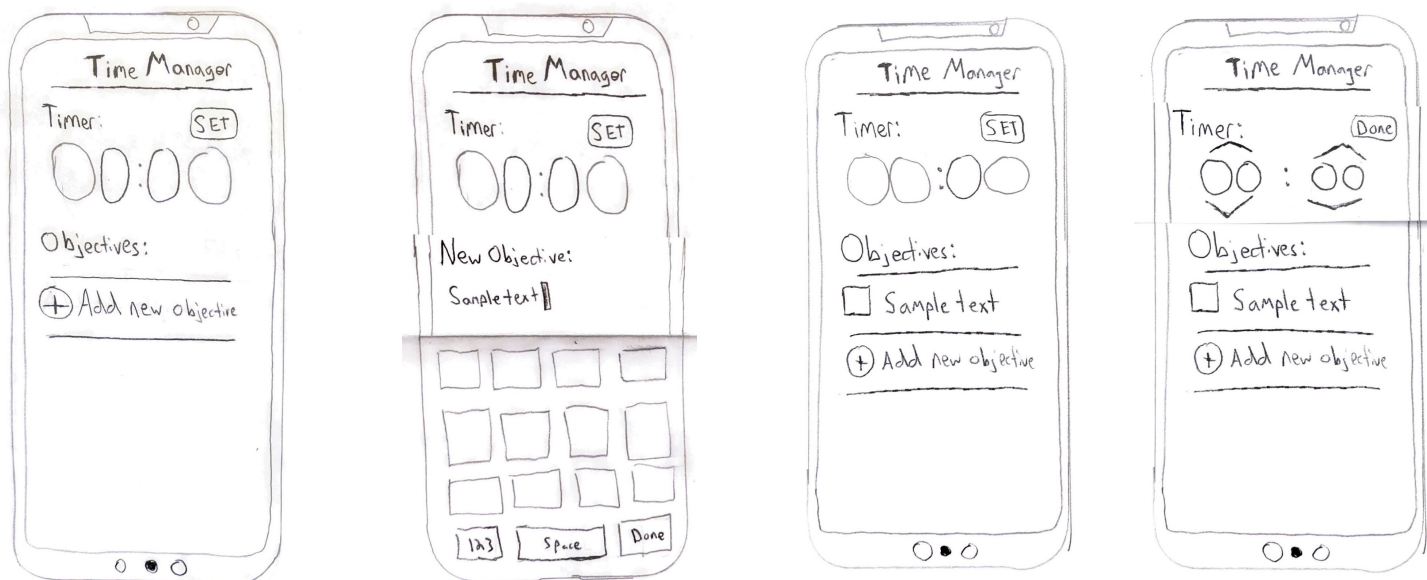
- The user may want to set a timer. After setting the timer the user can pause it, or reset it.
- The user may want to swipe over to a tip page that is concerned with anxiety, which they may be looking for when they feel overwhelmed
- They may also want to add or delete objectives when they are working
- The user may wish to set a reminder so they remember to get enough sleep.

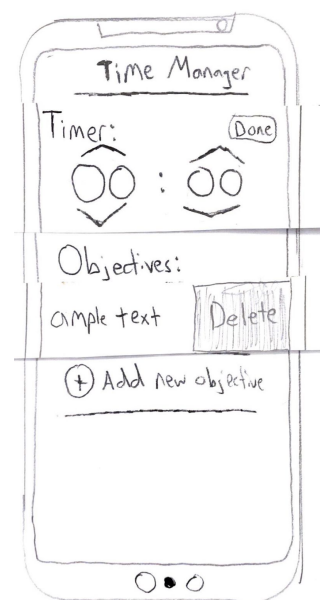
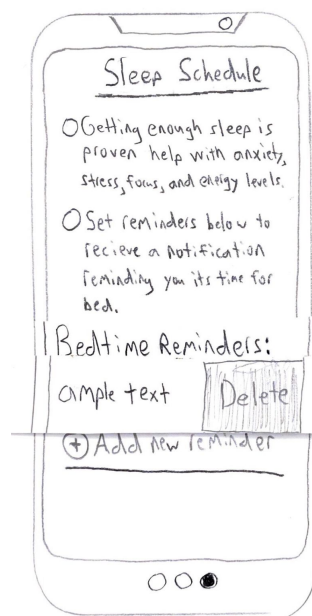
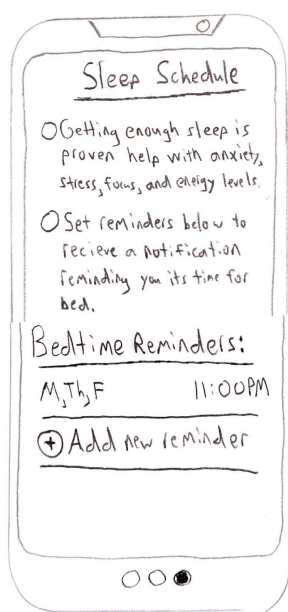
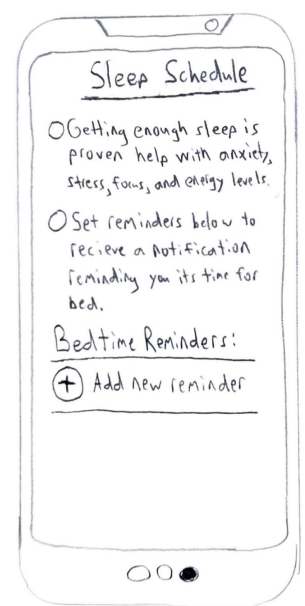
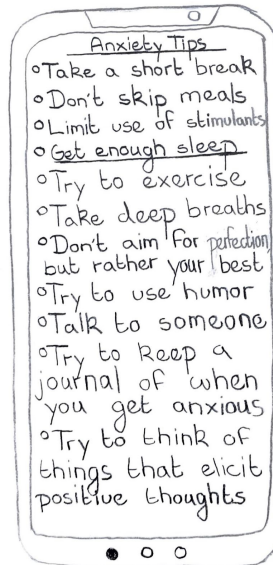
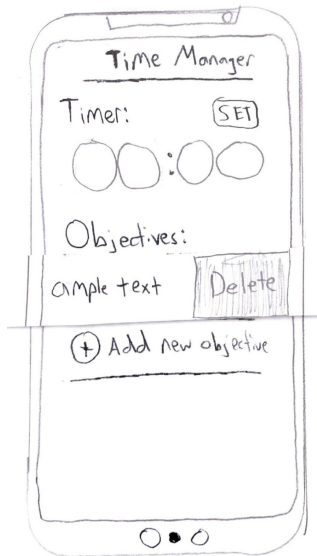
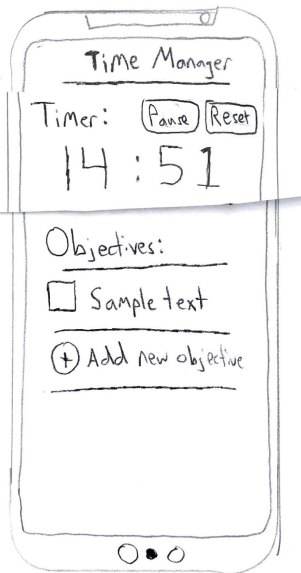
Step 2: Create your paper prototype:

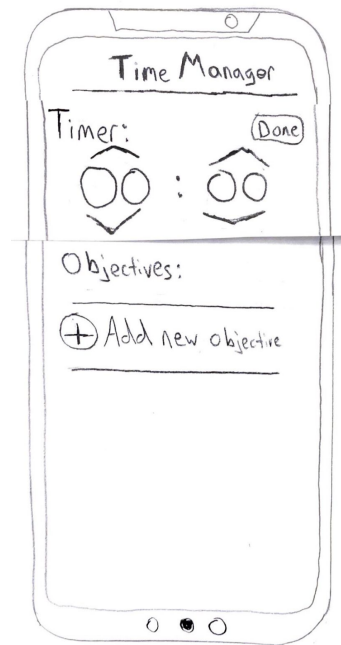
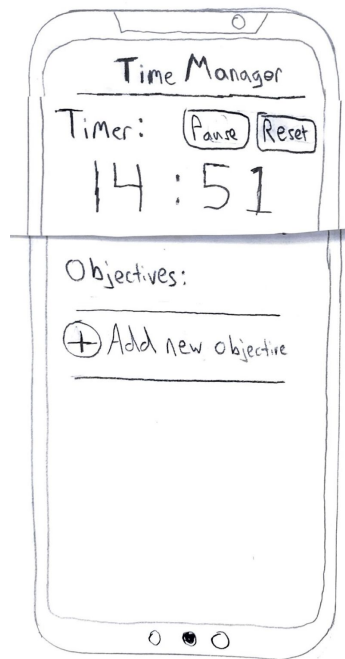
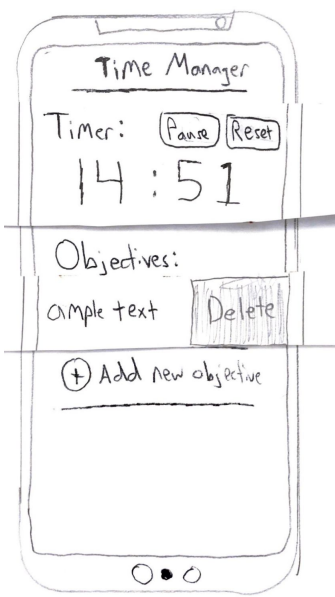
Plan/Brainstorm :



Design/Paper prototype:







Step 3: Convert your paper prototypes to Figma

- A. We used the page dots at the bottom to change sections because there isn't a swiping option in Figma. In the final product you would swipe between them (similar to the pages of the iphone home screen).
- B. After switching sections the states/data of the other sections are reset. In the final product these states would be saved. This was done because of the redundancy it would take to make that many data states in Figma.

Figma Link:

<https://www.figma.com/proto/B6gV8tLr3PXekkzMx7UD8dQr/Paper-Prototype?node-id=0%3A1&scaling=scale-down&redirected=1>