**Written Reflection on Prototype Design Process: Treat & Cure**

My "Treat & Cure" prototype was developed with the goal of developing an intuitive smartphone application for managing chronic illnesses. Diabetes, hyperthyroidism, and blood pressure (BP) are the three main chronic disorders that the app is designed to assist people manage. My design approach prioritized accessibility, clarity, and simplicity to make sure consumers could track their health without feeling overburdened.

**The Design Process**

I started by performing fundamental study on the main obstacles patients have while trying to manage chronic illnesses. I found that the majority of patients have trouble remembering to take their medications on time, keeping track of their symptoms, and knowing what lifestyle adjustments they need to make. My design of the Login, Sign Up, and Condition Selection screens was influenced by this. These screens' big, easily readable input fields and basic design make them more usable, especially for non-technical users.

I created tracking interfaces tailored to each scenario after establishing these fundamental user flows. For diabetes, for instance, I entered information on blood sugar levels, measurement time, and whether the result was obtained before or after eating. Systolic and diastolic blood pressure readings can be recorded, and hyperthyroidism medication schedules and important symptoms are highlighted.

Consistency and usability were key considerations in the design of each interface. To keep things consistent, I made advantage of Figma components and auto-layout capabilities. The addition of on-tap interactions made switching between versions feel responsive and seamless. In order to give users food recommendations, general wellness guidance, and tips specific to each ailment, I also incorporated a "Guide" section.

**User Opinions and Perspectives**  
The final version of my prototype was greatly influenced by user comments. A few friends and prospective users offered advice and identified usability problems during the early testing phase. For example, at first, a single screen housed all of the tracking inputs. I divided them into step-by-step forms that consumers could traverse one at a time after receiving criticism that this felt cluttered.  
  
The necessity of customization was another insightful realization. I included a condition selection screen after sign-up because users wanted to see features and information unique to their condition. This enables users to customize the app experience according to their medical condition.

The option to view a report or overview of all their health inputs was one frequently requested feature. The concept inspired the flow and prompted me to consider how data would be delivered and kept, even though I haven't fully implemented the report capability in this prototype.

**Conclusion**:  
This prototype offered a chance to design with purpose and empathy. I concentrated on making the app user-friendly and beneficial for those with chronic illnesses during the design phase. I think the user input I got enabled me to hone my concepts and create a more targeted, useful prototype.  
  
In the future, I want to look into possibilities for data storage, report creation, and perhaps even a medicine and check-in reminder system. My objective is to keep refining "Treat & Cure" in order to better meet the everyday health management requirements of users.