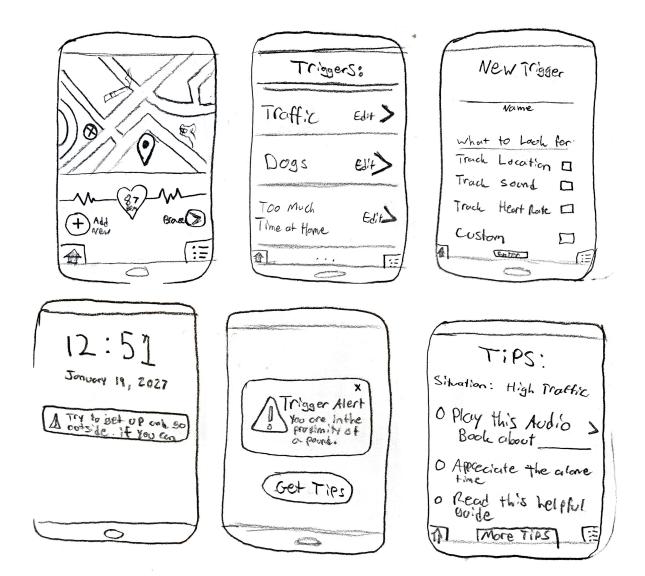
Step 1: Plan out your design

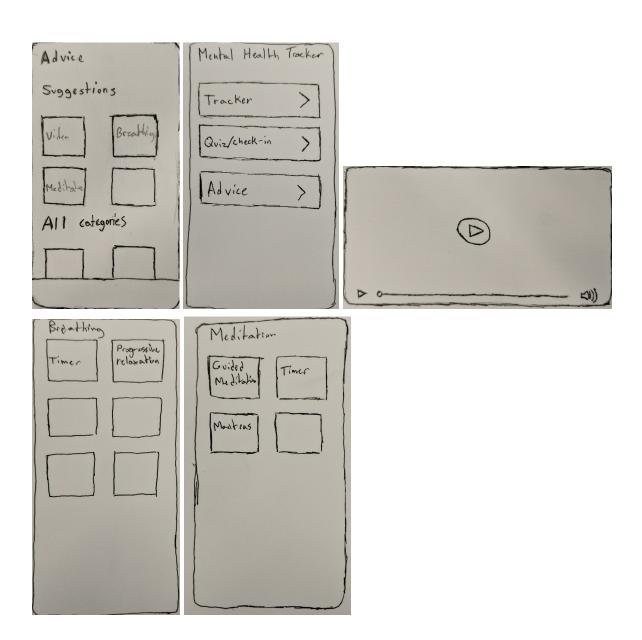
Critical Areas

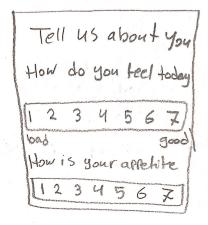
- <u>Tracker</u> tracks your environment and alerts the user when they might be vulnerable to something that could trigger anxiety.
- Mood input the user will answer daily questions about their general mood and activities in order to keep track of patterns of behavior.
- <u>Informational Section</u> A place where users can get information to help them when they have a panic attack or are feeling down, and can provide useful tips and tricks that can help them manage their mental health.

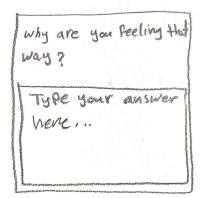
Tasks

- Interacting with the tracker when it finds something that might make you triggered
 - Tracks location, heart rate, and tracks when users input certain triggers
- Interacting with the calendar portion of the tracker in order
 - Looking at patterns of behavior over time
- Interacting with the mood checker
 - o Answering questions about how you are feeling, what you are doing and eating
- Interacting with the info section
 - Searching for a video, watching a video or reading a technique that was suggested to you by the app









lately, have you been feeling that life is more/less loyful?
Omore Oless

have you beenfeely stress and andiety lately Oyes ONO

When you be with friends, do you feel like you wanna leave or feeling distracted Oyes ONO

according to your answers; here's some tips to help you so through it

https://www.figma.com/file/EiYBqcs3dvhzxYnVACXR5Oe1/Untitled?node-id=0%3A1