**Feedback 1**

“Hi Abigail,

I really liked your designs! Starting with your first design I really liked the color palette. However, one thing that bothered me was that all of the titles were all lowercase. I think the goals section should look like "Your Goals" rather than "your goals." Also on the first screen, I think that the "today" title is kind of redundant and unnecessary. It would look better just showing the date. On the second screen the calendar text inside the circles is not always aligned quite right. It is often uncentered and pushes up against the sides. Also, the chart where you show statistics by month using just the first letter to represent each month is really hard to differentiate the months. There are 3 months that start with J and 2 months that start with M. It might be better to just use the first 3 letters which will make it much easier to differentiate the months. For example, "Jan, Jun, Jul" is much easier to understand than "J, J, J".

On your second example on screen 3 it says that you are showing 30 days but you are actually showing the next 35 days. Also, the stars are somewhat unclear as to what they represent. I assume it is filled in when you reach your goal for the week but is not filled in if you do not reach your goal for the week. For the third concept and the third screen, it is hard to tell what you mean by the overall day rating. It is the average of all ratings? Or just the average of ratings for the day?”

**Feedback 2**

“Hey Abigail,

First off, I just want to say that all of these concepts were really neat in their own ways! Concept #1 had a super nice color blocking scheme but felt overloaded. It felt like the designer wanted to use as much space on the screen as possible. This is evident on the progress page. The two different goal screens on Concept #1 is kind of confusing to grasp as well, as how am I supposed to enter my description via a dropdown menu? This would be a mapping or signifier problem as it would confuse the user like myself with the choice of design for this specific screen. Also, another question that I would like to ask is whether the progress screen signifies the completion of every task per day or just a specific task. What do users want to track their specific tasks for each day? Other than that, Concept #1 would have to be my clear favorite. The spacing and color blocking of the application design was really nice and uplifting for a tracker app. Users were able to confirm with feedback from saving their goals and immediately seeing their goals displayed on the home screen, that's an added bonus as well.

Concept #2 and Concept #3 lacked the same intensity of color-blocking within the design. They are a bit melancholy for an application that wants its users to finish a task or goal. Concept #2 has a much better functionality flow, showing each individual tracking and results of each task or goal that was created within the system. Although the user has to navigate through more screens, it seems more intuitive to specifically see your goals and tasks through a calendar to visually see their progress. Concept #3 provided a more simple look as most things options force the user to type into the columns. It has the least amount of functionality because I can't really follow how to set a goal and keep track of my progress. The biggest concern would be the path from the "eating healthy" screen to the progress. It has all the other goals on the page as well, rather than specifically only showing "eating healthy" progress.”

**Feedback 3**

“Hi Team Aldebaran!

First off I want to say that all of the designs very clearly indicate what the purpose of the application is and are all very easy to understand at a glance, so good job to you all! The discoverability design is very well executed in my opinion. The affordances of each design are very clear and show clearly what each button will do. Visually I quite like the first concept as it displays quite a bit of information while still being readable, so I plan to look at this one. One thing I am slightly confused about is what happens when pressing one of the goal buttons. The arrows indicate that it is a button, but I don't see an annotation line showing it linking the progress screen. In addition, will pressing the "progress" button at the bottom display a different screen than tapping on one of the goals?

I like that on the home screen it displays how much time should be dedicated to the set goal because it helps with planning and reminds the user of their goal details at a glance. I do quite like the addition of a streak counter that is included with the third concept because it can help the user have better motivation in maintaining the new habit. Something to notice is that the "description" box on the Create Goal page appears to signify that it is a drop down menu instead of what I assume should be a text input.

Overall, I really like the designs and the application concept as a whole!”