Entering Mood Selection

	Will the user know what to do?	Will users see how to do it?	Will users understand the feedback they receive?
Step 1: Selecting correct mood input	The avatar prompts the user to enter how they feel, and user is offered a choice of four buttons in response to it	The four buttons are colour coded to match the moods and the text clearly states what each button corresponds to	Once mood has been chosen user will be greeted with the entry page, where they are prompted to enter in their daily experiences explaining what the page is for
Step 2: Create diary entry for the day	The avatar prompts the user to enter the field how they feel and what is causing it in that day	The field has a little blurb telling them to enter their input. There is a little text telling the user to select the date and being able to edit their entry.	Once user enters data into the field, they will have to select a date, they will then be able to edit the text and save so its I very straightforward to understand

Settings + Link Spotify

	Will the user know what to do?	Will users see how to do it?	Will users understand the feedback they receive?
Step 1: Settings Menu	The Settings icon is laid out at the bottom of the menu screen and has a blurb with Settings written on it	In the Settings page you see the various options and most of them are self-explanatory toggle switches.	Depending on the option they toggle they can see a visual change in the UI of the app and affects the various features of the app.
Step 2: Link Spotify	The user will see an option to link Spotify, when clicked they will be redirected to Spotify's default login page and so logging in should be intuitive. Once logged in the app will automatically compile playlists.	The user will be guided through every step in the login process. The language and layout are very simple and easy to understand.	The user will be greeted with a login confirmed page and a blurb confirming that the action was successful.

Activities Log

	Will the user know what to do?	Will users see how to do it?	Will users understand the feedback they receive?
Step 1: Select Activities Button	There is an icon in the main menu that has a title blurb indicating to the user that this button pertains to the Activities feature.	The call-to-action button is clickable and is quite intuitive to use for any user. And the icons presented are self-explanatory	The page they are taken to will have icons of various activities and the avatar will tell the user what page and the functions of the page.
Step 2: Selecting Activity	The user will be greeted on this page by a grid of various icons of different activities and will be prompted to select on to log it in for the day.	The mascot on the top of the page will hint at the user to select an activity from the list.	Once an activity has been selected the app will go into more detail and ask for various parameters in the activity to give more accurate feedback.
Step 3: Select activity details	Various details about the activity will show up (e.g., workouts for the GYM option) and the avatar prompts the user to choose.	Once again each of the buttons are clickable and the user will follow the prompt given by the mascot to efficiently navigate this UI.	When they select the activity, they can save the duration and log it into their daily schedule which can be used to refer to in the future this will be reinforced with a message confirming their choice/input.

User Forum

	Will the user know what to do?	Will users see how to do it?	Will users understand the feedback they receive?
Step 1: Selecting Forum Feature	The forum button is labelled clearly and indicating to the user its function and what it does.	Once again, the PELIOS mascot will give the user guidance on this page as to what its function is.	The visual change in the UI will indicate to the user that they are in a communications-based page judging by the icons used and the explanation provided by the Pelios avatar.
Step 2: Navigating the Forum	The forum menu has options each of which is clearly labelled and easy to understand.	The PELIOS mascot will give the user guidance on this page as to what its function is.	The visual change in the UI will indicate to the user that they are in a messaging app and judging by the UI layout and explanation provided by the Pelios avatar.

Diary Entries

	Will the user know what to do?	Will users see how to do it?	Will users understand the feedback they receive?
Step 1: Accessing Diary feature	The diary icon can be found on the main menu and is labelled clearly.	It is a clickable button is quite self-explanatory	It will take them to a diary entry page where they can select the entry they want to view from a moving slider or can manually enter a date.
Step 2: Choosing Entry	The mascot once again tells the user exactly what can be controlled on the page.	Yes, the user can read and understand the function of the page as there is a blurb explaining exactly what to do.	Once the parameters for an entry have been entered that entry will be opened and the user can view it at their own leisure

Upload Data

	Will the user know what to do?	Will users see how to do it?	Will users understand the feedback they receive?
Step 1: Selecting the Upload feature	The upload icon Is clearly indicated in the top right-hand side of the menu screen.	The button is clickable and in view of the user and so will be straightforward to know what to do.	Once the button has been clicked, they will be taken to a page that clearly explains the next steps
Step 2: Upload	In the upload page the user will be prompted to agree to the terms and conditions and the mascot tells the user what their data will be used for.	The terms and conditions are required to upload, and it is a matter of simply ticking the box and clicking the upload button.	Once the upload is complete, they will receive a confirmation that it was successful, and it will be clearly communicated.