Summarized Notes Milestone 3:

General Feedback:

Candace really likes the idea of graphics and loves all of the visual implementations of design. Again, she suggested that functionalities like *quiz* and *escape plan* should be less prioritized as opposed 9-1-1 call simulation and identifying the address of houses and apartments.

Suggestions:

- Kids live in the pretend world and we should try to make children comfortable with concepts like emergency calls by presenting information like a game or with colorful cartoon characters

- A consideration to adhere to this idea is making our UI cartoonish almost look like its a drawing

- The use of universal objects like check marks should be used heavily in the app

- Visuals are key for customers, and we should prioritize in developing great visual signifiers, before other senses.

- A dog with a dialogue box relaying the fire fighters script, questions on what to expect, or parts of an address. Should be displayed by default while in the calling screen.

- While on the lock screen we should implement an easy passcode to get to the dialing screen. Maybe when entering 911 as a passcode will direct to the dialing screen. A concern is confusion from the children; as they may mistakenly think that entering 911 as the passcode is the same as dialing 911.

- We must reconsider our first release flow as we will not prioritize phone connectivity.

- Some add ons we will consider is:

    - Rollover language text

    - Phone functionality

    - Haptic feedback to accompany our reinforcement system.

Also, ***DOG BOX/DOG BUBBLE!***