**Storyboard**

In this section, we will be looking at three different user interfaces designed by our team to gather data on the final possible user interface for the app.

**User Interface 1**

The first user interface (Appendix A) was designed to give an emphasis on tracking the user's moods throughout the week. The app has notifications giving encouraging the user to check into the app regularly (1). Checking in (2), the interface displays the past few entries, as well as some customizable options for images. There are several descriptive functions in the journal entry creation, such as a range of emotions to choose from, and general comments. Once the user has made their entry, they can see their progress with the app (4), with the journal entry, mood, date, and graphical representation of their moods. If the user has a few bad days in a row, they are shown to the information to mental health services (5). This is always available in the main menu (6) along with tools, activity checklist, and check-in feature. Because this design was in pencil, we cannot see how the design would look with colour.

The main advantage of this user interface is that the moods and tracking feature of the app are central to the design, and much of the rest of the app is designed around that. The range of emotions to choose from give better accuracy for self-reporting. The emphasis on displaying the immediate past few days helps users choose how they are feeling, giving a reference point to their emotions. This along with the simplicity of the display makes each screen as easy to use and understand as the last. The notification feature that brings you directly to the check-in function is an excellent way to ensure people are checking in everyday.

A disadvantage of the design is how many menus there are, and how hard it can be to track where you are in the app. Although there is a home button, navigation would be the most difficult aspect. Having too much information at once overwhelms the user, and it is not immediately clear what they are expected to do at each screen. Additionally, although the data is important, moving the emphasis towards more of the fun and interactive part of the app would attract those with mild stress or anxiety, so more people would use the app.

**User Interface 2**

User Interface 2 (Appendix B) greets you immediately with your name, and four options (1).With few pages, all the navigation would be at the bottom of the device. The check-in feature (2) simplifies the check-in with a simple “good-day” or “bad-day”, with the history of previous days displayed. When there are enough concurrent “bad-days”, the user is brought to the information of university services (3), also available from the main page. Finally, the user has the pick from three different games (4). The two features not shown are the settings as well as profile and stats.

This user interface focuses on simplicity, and making it easy to use. Each feature of the app is accessible at anytime from any other feature of the app. Apps that are simple to use and understand have more people coming back to use them.

The downsides of this design is that it is simple to the point where some of the feature are not informative. For example, the check-in feature have two options, does not account for the wide range human emotions have. Even though this design is not cluttered, it has the problem of not having enough in the app, making the features look empty and not well thought out.

**User Interface 3**

The third User Interface (Appendix C) has four separate features. The mood tracking is rated out of 5 in a chart, with the most recent entries on display (1).. This simplifies the option, without giving too much in terms options away. Each entry is rate, and the progress is shown graphically (2). Each section is navigable from any other feature in the app. The games feature (3) shows one of many games available for the app. Finally, services information is located on the app when there are days where the user is feeling down.

Like user interface 2, user interface 3 focuses on simplicity. Being able to navigate to any other feature reduces complexity, and users are more likely to use the app more often. The simplicity is not lost on the tracking feature, because having a rating out of 5 is quantifiable to both users and those administering the app.

One drawback to this design is that people are better able to relate to faces rather than numbers for feelings. Secondly, not having a calendar where users can see their progress makes it difficult to visualise their progress, and that a graph needs a calendar in this situation. The app also lacks colour, making it feel cold. If we are trying to get users to open up to the app and share their feelings, we want the app to be warm and inviting.