HCI Part 2 – Bethany Wallace 1703659

Contents

Background

This report follows on from part 1 of the HCI coursework in which a prototype app was created called 'Companion' to help people manage their anxiety when returning to normal life after lockdown. This report looks at two different designs for the Companion app, surveys them with a group of people, creates user cases for them and finally concludes which would be the best design for the final Companion app.

1. Practical Designs

Both designs for the Companion app have been made using software called 'Justinmind'. This is a software tool which allows you to create prototype apps with navigation and some functionality. The designs will be linked below alongside screenshots.

Design 1

The first design features a consistent blue and orange colour scheme on a white background. This simple colour scheme was chosen to allow users to focus on the app functionality instead of the design. The contrast between the plain background and the coloured buttons and symbols allows users with colour blindness to be able to differentiate between layout and navigation. Blue and orange were chosen after researching colour blindness and choosing colours that would still be easy to differentiate between for users with those visual impairments.

The navigation allows users to first choose if they can travel away from their current location or not. Once the user chooses, a menu of anxiety-reducing activities can be seen. Depending on whether the user said they could travel or not, the activities vary slightly. The main activities that can be seen for both travel and non-travel selection are breathing exercises, calming music, and looking at happy memories. If the user said that they could travel, all these activities are shown plus an extra activity which gives the user directions to a nearby quiet location.

The navigation is split into non travelling activities and travelling activities so that the user can see all options available to them depending on their situation. For example, if they cannot travel, they will not be able to see the travelling activity as they would not be able to utilise it.

If the user says that they can travel and then chooses to go to a location, this shows a screen with a search bar and a list of nearby locations which show parks, walks, and cafes nearby the user's current location. The starting location can be changed in the search bar and the locations can be filtered to show only parks/walks/cafes or a combination of the three. The locations can be filtered by distance or rating on google maps. The locations themselves are shown in a scrollable list displaying the location name, distance, and an image of the location. Once a location is selected, the user is taken to a page which shows them directions to the chosen location on a map. The locations are shown in a list format so that the user can easily filter and sort the locations whilst seeing information about the locations including the photo before they choose which one to go to.

The memory function can first be accessed from the home screen after login/registration. The 'memories' button is clicked on and then shows the memories menu which has a scrollable list view of the user's memories which can be sorted by date. The menu also allows the user to add a new memory through icons. The camera icon allows the user to add a new memory through taking a photo, the pencil icon is to add a text memory, and the photo icon is to choose a photo from the device gallery to add as a memory. After choosing the type of memory, the user then taken to the 'add memory' screen in which they can edit the memory's title, description, and photo if applicable. They can then add this memory to their memory gallery.

Managing memories is a function separated from the rest of the app due to the way it is navigated to. If a user wishes to add, edit, delete, or view all their memories, they do this from the memories menu and do not have to go into the support functions of the app to do this. This is to make it easy to manage memories without having to navigate through the rest of the app. However, a single memory can be shown through the support functions if the user wishes to see a random memory to boost their mood whilst using the app to calm anxious feelings.

When a user navigates to the memory page, it shows a list of the user's memories straight away alongside options to add a new memory. The list of memories can be sorted by date and shows memories in a scrollable list with their photos (if applicable), title, and date created. If a memory is clicked on it takes the user to a new page with their memory expanded to show its full info and description where the user can then edit or delete it. In this design, the memory gallery is shown alongside memory functions such as adding new memories. This is so users can see all their memories in one place and decide whether to add new ones or not.
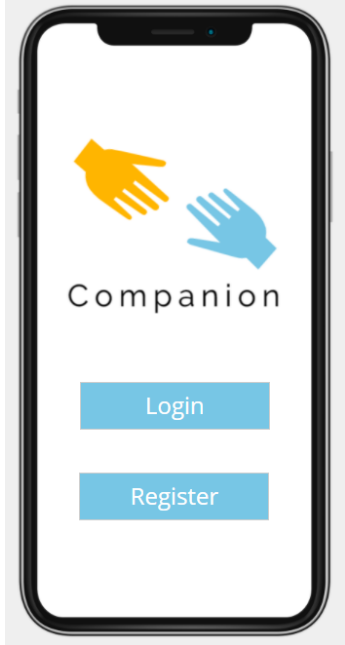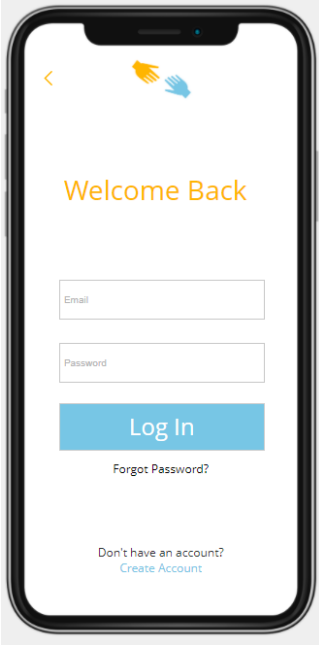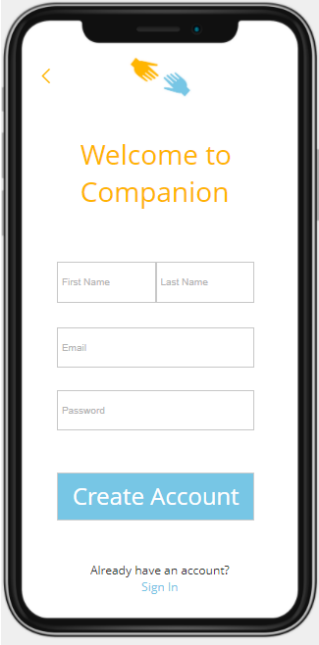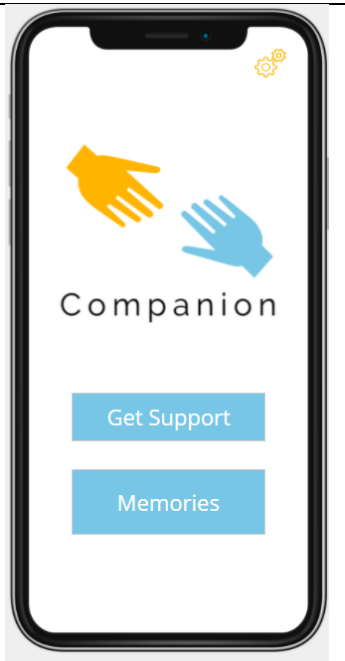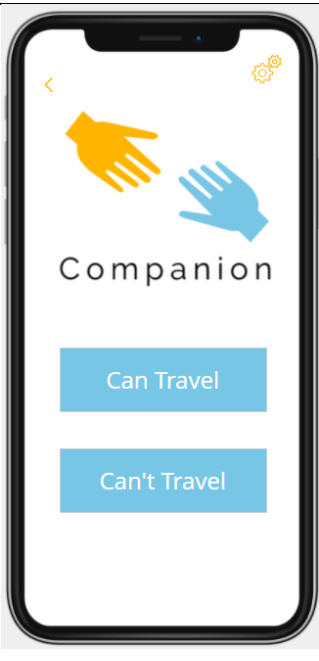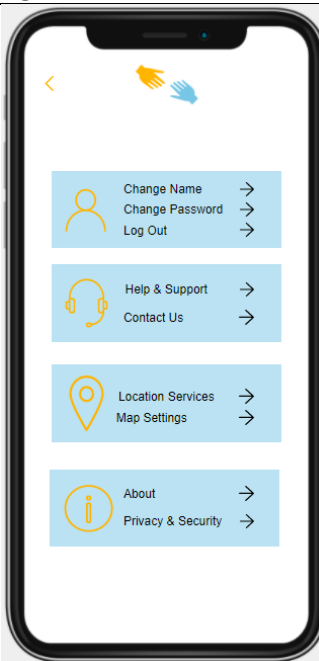
App Link
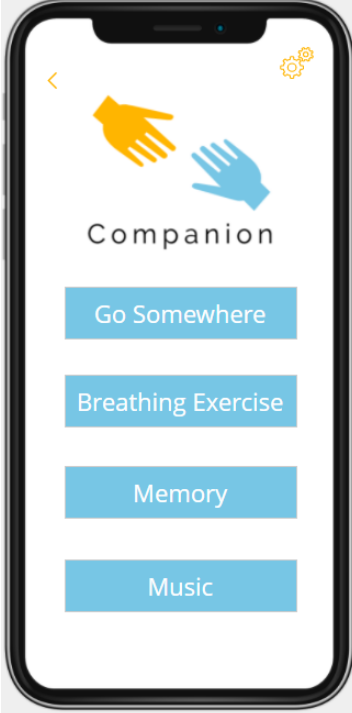
The full app design which features navigation can be found at :
https://www.justinmind.com/usernote/tests/51446326/51562333/51562335/index.html
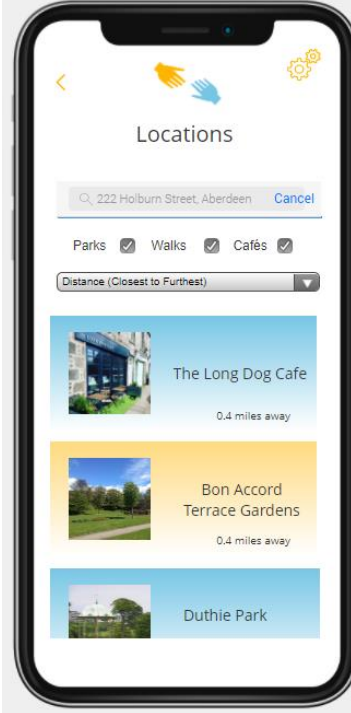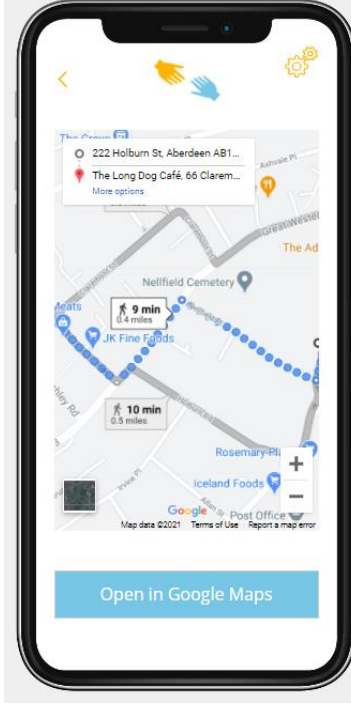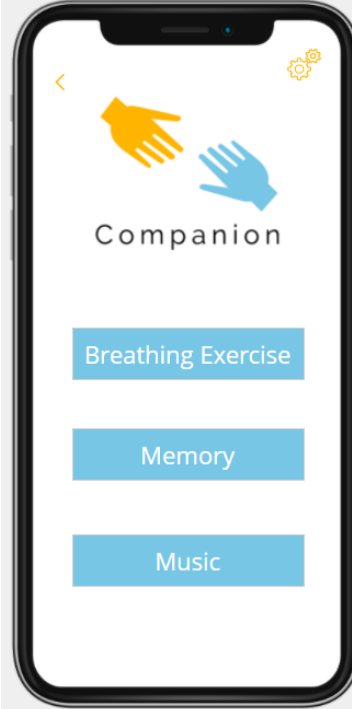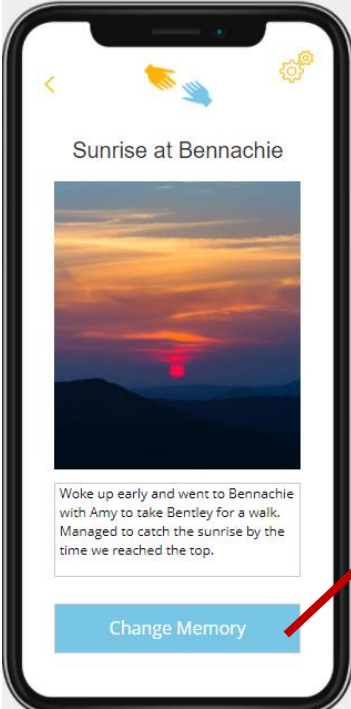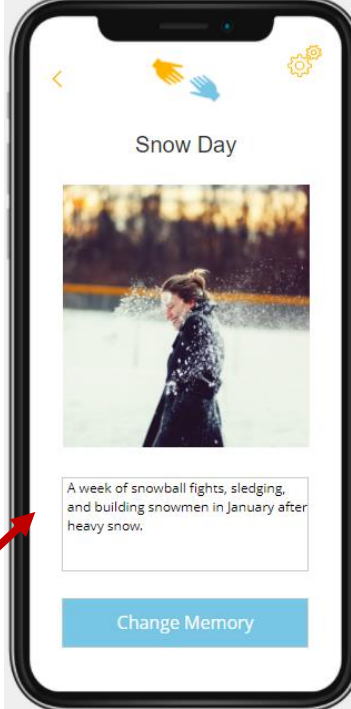
It is recommended that you view the app through the link to see the navigation implemented and to get a feel for how a user may navigate the app.
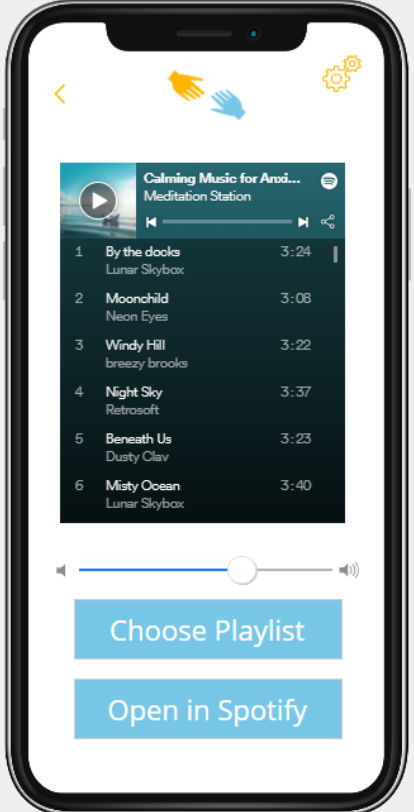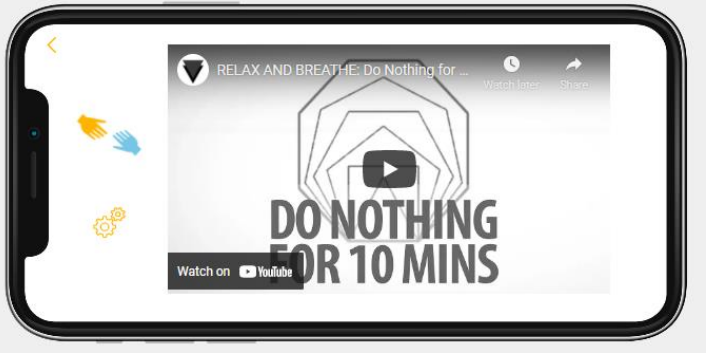
Screenshots

Main Pages

Landing Page	Login Page	Register Page
Home Page	**Get Support Page**	**Settings Page** Accessed from all pages after login through gear icon in top right corner

Support Pages

'Can Travel' Support	**Go Somewhere Page** Displays scrollable list of clickable locations, location search bar, and filters.	**Chosen Location** User pick's location from list, this screen design is then shown for chosen location
'Can't' Travel' Support	**Memory**	**New memory page generated after clicking 'change memory'**

Music Page	Breathing Exercise

Reminder: Music page, breathing exercise, and memory can all be viewed from both the 'Can Travel' and 'Can't Travel' pages. The 'Go Somewhere' page and 'Location' page can only be accessed if the user chose to view 'Can Travel'.

Memories Menu (accessed from home page)	View Memory Page
Displays scrollable list of memories with images, title, and date. Icons to add new memory	Displayed if user clicks on a memory from list in memories menu
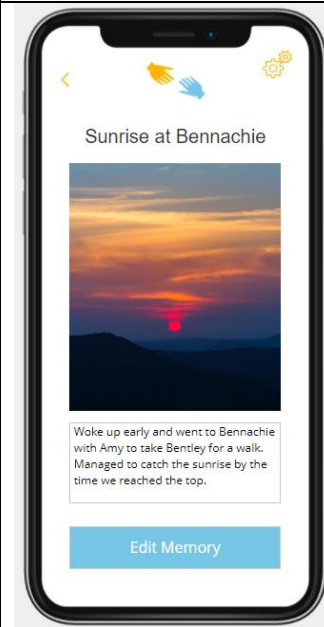
Edit Memory Page
From this page, users can edit the memory or delete the memory. Once changes are confirmed the user is taken back to the main memory list with the new changes visible/deleted memory gone.
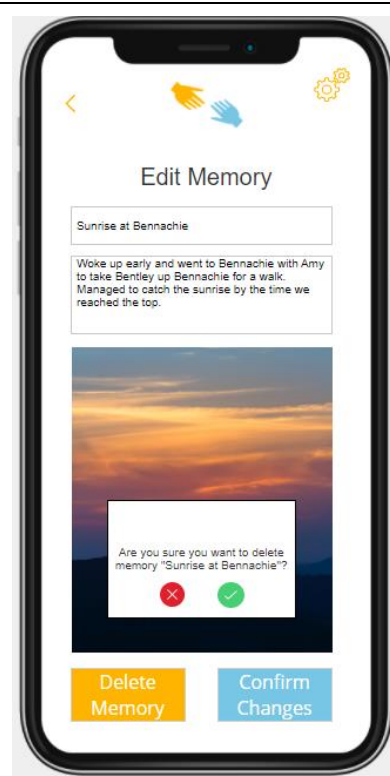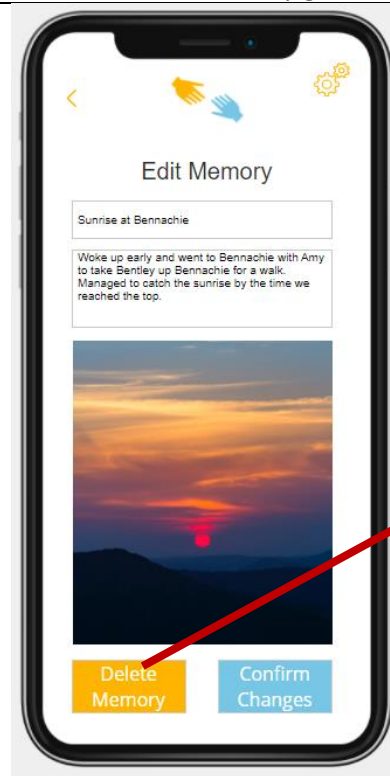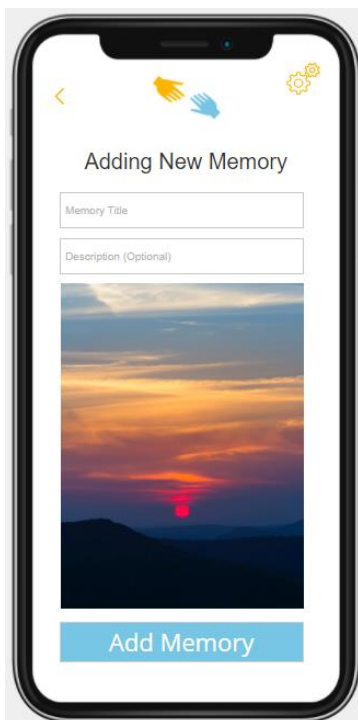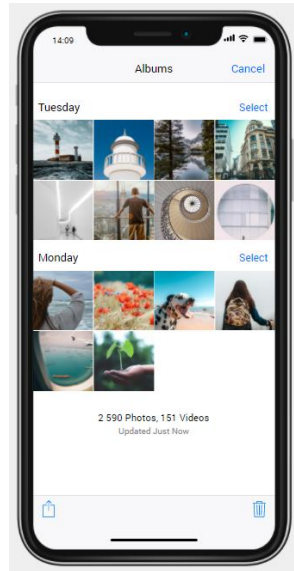
Take Photo for New Memory	Choose Photo for New Memory	New Text Only Memory
Displayed if user selects camera icon in Memories Menu	Displayed if user selects photos icon in Memories Menu	Displayed if user selects pencil icon in Memories Menu
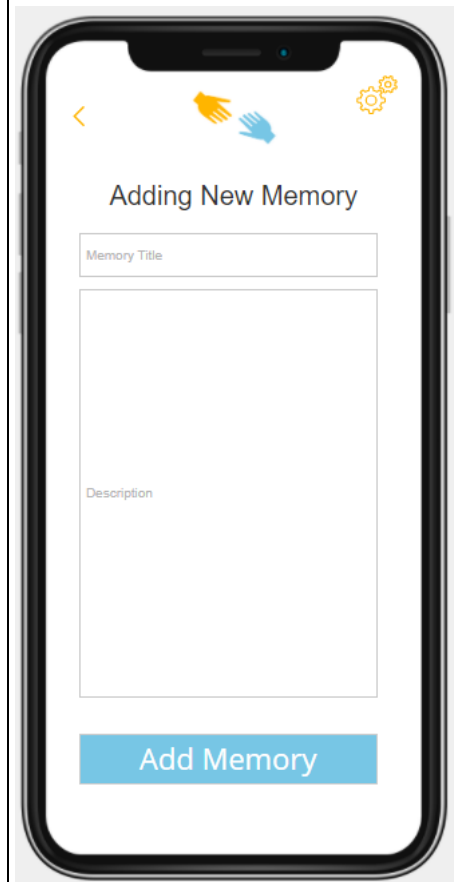
Design 2

The second design features a more colourful palette with greens and pinks; however, the colour scheme could be changed under settings > appearance. The bright colour scheme brings a positive feel to the app and the contrasting green and pink colours make it easy to differentiate between design, navigation, and content.

Unlike design 1, the navigation of design 2 displays all the calming activities to the user straight from the home screen. This means that both travel and non-travel activities are all shown from the get-go. This allows for quick navigation for the user to choose which kind of activity they would like to do. This is helpful for a user who is feeling very anxious and needs support from the app quickly.

The travel function is different than design 1 as it first takes the user to a travel menu where the choose which kind of locations they would like to view: cafes, walks, parks, or a combination. Once the user has chosen a location type, the app uses their current location and displays nearby locations of that type in the form of scrollable tiles. These tiles only contain the name of the location and the distance from the user's current location. The user can change their location through a search bar on this page.

When a user chooses a location, the app takes them to a new page with the location name at the top and directions to that location on a map. Throughout this process the user will not see any images of the location as the retrieving of photos for every location would take up load time within the app and may slow down the process of displaying locations.

The memories' function is different on design 2 also. Instead of having the choice to view a random individual memory for an activity in addition to managing memories from the home screen, all the memory functions are accessed through the home screen in design 2. The user can navigate to the memories menu and from there can choose whether to add memories, view memories and edit/delete memories. In design 2, the 'View Memories' page is separate to the memories menu so that the gallery can take up the whole screen so users can see their memories easier. The memories are shown through a scrollable grid of tiles which display either the photo of the memory (for photo memories) or just the title of the memory (for text-only memories). This is so that users can see more memories with less scrolling, as two memory tiles can fit in one row compared to design 1 only allowing for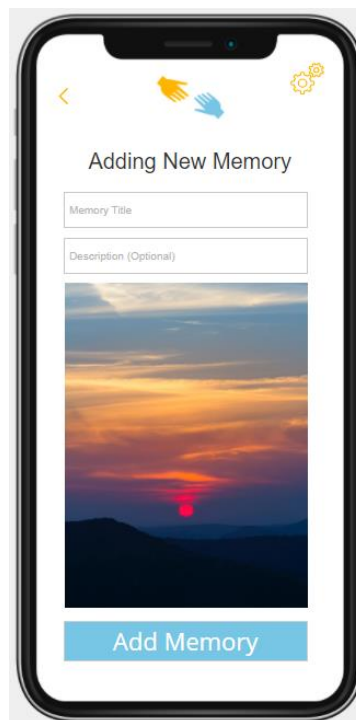 1 memory per row. When a tile is clicked on, the user gets taken to a new screen which shows the full memory and from there they can then edit or delete it.
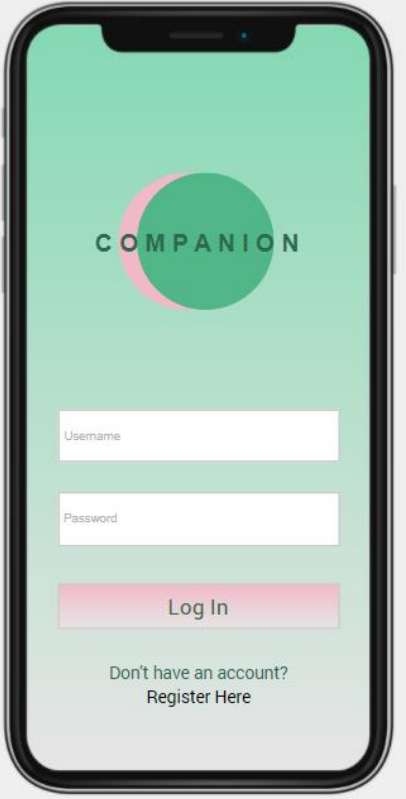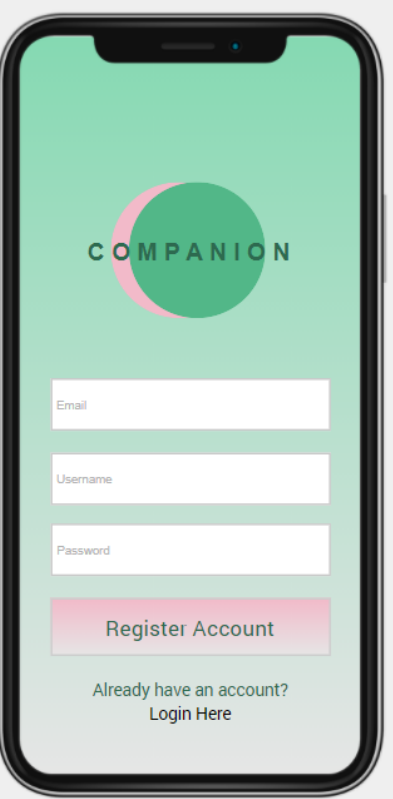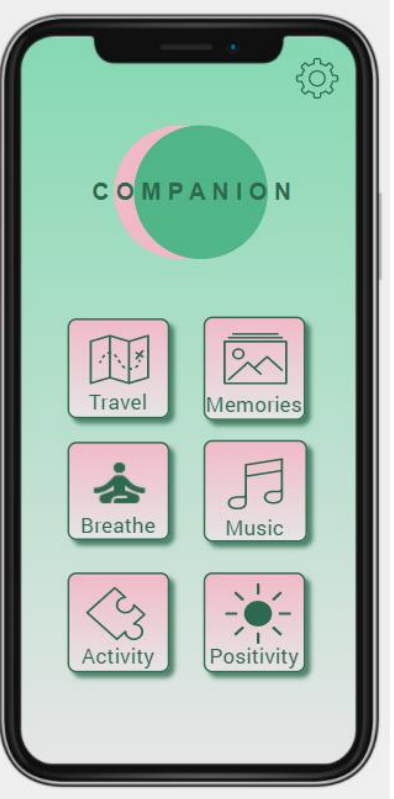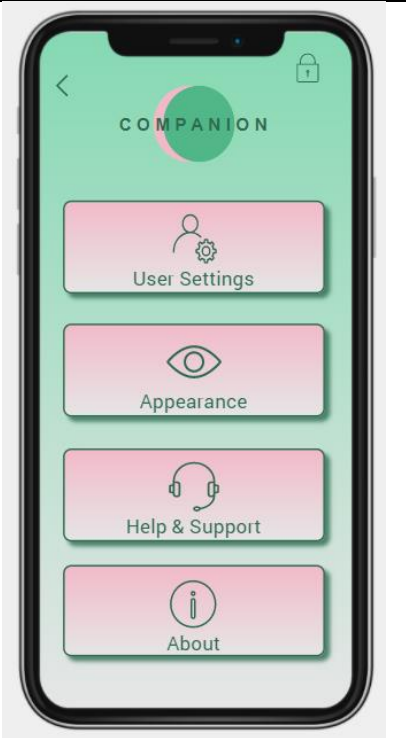
App Link

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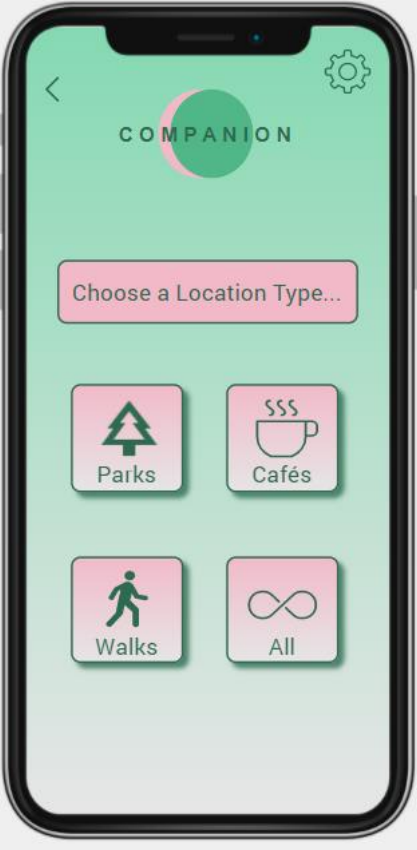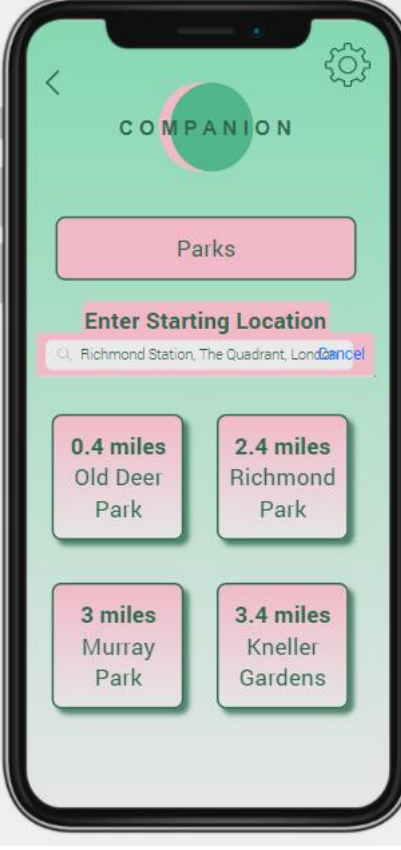
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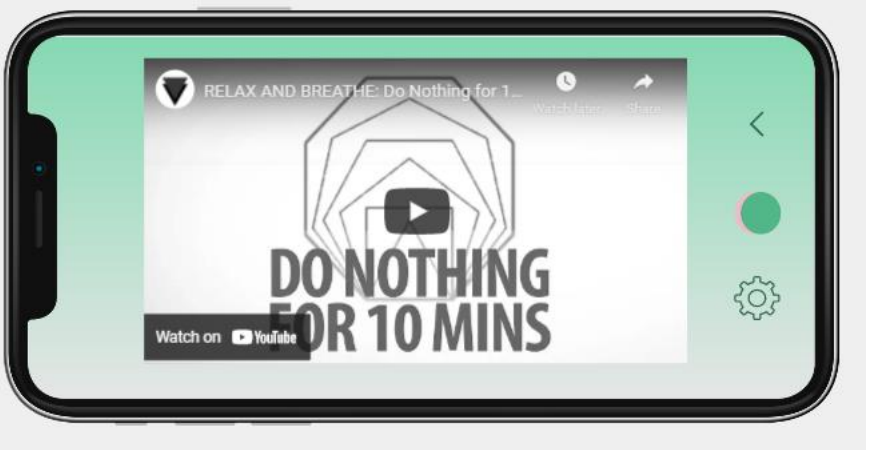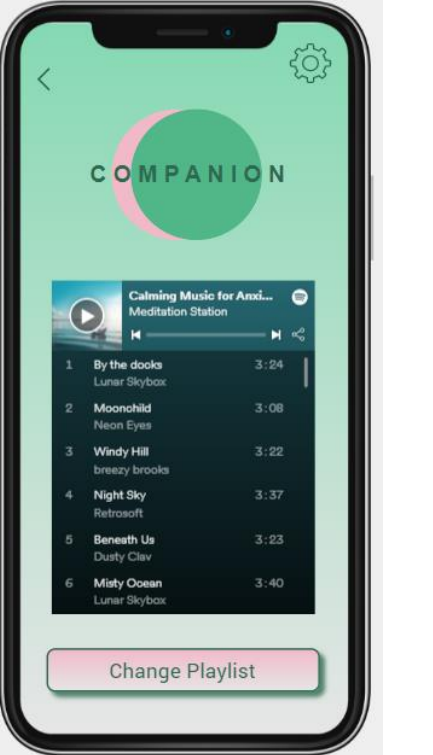
Main Pages

Landing Page	Register Page	Home Page
COMPANION Username Password Log In Don't have an account? Register Here	COMPANION Email Username Password Register Account Already have an account? Login Here	COMPANION Travel Memories Breathe Music Activity Positivity

Settings Page	Appearance Settings	
COMPANION User Settings Appearance Help & Support About	COMPANION Appearance Change Background Text Colour Text Size Aa Aa Aa Confirm Changes	
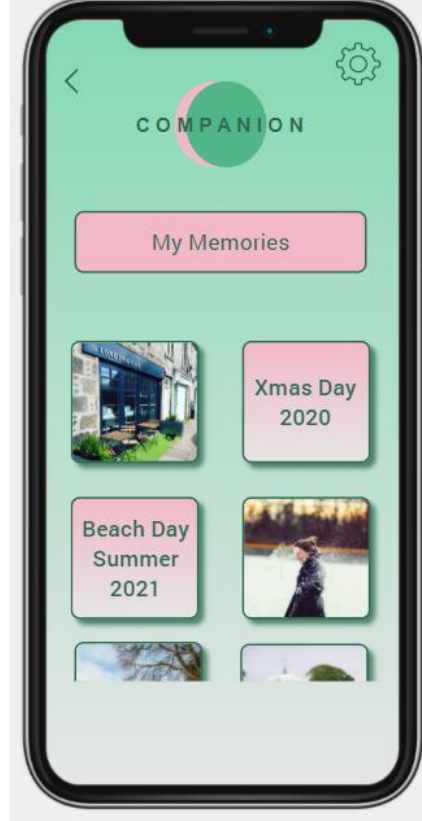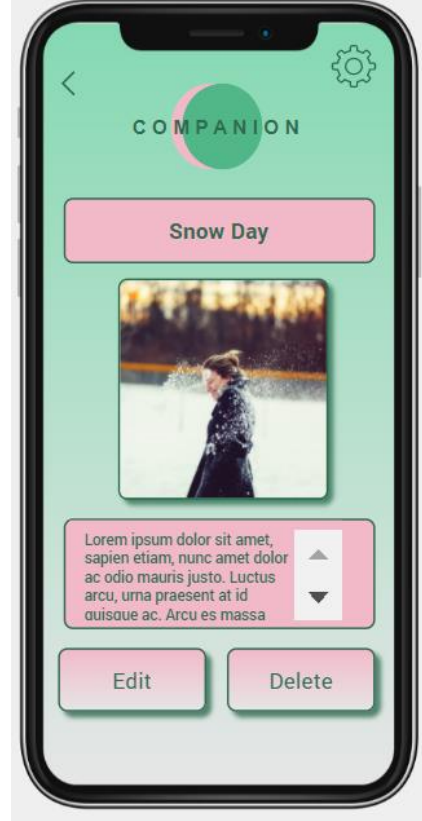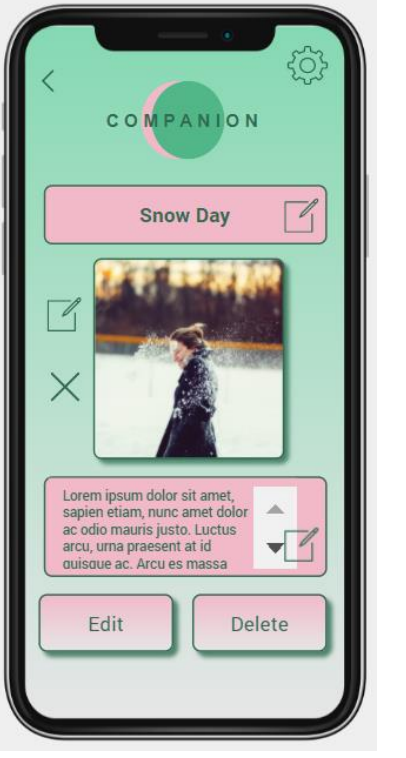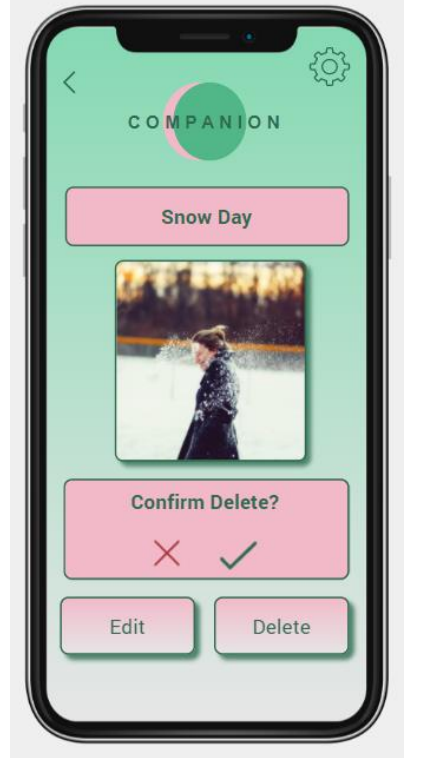
Travel Pages

Travel Menu	Location List (for Parks)	Directions (Old Deer Park)
COMPANION Choose a Location Type... 🌲 Parks ☕ Cafés 🚶 Walks ∞ All	COMPANION Parks **Enter Starting Location** 🔍 Richmond Station, The Quadrant, London Cancel **0.4 miles** Old Deer Park **2.4 miles** Richmond Park **3 miles** Murray Park **3.4 miles** Kneller Gardens	COMPANION Directions to... **Old Deer Park** Richmond, The Quadrant, Rich... Old Deer Park, Old Palace Ln, R... More options 9 min 0.4 miles 11 min 0.5 miles Open in Google Maps

Breathing Exercise & Music Pages

Breathing Exercise	Music
RELAX AND BREATHE: Do Nothing for 1... Watch later Share ▶️ DO NOTHING FOR 10 MINS Watch on ▶ YouTube	COMPANION Calming Music for Anxi... Meditation Station ▶️ ⏮ ⏭ 🔀 1 By the docks Lunar Skybox 3:24 2 Moonchild Neon Eyes 3:08 3 Windy Hill breezy brooks 3:22 4 Night Sky Retrosoft 3:37 5 Beneath Us Dusty Clav 3:23 6 Misty Ocean Lunar Skybox 3:40 Change Playlist

Memories Pages

Memories Menu	View Memories Page	View Single Memory
Edit Memory – shows hidden elements whilst viewing single memory	**Delete Memory –** shows hidden elements whilst viewing single memory	

Choose Photo for New Memory	**Take Photo for New Memory**	**New Text Only Memory**
Displayed if user selects photos icon in Memories Menu. Once memory is added, user is taken to the view memories page.	Displayed if user selects camera icon in Memories Menu. Once memory is added, user is taken to the view memories page.	Displayed if user selects pencil icon in Memories Menu. Once memory is added, user is taken to the view memories page.

Activity Page	Positivity Page	Submit Positive Message Page
If user clicks 'change activity' button, then a new random activity is displayed	This page displays positive messaged submitted by other users. Users can change to a new random message through the 'Change Message' button or submit their own positive message.	Shows when users click "submit your own" button from positivity page.

2. Scenarios

Design One

The New Start

Claire is an IT professional who has been unemployed throughout lockdown. Now that businesses are opening back up, she is on her way to a job interview on public transport. Claire has found it hard to adapt back to normal life after being stuck at home for so long, and her job interview nerves are adding to her anxiety on her commute to the interview.

Claire opens the Companion app to see what support is available to her. As she is on her way to a scheduled interview, she selects that she cannot travel elsewhere on the app. The app then provides Claire with some activities that will help ease her anxiety. She is glad to see that all the activities displayed are doable for her whilst not being able to travel as she does not need to do unnecessary navigation around the options to determine which ones she can currently do.

Claire chooses to do a breathing exercise. The exercise starts to play through a video which demonstrates the breathing techniques through audio and an animated shape on the screen. Claire can mute the audio if she wishes to, however she chooses to listen to it through her headphones so other passengers on the bus will not take notice. By the time Claire arrives to her interview, her anxiety has eased, and she feels more confident.

The Social Butterfly

Susan is a retired widow who has been shielding at home during lockdown as a vulnerable person. She has met up with her old school friends for brunch at their favourite restaurant. They are having a great catch up, and Susan decides that she wants to remember this happy day for the future if she is ever feeling low. Her friend shows her the Companion app that she uses to keep track of all her happy memories without them getting lost in her devices photo gallery. They scroll through her friend's memories and look through all the photos of them before lockdown.

Susan likes the look of the memories feature in the app and downloads it herself. She registers herself as a new user with the easy registration system, and the app opens to the home page. She chooses the memories feature, and the screen prompts her to add a new memory since her gallery is empty. She selects the camera icon and her and her friends take a group selfie. Once the photo is taken, the app shows her the photo that will be added alongside some text fields she can edit. She titles the photo as "Brunch Reunion" and adds it to her memories gallery to look back on in the future.

The Traveller

Adam has been stuck in Aberdeen throughout lockdown and is now happy to be in the middle of London to explore a new city. On his way to his hostel, he noticed a lot of parks around the area that would be good for a picnic. He opens his Companion app and it automatically logs him in. He selects that he can travel, and then selects the travel feature. He inputs his starting location as the hostel address and filters by cafes. He picks the nearest café and follows the apps direction to it.

When he arrives at the cafe, he quickly picks up some lunch and then opens the app back up to the map he was using. He clicks the back arrow on the screen and the app takes him back to a list of locations. Instead of typing in his location this time, he selects 'Use Current Location' and the list updates to locations around him. He easily filters the locations again by unclicking the café checkbox and clicking the parks checkbox. The app now shows him a list of nearby parks. He uses the images on the list to choose one that looks the nicest, clicks on it, and the app opens a new map with directions to his chosen park.

Design Two

The New Start

Claire is an IT professional living in Aberdeen who has just started her first day at her new job. She is on her commute to work on the train and the first day nerves have started to kick in. Feeling anxious, she opens the Companion app and looks at the features on the home screen after it automatically logs her in. She chooses to see a positive message and clicks on the Positivity button. A message is shown that has been submitted by another user. The user has written a message about how the pandemic has affected everyone, but that it is important to stick together as the population returns to normal life and now that the pandemic is over, positive changes will start to show. Feeling uplifted from the positive message, Claire decides to submit her own message to help anyone else who might be feeling the same as her. She clicks the 'Submit Your Own' button and the app navigates to a page with a form she can fill out with her message. She fills in the text area with a motivational message. The username field auto fills her username in for her. When she is done

writing the message, she clicks the 'Add Positive Message' button, and the app notifies her that her message has been submitted for review by the app team. After the message is reviewed, it will be shown as a form of support to other users if they choose to see a positive message.

The Social Butterfly

Susan is a retired widow who has been shielding at home by herself during lockdown. Now that things are opening back up, she is keen to find new walks around her area to help her get back out of the house with her friends. Her daughter tells her about the Companion app and Susan manages to install it on her phone. When she opens the app, she struggles to see the text due to her poor eyesight. She has a look in the settings and sees that there are appearance settings. There she finds that she can adjust the font size of the text in the app. After adjusting the text to a better size for her, she confirms her changes and can now easily navigate the app.

She clicks the app logo which takes her back to the home page. From there, she chosen the travel option. A travel menu appears asking her which type of location she would like to see. Susan chooses to see walks, and the app opens a list of locations of nearby walks using her current location as the default starting location.

The Traveller

Adam had been stuck in Aberdeen throughout the pandemic, and as a keen traveller he is now glad to be back in a different city. He has just come off his bus from Aberdeen into Glasgow and now finds himself on a busy shopping street in Glasgow's city centre. As a frequent visitor to Glasgow, Adam already knows his way to the hostel he will be staying at, but the bustling crowds of people eager to shop are making him feel overwhelmed.

He has no data left on his phone to listen to his music, however as a frequent user of Companion to find walks in new cities, he remembers seeing a music feature on the app which has a pre-downloaded playlist to reduce anxiety. Adam opens the Companion app and it immediately logs him in as a recognised user. The activities are shown to him immediately and he chooses the music feature and plugs in his headphones. The music opens to a calming playlist and he listens to it whilst making his way around the busy city towards his hostel. As he is on the move, the app's navigation makes it easy for him to get to the music feature quickly due to the auto login. This means that Adam only had to click one button for the music to start playing – the music feature activity selection on the home screen. The music calms him down and he starts to feel more relaxed and excited for his new adventure.

3. Human Evaluation

A survey was conducted asking participants to evaluate the two app designs. This survey was conducted on 10 participants in the form of a Google Forms survey which can be viewed at https://docs.google.com/forms/d/e/1FAIpQLSfpx1yrZ1SC6OhAK-GiOj3SHiciWddlh7sQ156OcFWjdreWOg/viewform?usp=sf_link .

Due to the COVID-19 pandemic, it was hard to find participants who were spread across a wide range of demographics. The survey was posted on Facebook, which could be a convenience sampling approach. However, as the survey was made public anyone had access to the survey. This means that the sampling can be described as random sampling, as there was limited control over how many people took the survey or what attributes they would have. The number of responses had to be slightly controlled due to time restrictions. Therefore, the survey was closed when it reached 10

responses. This was to ensure there was enough time left to analyse the responses and reflect on them on the report before coming to a decision about the final app design.

The results of the survey are shown below.

Demographics

Participants were asked three questions to collect information on their age, occupation, and travel habits.

Age

Participants Age Group
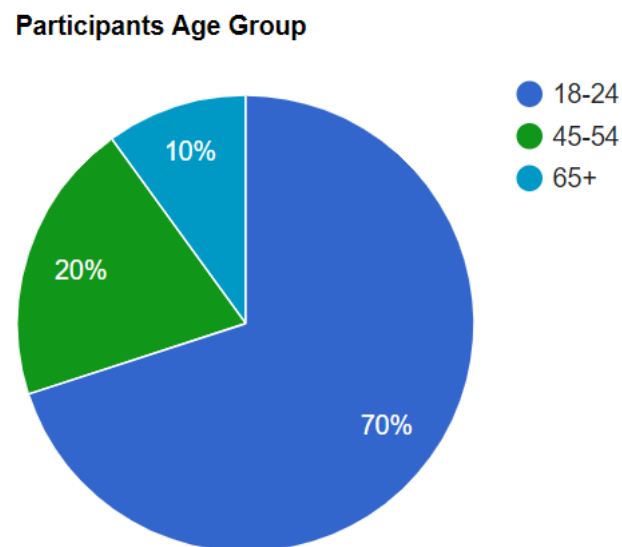
Figure 1: Participant Age Demographics

Participants were asked to select which age group they belonged to. The options were 18-24, 25-34, 35-44, 45-54, 55-64, and 65 and over. Most participants were between 18 and 24 years old, with the remaining 30% being made up of 2 45–54-year-olds and 1 participant over the age of 65.

Occupation

Participants Occupation
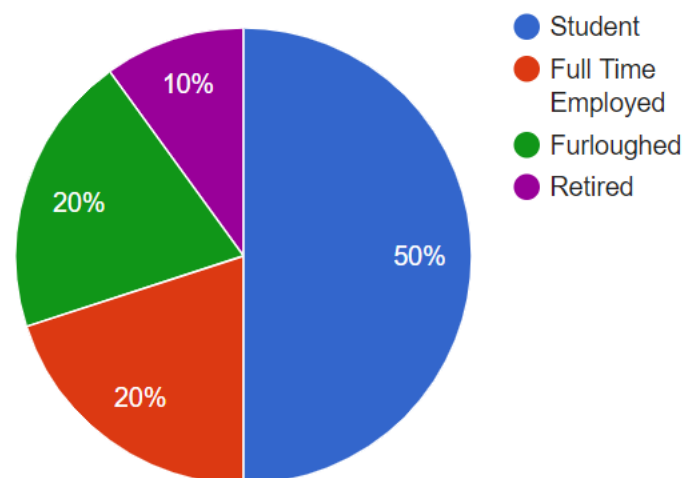
Figure 2: Participant Occupation Demographics

Participants were asked to select which occupation they had. Half of the participants said they were students, 20% under full time employment, 20% currently furloughed under the UK government furlough scheme, and the remaining 10% is retired.

Travel Habits

Participants Travel Habits
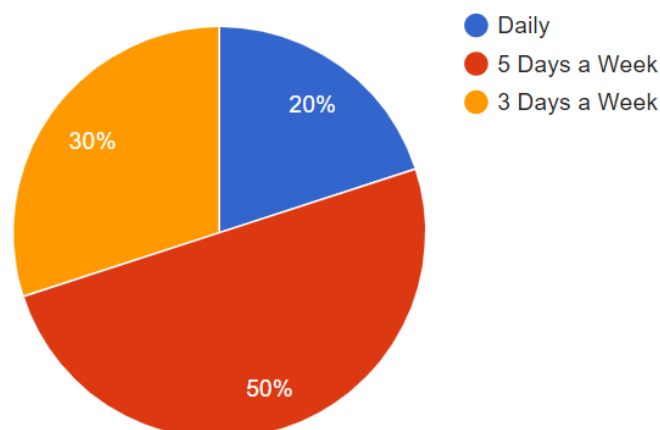
Figure 3: Participant Travel Demographics

Participants were asked how many days in a week they would travel more than 3 miles away from home before COVID, including commutes to work and university. The options were daily, 5 days a week, 3 days a week, and less than 3 days a week. The results show that 50% reported that they travelled around 5 days a week, 30% travelled 3 days a week and 20% travelled daily.

Participants Mental Health
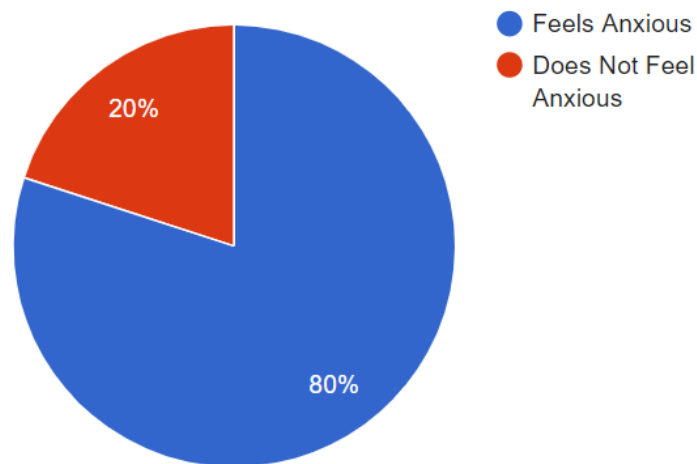
Figure 4: Participant Mental Health Demographics

Finally, the participants were asked "Do you feel anxious about returning to normal life after lockdown?". This question was chosen to see if the participants completing the survey would be likely to use an anxiety-reducing app in the first place. As you can see from the results, 80% of participants reported that they did feel anxious whereas only 20% reported that they do not feel anxious.

Summary of Demographics

From the demographics collected we can see that most of the participants are young adults, with a minority making up older adults. Many of the participants are students, with smaller numbers making up furloughed and full-time workers and the remaining minority being retirees. However, it must be noted that some students spoken to also work part-time or are furloughed from their part-time job.

We can see that most participants would travel frequently before the pandemic, with 70% travelling around 5 days a week or more and 30% travelling around 3 days a week. No participants reported travelling less frequently than 3 days a week.

Finally, the results show that 80% of participants feel anxious about returning to "normal" life and only 20% do not feel anxious. We can conclude from this that around 80% of participants are likely to need support when returning to normal to manage their anxiety.

Overall, from the demographics, the participants are made up of young adults who travel frequently, are currently studying in higher education, and who feel anxious about returning to normal life.

App Design Feedback

In the next section of the survey, participants were asked to review the two different app designs through the Justinmind links, including the navigational features. They were then asked questions on the two app designs, which are discussed below.

Overall Best Design

Participants were asked "Overall, which app design was your favourite?" with an image for each design to indicate which design is which.

Overall, which app design was your favourite?
10 responses

90% 10%
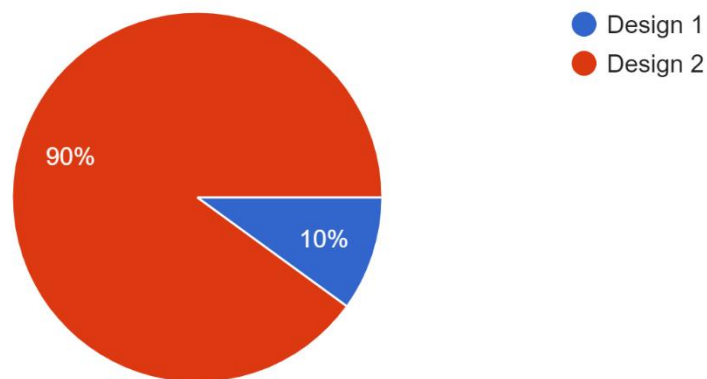
Design 1
Design 2

Figure 5: Overall App Design Results

The results show that an overwhelming majority of participants preferred the design of app 2 to the design of app 1, with only 10% of participants preferring app 1. There are no interesting correlations in this data vs. the demographics as this question is subjective.

Overall Best Navigation

Participants were asked "Which app was easier to navigate?" with an image for each design to indicate which design is which. This question was asked to determine which app has the best navigation flow as well as design. App 1's navigation is lengthier to create more user-specific screens (travel and non-travel menus are different) and use large buttons with text, whereas app 2's

Which app was easier to navigate?
10 responses

80% 20%

Design 1
Design 2
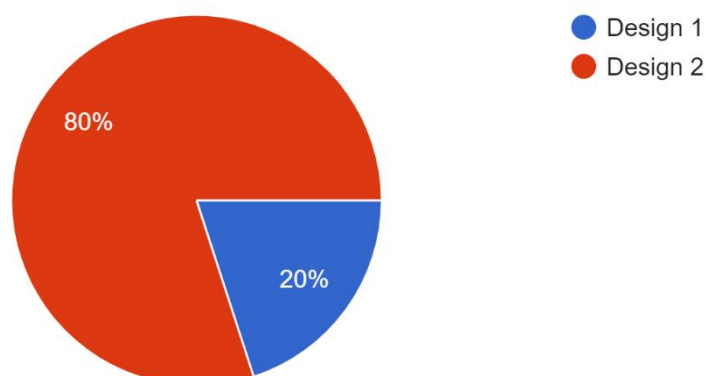
Figure 6: Overall Navigation Results

navigation involves less user selection creating a less custom activity menu, with tile-like buttons which used images and text.

The results show that most participants preferred the navigation of app 2, with 80% choosing app 2 over the 20% choosing app 1. There is a correlation between age and navigation preference. The two participants who selected design 1 for having the easier navigation were in the age ranges 45-54 and 65+, showing that those in older age groups may prefer the separate activity screens and large buttons with text rather than tile buttons with images.

Best Support Menu

Participants were asked "Which support menu did you prefer?" with an image for each design to indicate which design is which. This question was asked to determine if participants preferred to only see activities based on whether they said they could travel or not (app 1), or if they preferred to see all the activities that the app provides (app 2).
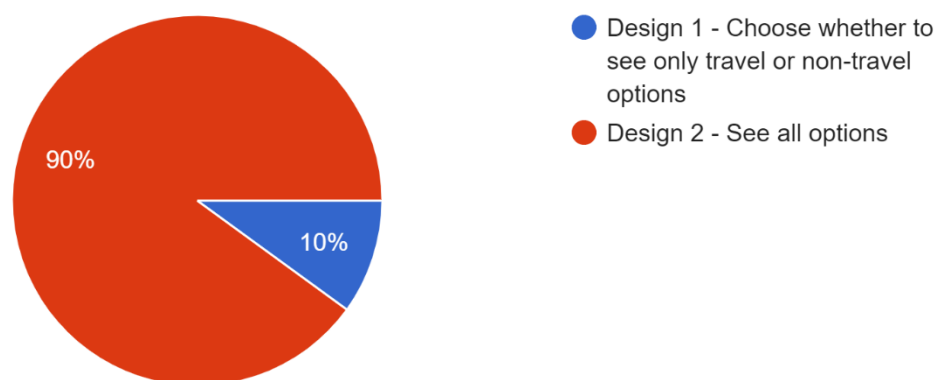
Figure 7: Support Menu Results

The results show that a large majority of participants prefer to see all the activities like is shown in app 2, with 90% saying they prefer to see all options compared to only 10% saying they like the different options depending on which travel option is chosen. The one participant who chose design 1 also stated that they were in the 65 + age group, indicating that if elderly users were to interact with the app, they may prefer the separate activity screens.

Best Memory Menu

Participants were asked "Which memory menu did you prefer?" with an image for each design to indicate which design is which. This question was asked to determine whether users preferred to view the memories in a separate, standalone page or in a combined page with the rest of the memory functions (such as adding memories).

Which memory menu did you prefer?
10 responses

- Design 1 - See all memories + be able to add memories from same screen
- Design 2 - Separate screens for adding and viewing memories
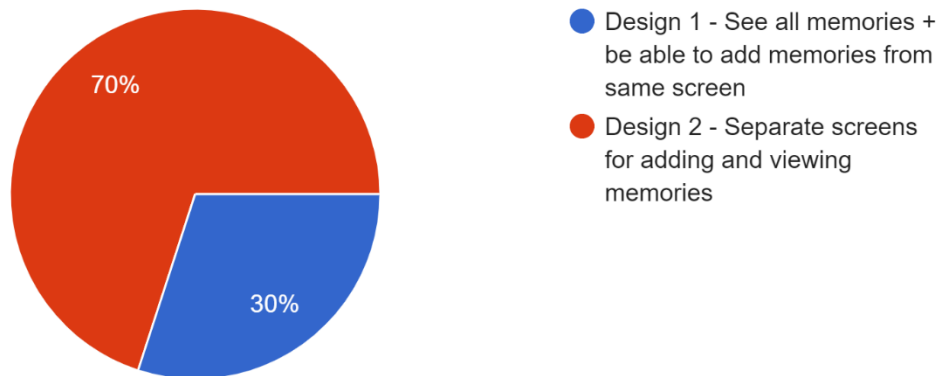
Figure 8: Memory Menu Results

The results show that 70% of participants liked the memory screens to be separated into a menu and a gallery, whereas 30% of participants liked the memory screens to be combined into one screen. There are no correlations in this data as the answers were mixed across the demographics.

Best Memory Layout
Participants were asked "Which memory layout did you prefer?" with an image for each design to indicate which design is which. This question was asked to see if participants preferred the scrollable list of memories, with an image (if applicable) and memory title, or if they preferred the scrollable tiles which only displayed the memory title (text memories) or the memory photo (photo memories).

Which memory layout did you prefer?
10 responses

- Design 1 - Scrollable list of clickable memories
- Design 2 - Scrollable tiles with clickable memories
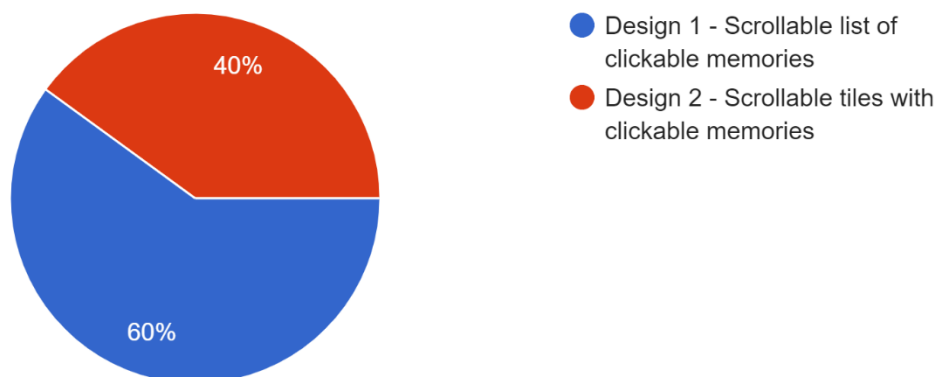
Figure 9: Memory Layout Results

The results show that a slight majority of participants (60%) preferred design 1, where the memories were in a scrollable list with both title and photo (if applicable) shown. There is a correlation in these results – all participants who are classed as older adults (those participants who identified as being in age groups 45-54 and 65+) chose design 1 with the scrollable list, alongside some of the younger

adults (18-24). All the participants who chose design 2 with the tile design were in age group 18-24. This shows that the list design is well-liked across all age groups surveyed.

Best Location Menu

Participants were asked "Which location menu did you prefer?" with an image for each design to indicate which design is which. This question was asked to see if participants preferred to first choose their location type in one screen before being navigated to the next screen with a list of those locations, or whether the preferred to see a list of locations which could then be filtered from the same screen.

Which location menu did you prefer?
10 responses
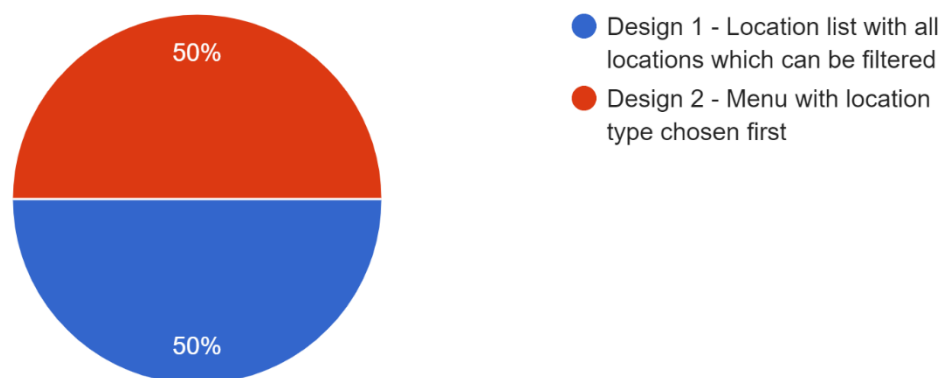
Figure 10: Location Menu Results

The results show a 50/50 split between the two options with neither being the favourite. There is no correlation between preferred location menu and any of the user demographics either, as the results show an equal spread across the demographics.

Best Location List

Participants were asked "Which location list did you prefer?" with an image for each design to indicate which design is which. This question was asked to see if participants preferred to see a list of locations with information and an image of the location, or scrollable tiles with the location information only (no image).

Which location list did you prefer?
10 responses

Option 1 - Scrollable list with info & images

Option 2 - Tiles with info only

40%

60%
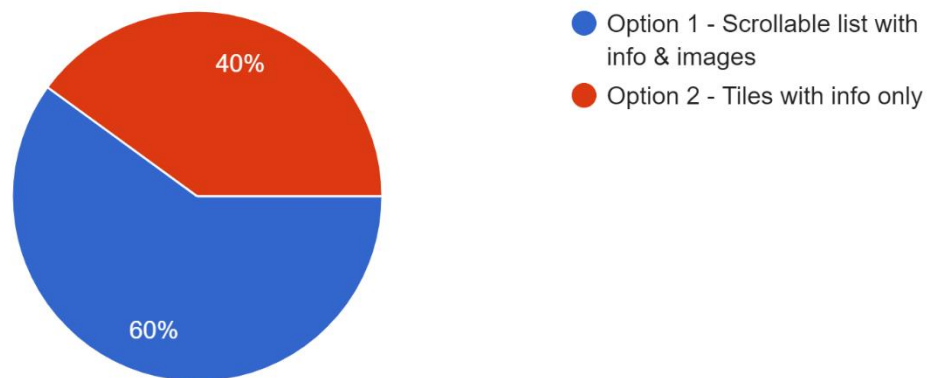
Figure 11: Location List Results

The results show that a slight majority of participants preferred design 1 with the scrollable list of info & images, with 60% choosing this option. There is a correlation in the data between choice and age, with all of the participants in the older age groups choosing option 1 with the list & images, alongside some young adults. To contrast this, all participants who chose design 2 are in the 18-24 age group. However, as the two designs were different in both format (list vs tiles) and content (images or no images), the next questions narrowed down participants opinions about content.

Images with Locations
Participants were asked "Do you think images are necessary on the location list?" This was to see if participants thought images of locations should be included in the locations list.

Do you think images are necessary on the location list?
10 responses

Yes

No

10%

90%
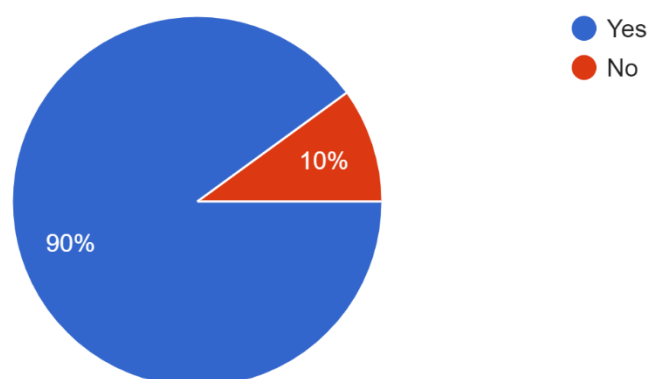
Figure 12: Are Images Necessary Results

The results show that a large majority of the participants – 90% - think that the location screen should include images of the locations displayed. Only 10% of participants thought that images were

unnecessary for the location screen. There is no obvious correlation between these results and user demographics.

Participants were asked "After looking through some of the key components of each app, which option applies to you the most?". This was to see if – after highlighting key differences between each design in the previous questions – participants had a favourite app design they would use.

After looking through some of the key components of each app, which option applies to you the most?

10 responses
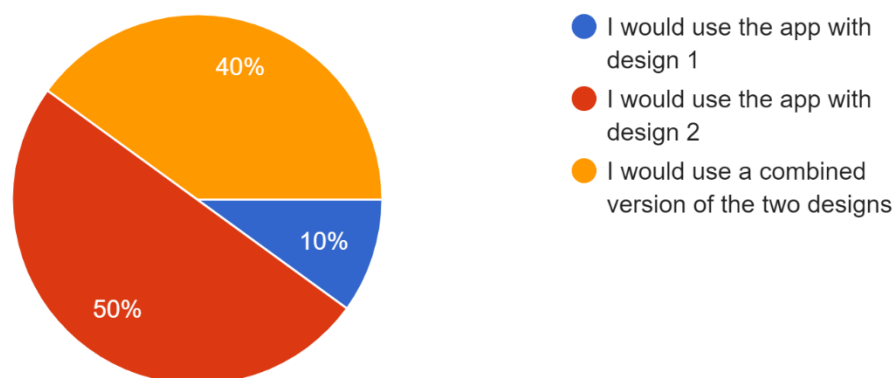
Figure 13: Final Design Favourite

From the results, we can see that whilst there is a majority winner, the results are mixed. A majority of 50% said they would use the app with design 2, with only 10% saying they would use the app with design 1. The remaining 40% accounted for the participants who think a combination of the designs would produce the best app. These participants were then asked to briefly explain which components they would combine in the next question.

Combined design
Participants were asked "If you chose to use a combined design, briefly state which components would you merge into one app from each design?

I like the layout of design 2 main pages but for actually navigating each activity, the list view is more appealing to look at, with the images adding a nice bit of detail

Just to make a note - I found the first App to be a bit confusing. It seemed like it was trying to be as simple as possible but that just made it annoying to use, maybe it's better for old people. I preferred the second one with having all the options there :) Second app just looks nicer and has a better "flow" in my opinion.

Images in location list but second design navigation is better

The comments show that design 2 is still the preferred design in terms of layout and navigation, however most of them would like to see the images from the design 1 locations list integrated into the design 2 app. Some comments highlighted that the navigational flow of design 2 is better, with all the options displayed from the home screen making it easier to use.

4. Reflection

Design 1 vs. Design 2 Overall Results
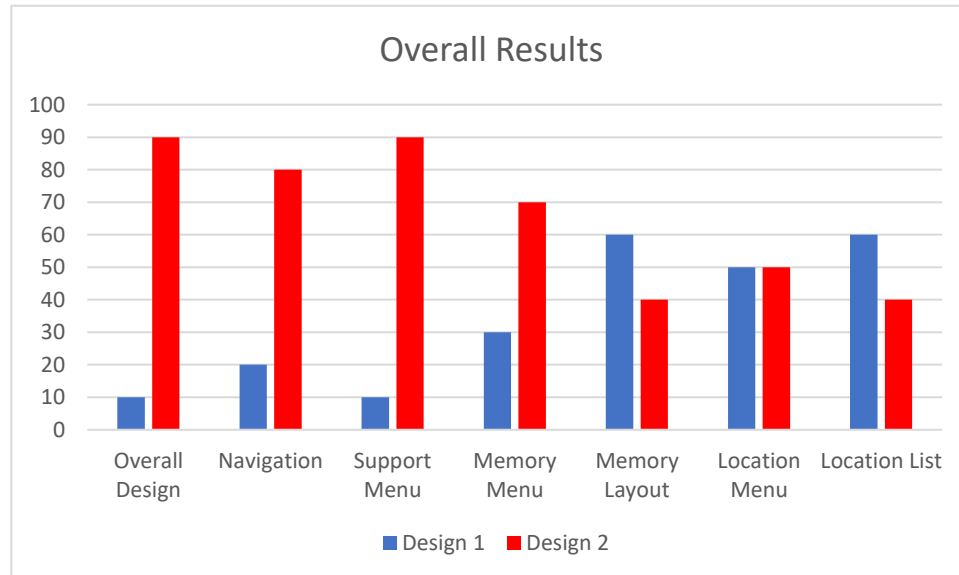
Figure 14: Comparing Results.

To showcase the results from the survey which compares design 1 and design 2, each question alongside its results was put into a bar chart. This creates a clearer visual of which design had the better performance. As you can see, design 2 was the favourite in terms of overall design, navigation, and memory menu design. Design 1 was the favourite for the memory layout and the location list. Both designs measured equally against one another in terms of the location menu.

Taking these results forwards, the best course of action is to merge the two designs together. The overall aesthetic and design of the final all will be that of design 2, as this was voted most popular in the survey. However, some components will be changed to represent the better liked components from design 1. The key changes to design 2 are:

Location Menu: the design of app 2 will no longer have separated screens which ask the user to choose a location type before showing a list of locations. The location menu will now be like design 1, where the list of locations is shown on screen with filters for the location types. This was a 50/50 user feedback result from the survey (figure 10). This design has been chosen to reduce the amount of user clicks needed to see the location list. The final design of this is seen in screen 6 in the storyboards section.

Location List: the scrollable list design of locations from design 1 will now replace the scrollable tile design of locations in design 2.The list design won popular vote in the survey (figure 11) alongside users wanting to see images alongside the locations shown (figure 12). Therefore, the tiles of information only will be replaced by a list of locations with the location name, image, and distance. The final design of this is seen in screen 6 in the storyboards section.

Memory List: as shown in figure 9, participants preferred the memory list in design 1 with a scrollable list of clickable memories as opposed to design 2's scrollable grid of clickable tiles. The list from design 1 will be integrated into design 2 so the memories will now be shown as a list with the images (if applicable) and memory title. The final design of this is seen in screen 13 in the storyboards section.

The rest of design 2 will stay the same as it was originally due to the survey feedback preferring the overall design and some key components. The key components of design 2 that will remain are:

Support Menu: participant feedback highlighted that the design 2 support menu was better (see figure 7), with all the app features displayed straight away from the home page rather than having to do more clicks to see exclusively travel or no travel features. The final design of this is seen in screen 3 in the storyboards section.

Memory Menu: participant feedback highlighted that the design 2 memory menu was better (see figure 8). This design first takes the user to a menu in which they can add new memories in different methods, and a button which leads the user to a separate screen to view all their memories. This method of the two separate screens was preferred as opposed to design 1's all-in-one screen. The final design of this is seen in screen 8 in the storyboards section.

Overall Design: participant feedback highlighted that the overall aesthetic, layout, and navigational flow of design 2 was better than design 1 (see figure 5). This means the colour schemes from design 2, the tiles in the home screen, and the main navigational flow will all stay the same. Please note that the colour scheme can be changed through settings in design 2.

Each screen of the final design is shown first in the storyboards section followed by some user scenarios. The final design can also be viewed at
https://www.justinmind.com/usernote/tests/51446326/51562233/51562239/index.html.

It is recommended that you view the app through the link to see how the navigation works.

5. Final Design & Storyboards
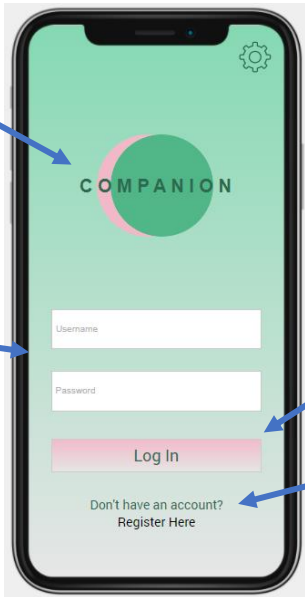
Firstly, each screen of the app will be explained to show how a user could interact with it. The following table shows the order of how the app is explained.

Screen Number	Screen Description
1	Landing Page/Login
2	Register User
3	Home Page
4	Settings
5	Appearance Settings
6	Travel List
7	View Location
8	Memories Menu
9	Choose Photo for Memory
10	Take Photo for Memory
11	Add Photo Memory
12	Add Text Memory
13	View Memories
14	View Photo Memory
15	Edit Photo Memory
16	Delete Photo Memory
17	View Text Memory
18	Edit Text Memory
19	Delete Text Memory
20	Breathing Exercise
21	Music
22	Activity
23	Positivity
24	Submit Your Own Positive Message
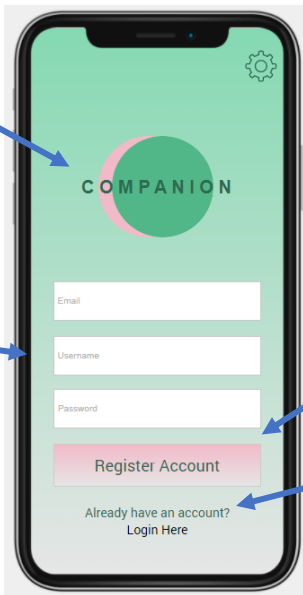
Next, the screens that are explained above are taken and put into a scenario to show how a user may do a sequence of actions to use certain features of the app. The scenarios are as follows:

Example	Scene Description
1	New User Registration & Breathing Exercise
2	Existing user logs in and want to find a nearby park
3	Existing User changes text size and creates a new positive message
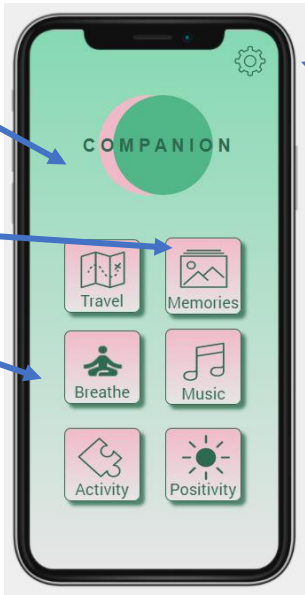
5.1 Login

Project name	Companion		
Date	23/03/21		
Scene	1	of	24
Description	User login from landing page		
Links from scenes	n/a (landing page)		
Links to scenes	Register scene (Scene 2), Home Screen (Scene 3), Settings (Scene 4)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

App Logo

Text fields for user input with login validation built in

Gear icon acts as button to settings page (scene 4)

Login button validates user input. If valid takes user to home screen (scene 3). If not – error message pops up.

Text link to register page (scene 2)

Background	Originally green gradient, user can change this from settings screen which can be accessed from all pages
Colour schemes used	Originally green & pink, user can change this from settings screen which can be accessed from all pages
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text fields for user login info, button to log in, text link to register page, gears icon acts as a button to the settings page. Login validation algorithm used for whether user exists/enters valid account details.

Project name	Companion		
Date	23/03/21		
Scene	2	of	24
Description	User Registration		
Links from scenes	Landing/Login Scene (Scene1)		
Links to scenes	Landing/Login scene (Scene 1), Home Screen (Scene 3), Settings (Scene 4)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

App Logo

Text fields for user input with validation built in

Gear icon acts as button to settings page (scene 4)

Register button validates user input. If valid takes user to home screen (scene 3). If not – error message pops up.

Text link to login page (scene 1)

Background	Originally green gradient, user can change this from settings screen which can be accessed from all pages
Colour schemes used	Originally green & pink, user can change this from settings screen which can be accessed from all pages
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text fields for user register info, button to register, text link to login page, gears icon acts as a button to the settings page. Validation algorithm used for whether valid account details entered.

Project name	Companion		
Date	23/03/21		
Scene	3	of	24
Description	Home Page		
Links from scenes	Landing/Login Scene (Scene 1), Register Page (Scene 2). All other pages link here if user clicks logo.		
Links to scenes	Settings (Scene 4), Travel Menu (6) , Memories Menu (8) , Breathing Exercise (20), Music Page (21), Activity Page (22), Positivity Page (23)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

App Logo

Gear icon acts as button to settings page (scene 4)

Tiles act as buttons and link to activities and memory menu

COMPANION

Travel　Memories
Breathe　Music
Activity　Positivity

Background	Originally green gradient, user can change this from settings screen which can be accessed from all pages
Colour schemes used	Originally green & pink, user can change this from settings screen which can be accessed from all pages
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to activity pages and memory menu, gears icon acts as button to settings page

Project name	Companion		
Date	23/03/21		
Scene	4	of	24
Description	Settings Page		
Links from scenes	All pages link here if user clicks settings icon		
Links to scenes	Landing Page if user logs out (lock icon). If user clicks back arrow (top left) it will take the user back to whichever page they were on previously. Appearance settings (scene 5).		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous screen.

Lock icon acts as log out button (only visible if user logged in)

COMPANION

User Settings

Appearance

Help & Support

About

Logo clickable – takes user to home screen.

Buttons take to various settings/info pages. Appearance settings shown in scene 5.

Background	Originally green gradient, user can change this from settings screen which can be accessed from all pages
Colour schemes used	Originally green & pink, user can change this from settings screen which can be accessed from all pages
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to specific settings pages. Lock button logs user out (if logged in). Back arrow takes user to previous screen. Logo takes user to home screen.

Project name	Companion		
Date	23/03/21		
Scene	5	of	24
Description	Appearance Settings Page		
Links from scenes	Settings Page (scene 4)		
Links to scenes	Settings Page (back button or confirm changes button).		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous screen.

Logo clickable – takes user to home screen.

COMPANION

Appearance

Change Background

Text Colour

Text Size
Aa Aa Aa

Confirm Changes

Page title to let users know what settings they are viewing.

Clickable options for changing styling of app for accessibility. Tick icon shows which setting is currently implemented.

Confirm button confirms settings and links back to settings page.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Square selection boxes to choose settings. Confirm changes button to confirm changes and link back to settings page. Logo takes user to home screen. Back arrow takes to previous screen,
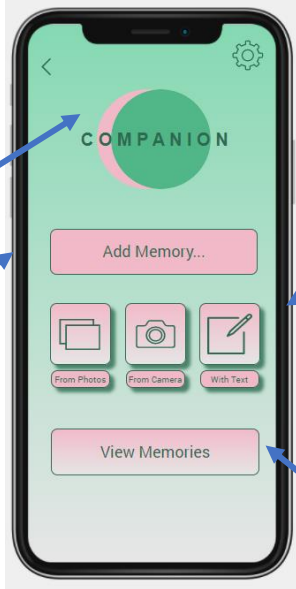
Project name	Companion		
Date	23/03/21		
Scene	6	of	24
Description	Travel Menu		
Links from scenes	Home Page (scene 3)		
Links to scenes	Previous Page (back button), home page (logo), location page (for specific location user chooses – scene 7), settings (gear icon)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous screen.

Logo clickable – takes user to home screen.

Search bar for user to input location.

Clickable locations with location image, title, and distance displayed.

Gear icon takes user to settings.

Checkboxes act as filters for which type of locations will be shown – user can change these.

Drop down menu to sort list by distance or rating (rating from google maps)

Scrollable list of locations

COMPANION

Richmond Station, The Quadran Cancel

Parks ☑ Walks ☑ Cafés ☑
Distance (Closest to Furthest)

Butter Beans Cafe 52 ft

Old Deer Park 0.4 miles

Café Milano

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Search bar for user to input location. Filters in form of checkboxes. Drop down menu to sort list of locations. Locations are clickable buttons with images in a scrollable list. Logo takes user to home screen. Back arrow takes to previous screen,

Project name	Companion		
Date	23/03/21		
Scene	7	of	24
Description	Location Screen		
Links from scenes	Travel Menu (Scene 6)		
Links to scenes	Travel menu (back button), home page (logo), settings page (gear icon).		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous screen.

Logo clickable – takes user to home screen.

Text box shows the location name.

Gear icon takes user to settings.

Map widget shows directions to the chosen location. Can be zoomed in and out.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	Embedded map showing directions to chosen location.
Animation clips included	n/a
Interface Components	Map widget showing directions to chosen location. Text box showing chosen location. Logo takes user to home screen. Back arrow takes to previous screen,

Project name	Companion		
Date	23/03/21		
Scene	8	of	24
Description	Memories Menu		
Links from scenes	Home Screen (scene 3)		
Links to scenes	View Memories (scene 13), Choose Photo (scene 9), Take Photo (scene 10), Add Text Memory (scene 12), Settings (gear icon), Home Page (logo)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous screen.

Logo clickable – takes user to home screen.

Text label prompts user to add a new memory.

COMPANION

Add Memory...

From Photos   From Camera   With Text

View Memories

Gear icon takes user to settings.

Buttons to add a new memory – either through camera, by choosing a photo from device gallery, or a text memory

View Memories menu takes user to view memories page.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text label for user prompt. Buttons with icons and text to add new memories. Button to view memories. Logo takes user to home screen. Back arrow takes to previous screen.

Project name	Companion		
Date	23/03/21		
Scene	9	of	24
Description	Choose Photo for Memory		
Links from scenes	Memories Menu (scene 8)		
Links to scenes	Add Photo Memory (scene 11)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

User's device gallery. When photo is chosen, user is taken to Add Photo Memory scene (scene 11)

Cancel button takes user back to Memories Menu (scene 8)

Background	n/a – device gallery
Colour schemes used	n/a – device gallery
Text attributes	n/a – device gallery
Audio files included	n/a
Video files included	n/a
Still files included	Device's photo gallery
Animation clips included	n/a
Interface Components	User's device gallery is opened. If a photo is chosen it acts as a button and takes user to Add Photo Memory (scene 11). Cancel button takes user back to Memories Menu (scene 8).

Project name	Companion		
Date	23/03/21		
Scene	10	of	24
Description	Take Photo for Memory		
Links from scenes	Memories Menu (scene 8)		
Links to scenes	Add Photo Memory (scene 11)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user back to Memories Menu (scene 8)

User's camera is opened. When photo is taken, user is taken to Add Photo Memory scene (scene 11)

Background	n/a – device camera
Colour schemes used	n/a – device camera
Text attributes	n/a – device camera
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	User's camera is opened. If a photo is taken, it is saved, and the user is taken to the Add Photo Memory (scene 11) where the photo will be displayed. Back button takes user back to Memories Menu (scene 8). All other camera buttons are device dependent – out of app control
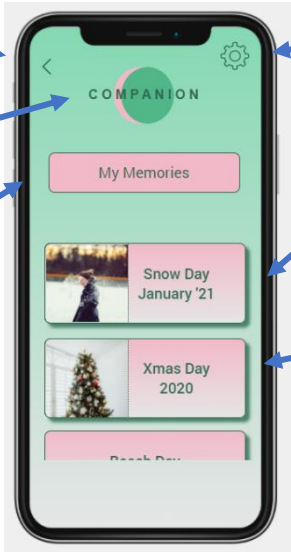
Project name	Companion
Date	23/03/21

Scene	11	of	24

Description	Adding a New Photo Memory
Links from scenes	Choose Photo (scene 9), Take Photo (scene 10)
Links to scenes	View Memories (scene 13), Home Page (through logo), Settings (through gear icon)

Functionality/Interactivity (Sketch, Screenshot and annotate)

Back button takes user to previous page.

Logo takes user to home page .

Title & Description text labels to prompt user input

Add Memory button adds the new memory to the gallery and takes user to View Memories page

Gear icon takes user to settings page.

Text fields for user to input memory title & description.

The photo that user has taken/chosen is displayed here.

COMPANION

Title

Lorem ipsum

Description

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada, integer vivamus elit eu mauris eus, cum eros quis aliquam wisi.

Add Memory

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	Photo that user has either chosen (scene 9) or taken (scene 10)
Animation clips included	n/a
Interface Components	Text fields for user input. Button to add new memory. Text labels to prompt user input. Container for chosen/taken user image. Logo takes user to home screen. Back arrow takes to previous screen.
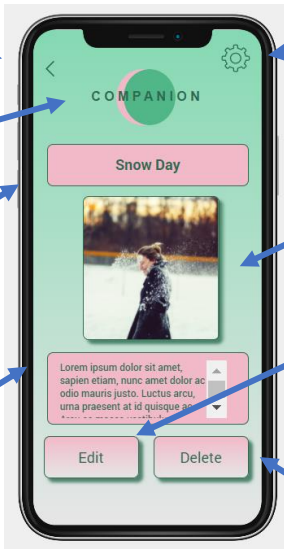
Project name	Companion		
Date	23/03/21		
Scene	12	of	24
Description	Adding a New Text Memory		
Links from scenes	Memories Menu (scene 8)		
Links to scenes	View Memories (scene 13), Home Page (through logo), Settings (through gear icon)		

Functionality/Interactivity (Sketch, Screenshot and annotate)

Back button takes user to previous page.

Gear icon takes user to settings page.

Logo takes user to home page .

Title & Description text labels to prompt user input

Text fields for user to input memory title & description.

Add Memory button adds the new memory to the gallery and takes user to View Memories page

COMPANION

Title

Lorem ipsum

Description

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada, integer vivamus elit eu mauris eus, cum eros quis aliquam wisi. Nulla wisi laoreet suspendisse integer vivamus elit eu mauris hendrerit facilisi, mi mattis pariatur aliquam pharetra eget.

Add Memory

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text fields for user input. Button to add new memory. Text labels to prompt user input. Logo takes user to home screen. Back arrow takes to previous screen.
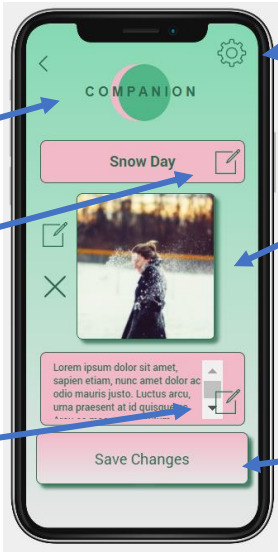
Project name	Companion		
Date	23/03/21		
Scene	13	of	24
Description	View Memories		
Links from scenes	Memories Menu (scene 8)		
Links to scenes	View Single Memory (scene 14), Home Page (through logo), Settings (through gear icon)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page.

Gear icon takes user to settings page.

Logo takes user to home page .

Scrollable container of memories in list format

Text Label showing user what page they are on

Buttons display the user's memories with a text label showing the memory title and an image of the memory (if applicable)

COMPANION

My Memories

Snow Day January '21

Xmas Day 2020

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	Images of the memories (if applicable – text memories have no image)
Animation clips included	n/a
Interface Components	Scrollable container with the list of memories. Text label with page title. Buttons displaying each memory with its title and an image where applicable. Logo takes user to home screen. Back arrow takes to previous screen.

Project name	Companion		
Date	23/03/21		
Scene	14	of	24
Description	Viewing a Photo Memory		
Links from scenes	Memories Menu (scene 8)		
Links to scenes	Edit Photo Memory (scene 15), Delete Photo Memory (scene 16), View Memories (scene 13)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page.

Gear icon takes user to settings page.

Logo takes user to home page .

Image of memory

Text Label showing memory title.

Edit Button shows hidden elements which allow user to edit memory (scene 15)

Scrollable text area displaying memory description.

Delete Button shows hidden elements with a confirmation message (scene 16)

COMPANION

Snow Day

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac

Edit   Delete

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	Memory Image
Animation clips included	n/a
Interface Components	Text label with memory title. Memory image. Scrollable text area with memory description. Buttons to edit or delete memory. Logo takes user to home screen. Back arrow takes to previous screen.

Project name	Companion		
Date	23/03/21		
Scene	15	of	24
Description	Editing a Photo Memory		
Links from scenes	View Photo Memory (scene 14)		
Links to scenes	View Photo Memory (scene 14)		

Functionality/Interactivity (Sketch, Screenshot and annotate)

Back button takes user to previous page. Changes discarded.

Logo takes user to home page. Changes will be discarded.

Text Label is now editable when user clicks on pencil icon.

Scrollable text area is now editable when user clicks on pencil icon.

Gear icon takes user to settings page.

Image of memory is now editable/can be deleted through icons.

Save Changes button hides all edit elements and makes components un-editable again (scene 14)

COMPANION

Snow Day

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque

Save Changes

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	Memory Image
Animation clips included	n/a
Interface Components	Text labels now editable for memory data. Memory image still displayed. Icons to edit text labels and delete image. Save Changes button hides icons and returns user to scene 14. Logo takes user to home screen. Back arrow takes to previous screen.

Project name	Companion		
Date	23/03/21		
Scene	16	of	24
Description	Deleting a Photo Memory		
Links from scenes	View Photo Memory (scene 14)		
Links to scenes	View Photo Memory (scene 14), View Memories (scene 13)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page. Changes discarded.

Gear icon takes user to settings page.

Logo takes user to home page. Changes will be discarded.

Image of memory

Hidden component now shows asking user to confirm deletion.

Text label showing memory title.

Tick icon deletes memory – takes user to View Memories (scene 13)

Edit & Delete buttons now unclickable whilst popup shows.

Cross icon hides component again and resets to scene 14 (View Photo Memory).

COMPANION

Snow Day

Confirm Delete?

Edit   Delete

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	Memory Image
Animation clips included	n/a
Interface Components	Memory title still displayed in label. Memory image still displayed. Hidden component shows with icons. Edit & Delete buttons now unclickable during confirmation. Logo takes user to home screen. Back arrow takes to previous screen.

Project name	Companion		
Date	23/03/21		
Scene	17	of	24
Description	Viewing a Text Memory		
Links from scenes	View Memories (scene 13)		
Links to scenes	Edit Text Memory (scene 18), Delete Photo Memory (scene 19), View Memories (scene 13)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page.

Gear icon takes user to settings page.

Logo takes user to home page .

Text Label showing memory title.

Scrollable text area displaying memory description.

Edit Button shows hidden elements which allow user to edit memory (scene 18)

Delete Button shows hidden elements with a confirmation message (scene 19)

COMPANION

Beach Day

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada.

Edit   Delete

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text label with memory title. Scrollable text area with memory description. Buttons to edit or delete memory. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon to settings.
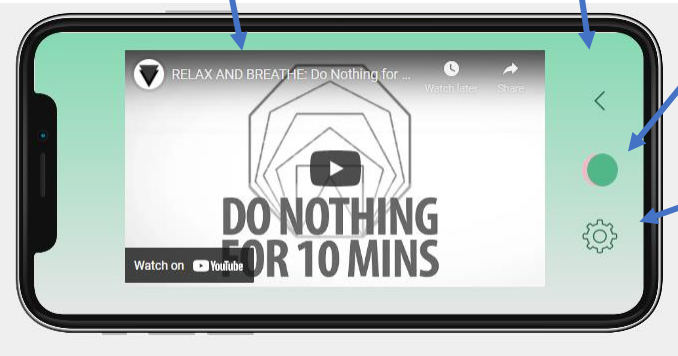
Project name	Companion		
Date	23/03/21		
Scene	18	of	24
Description	Editing a Text Memory		
Links from scenes	Viewing a Text Memory (scene 17)		
Links to scenes	Viewing a Text Memory (scene 17)		

Functionality/Interactivity (Sketch, Screenshot and annotate)

Back button takes user to previous page. Changes discarded.

Gear icon takes user to settings page.

Logo takes user to home page. Changes discarded.

Text Label showing memory title now editable with pencil icon.

Scrollable text area displaying memory description now editable with pencil icon.

Save Changes button hides all edit elements and makes components un-editable again (scene 14)

COMPANION

Beach Day

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada.

Save Changes

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Icons now show to edit text fields containing memory information. Save Changes button hides icons and returns user to scene 17. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon to go to settings.
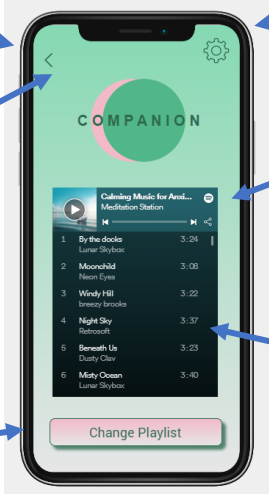
Project name	Companion		
Date	23/03/21		
Scene	19	of	24
Description	Deleting a Text Memory		
Links from scenes	View Text Memory (scene 17)		
Links to scenes	View Text Memory (scene 17), View Memories (scene 13)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page. Changes discarded.

Gear icon takes user to settings page.

Logo takes user to home page. Changes will be discarded.

Hidden component now shows asking user to confirm deletion.

Text label showing memory title.

Tick icon deletes memory – takes user to View Memories (scene 13)

Edit & Delete buttons now unclickable whilst popup shows.

Cross icon hides component again and resets to scene 17 (View Photo Memory).

COMPANION

Beach Day

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada.

Confirm Delete?

Edit   Delete

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Memory title still displayed in label. Hidden component shows with icons. Edit & Delete buttons now unclickable during confirmation. Logo takes user to home screen. Back arrow takes to previous screen.

Project name	Companion		
Date	23/03/21		
Scene	20	of	24
Description	Viewing a Breathing Exercise		
Links from scenes	Home Page (scene 3)		
Links to scenes	Home Page, Settings		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Video player showing breathing exercise.

Back Button – takes user to previous page.

Logo – takes to home page.

Gear icon – takes user to settings.

RELAX AND BREATHE: Do Nothing for …
Watch later   Share
DO NOTHING FOR 10 MINS
Watch on ▶ YouTube

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	Breathing Exercise – app's own but YouTube placeholder shown in design
Still files included	n/a
Animation clips included	n/a
Interface Components	Video player. Back button. Logo to home page. Gear icon to settings.

Project name	Companion
Date	23/03/21

Scene	21	of	24

Description	Listening to music

Links from scenes	Home Page (scene 3)

Links to scenes	Home Page (scene 3), Settings

Functionality/Interactivity (Sketch, Screenshot and annotate)

Back button takes user to previous page. Changes discarded.

Gear icon takes user to settings page.

Logo takes user to home page. Changes will be discarded.

Music player with play/pause/skip buttons.

Music playlist with the songs displayed in scrollable container.

Change Playlist button to change the music playlist.

COMPANION

Calming Music for Anxi...
Meditation Station

1	By the docks	3:24
	Lunar Skybox	
2	Moonchild	3:08
	Neon Eyes	
3	Windy Hill	3:22
	breezy brooks	
4	Night Sky	3:37
	Retrosoft	
5	Beneath Us	3:23
	Dusty Clav	
6	Misty Ocean	3:40
	Lunar Skybox	

Change Playlist

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	Music playlist with anxiety-reducing/calming music. Shown with music player component.
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Music player to control music. Scrollable container of the songs in the current playlist. Button to change playlist. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon takes user to settings screen.

Project name	Companion		
Date	23/03/21		
Scene	22	of	24
Description	View a Random Activity		
Links from scenes	Home Page (scene 3)		
Links to scenes	Home Page (scene 3), Settings		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page. Changes discarded.

Gear icon takes user to settings page.

Logo takes user to home page. Changes will be discarded.

Text labels

Change Activity button to change to a new random activity.

Text areas with activity title and description

COMPANION

Activity Name

Lorem ipsum

Activity Description

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada, integer vivamus elit eu mauris eus, cum eros quis aliquam wisi. Nulla wisi laoreet suspendisse integer vivamus elit eu mauris hendrerit facilisi, mi mattis pariatur aliquam pharetra eget.

Change Activity

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text labels to indicate activity title and description. Text areas with the actual activity title and description. Change Activity button refreshes screen with a new random activity. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon takes user to settings screen. Activities provided by app team. Activity example; craft ideas, journaling, reading, etc.
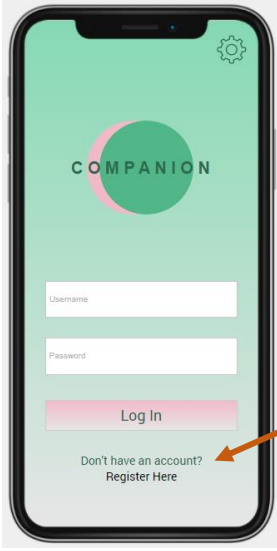
Project name	Companion
Date	23/03/21

Scene	23	of	24

Description	View a Positive Message
Links from scenes	Home Page (scene 3)
Links to scenes	Home Page (scene 3), Settings, Submit Your Own Message (scene 24)

Functionality/Interactivity (Sketch, Screenshot and annotate)

Back button takes user to previous page. Changes discarded.

Logo takes user to home page. Changes will be discarded.

Change Message button to change to a new message.

Gear icon takes user to settings page.

Text labels

Text areas with positive message and the user who

Submit Your Own Message button, takes user to scene 24.

COMPANION
Message
Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada, integer vivamus elit eu mauris eus, cum eros quis aliquam wisi.
Submitted By:
MadeUpUser123
Submit Your Own
Change Message

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text labels to indicate message and user. Text areas with the actual message and username. Submit Your Own takes user to scene 24 to add their own message to the app database. Change Message button refreshes screen with a new random message. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon takes user to settings screen.

Project name	Companion		
Date	23/03/21		
Scene	24	of	24
Description	Add a Positive Message		
Links from scenes	View Positive Message (scene 23)		
Links to scenes	Home Page (scene 3), Settings		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Back button takes user to previous page. Changes discarded.

Logo takes user to home page. Changes will be discarded.

Add Positive Message button adds the message to the database and takes user to home page.

Gear icon takes user to settings page.

Text labels to prompt users

Text fields auto fills with user's username – cannot be edited.

Text labels with app note to users.

COMPANION

Enter Message:

Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. Luctus arcu, urna praesent at id quisque ac. Arcu es massa vestibulum malesuada, integer vivamus elit eu mauris eus, cum eros quis aliquam wisi.

Submitted By:

<Your Username>

Please Note:
Your message will be reviewed by the admin team before being shown to other users.

Add Positive Message

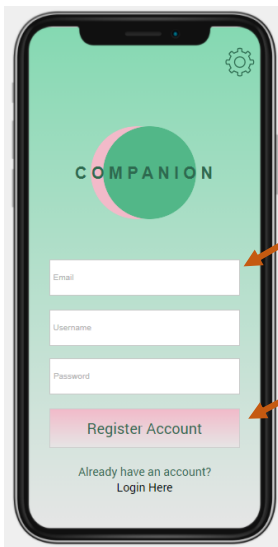| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text labels to prompt user input. Text field for user to enter their message. Text label auto fills with user's username. Text label with app note to users. Add button to add message to the database. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon takes user to settings screen.

Scenarios
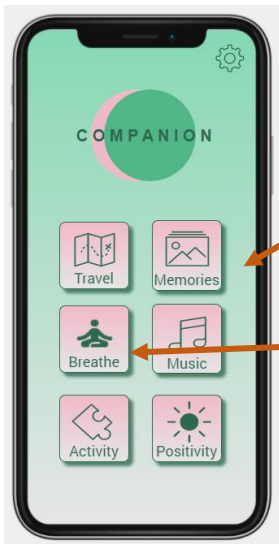
Example 1: New User Registration and Breathing Exercise

Project name	Companion		
Date	23/03/21		
Scene	1	of	4
Description	User installs app and opens it to this page- the landing page		
Links from scenes	n/a		
Links to scenes	Registration (scene 2)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text fields for user login info, button to log in, text link to register page, gears icon acts as a button to the settings page. Login validation algorithm used for whether user exists/enters valid account details.

Example 1: New User Registration and Breathing Exercise

Project name	Companion
Date	23/03/21
Scene	2 of 4
Description	User has navigated to registration and enters details to create account
Links from scenes	Landing Page (scene 1)
Links to scenes	Home Page (scene 3)
Functionality/Interactivity (Sketch, Screenshot and annotate)	

1. User enters their email, username, and password in the corresponding text fields.

2. User clicks the 'Register Account' button. Registration successful, app navigates them to the home page as a logged in user.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text fields for user register info, button to register, text link to login page, gears icon acts as a button to the settings page. Validation algorithm used for whether valid account details entered.

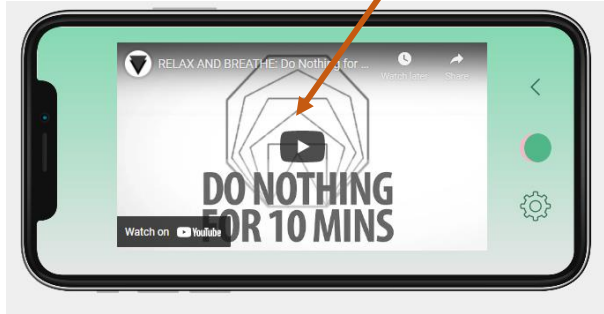*Example 1: New User Registration and Breathing Exercise*

Project name	Companion
Date	23/03/21
Scene	3	of	4
Description	User has navigated to home page and can view activities that the app offers
Links from scenes	Registration (scene 2)
Links to scenes	Breathing Exercise (scene 4)

Functionality/Interactivity (Sketch, Screenshot and annotate)

1. User has been taken to the home page where they can see all the activities.

2. User clicks the 'Breathe' button to do a breathing exercise.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to activity pages and memory menu, gears icon acts as button to settings page

Example 1: New User Registration and Breathing Exercise

Project name	Companion		
Date	23/03/21		
Scene	4	of	4
Description	User has navigated to breathing exercise and now plays it		
Links from scenes	Home Page (scene 3)		
Links to scenes	n/a		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User has been taken to the breathing exercise page.

2. User clicks the play button on the exercise to see the video and hear the audio.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Video player. Back button. Logo to home page. Gear icon to settings.

Example 2: Existing User Logs in and Wants to go to a park

Project name	Companion		
Date	23/03/21		
Scene	1	of	4
Description	User opens app and it opens on the landing page		
Links from scenes	n/a		
Links to scenes	Home Page (scene 2)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User opens app, this screen appears first.

2. User fills in the text fields with their login details.

3. User clicks login, logs in successfully.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text fields for user login info, button to log in, text link to register page, gears icon acts as a button to the settings page. Login validation algorithm used for whether user exists/enters valid account details.

Example 2: Existing User Logs in and Wants to go to a park

Project name	Companion		
Date	23/03/21		
Scene	2	of	4
Description	User is navigated to home page		
Links from scenes	Landing Page/Login (scene 1)		
Links to scenes	Travel Menu (scene 3)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User is navigated to home page after successful log in

2. User selects travel activity.

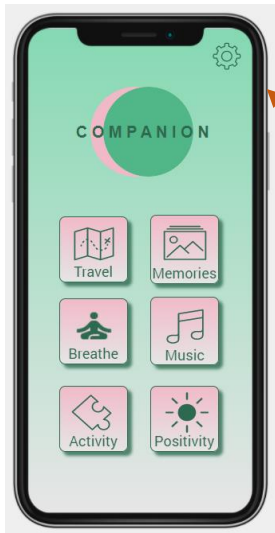| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to activity pages and memory menu, gears icon acts as button to settings page

Example 2: Existing User Logs in and Wants to go to a park

Project name	Companion
Date	23/03/21

Scene	3	of	4

Description	User is navigated to travel menu
Links from scenes	Home Page (scene 2)
Links to scenes	Location View (scene 4)

Functionality/Interactivity (Sketch, Screenshot and annotate)

1. User inputs their current location in the search bar and clicks search.

2. User deselects all checkboxes except from park to filter locations.

3. Locations list shows nearby parks. User chooses closest one.

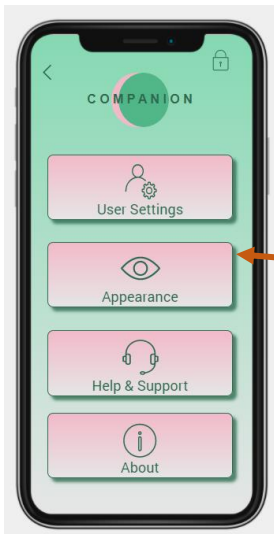| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Search bar for user to input location. Filters in form of checkboxes. Drop down menu to sort list of locations. Locations are clickable buttons with images in a scrollable list. Logo takes user to home screen. Back arrow takes to previous screen,

Example 2: Existing User Logs in and Wants to go to a park

Project name	Companion
Date	23/03/21

Scene	4	of	4

Description	User has chosen which location they want to go to
Links from scenes	Travel Menu (scene 3)
Links to scenes	n/a

Functionality/Interactivity (Sketch, Screenshot and annotate)	

1. User is navigated to their chosen location.

2. Location name shows on

3. Embedded map widget shows directions. User can zoom in and follows these directions to Old Deer Park

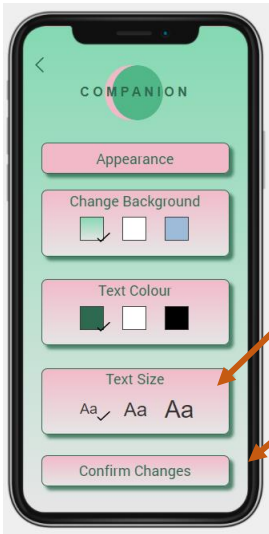| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Map widget showing directions to chosen location. Text box showing chosen location. Logo takes user to home screen. Back arrow takes to previous screen,

Example 3: Existing User changes text size and creates a new positive message

Project name	Companion		
Date	23/03/21		
Scene	1	of	7
Description	Existing user opens app which remembers the user and takes them straight to them home page		
Links from scenes	n/a		
Links to scenes	Settings (scene 2)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User opens app, and it navigates them straight to home page as a remembered user.

2. User wants to change font size, goes into settings via the gear icon.

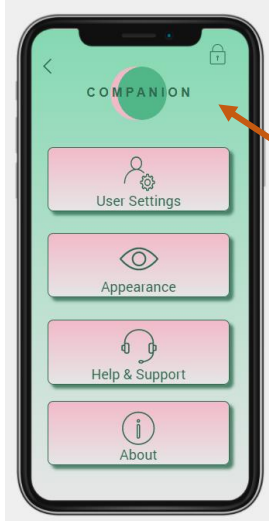| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to activity pages and memory menu, gears icon acts as button to settings page

Project name	Companion		
Date	23/03/21		
Scene	2	of	7
Description	User navigates to settings		
Links from scenes	Home Page (scene 1)		
Links to scenes	Appearance Settings (scene 3)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User opens app's main settings through the gear icon.

2. User wants to change font size, so navigates to appearance settings through the appearance button.

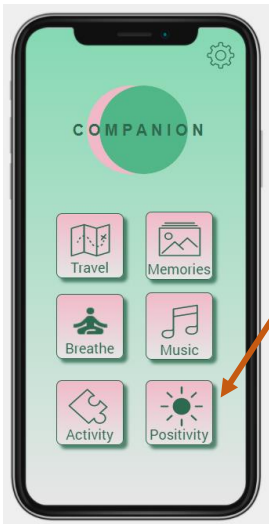| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to specific settings pages. Lock button logs user out (if logged in). Back arrow takes user to previous screen. Logo takes user to home screen.

Example 3: Existing User changes text size and creates a new positive message

Project name	Companion		
Date	23/03/21		
Scene	3	of	7
Description	User navigates to settings		
Links from scenes	Settings Page (scene 2)		
Links to scenes	Home Page (scene 4)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User opens appearance settings.

2. User changes font size by selecting biggest option.

3. User clicks Confirm Changes button. This saves the new font size and navigates the user back to the settings screen.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Square selection boxes to choose settings. Confirm changes button to confirm changes and link back to settings page. Logo takes user to home screen. Back arrow takes to previous screen.

Example 3: Existing User changes text size and creates a new positive message

Project name	Companion		
Date	23/03/21		
Scene	4	of	7
Description	User is navigated back to main settings after changing font size		
Links from scenes	Appearance Settings Page (scene 3)		
Links to scenes	Home Page (scene 5)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User clicks app logo to navigate back to home page after changing font size in previous scene.

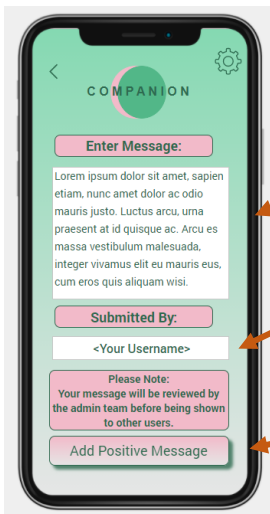| Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to specific settings pages. Lock button logs user out (if logged in). Back arrow takes user to previous screen. Logo takes user to home screen.

Example 3: Existing User changes text size and creates a new positive message

Project name	Companion
Date	23/03/21
Scene	5 of 7
Description	User has navigated back to home page. Decides to submit their own positive message to support other people.
Links from scenes	Settings Page (scene 4)
Links to scenes	Positivity Page (scene 6)
Functionality/Interactivity (Sketch, Screenshot and annotate)	

1. User clicks 'Positivity' button and is navigated to view a positive message.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Buttons link to activity pages and memory menu, gears icon acts as button to settings page

Example 3: Existing User changes text size and creates a new positive message

Project name	Companion		
Date	23/03/21		
Scene	6	of	7
Description	User has navigated back to positivity page		
Links from scenes	Home Page (scene 5)		
Links to scenes	Add Positive Message (scene 7)		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User is navigated to view a positive message submitted by the app/another user. The message is shown in the text area.

2. User decides to add their own message to support others. Clicks 'Submit Your Own' button.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text labels to indicate message and user. Text areas with the actual message and username. Submit Your Own button. Change Message button refreshes screen with a new random message. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon takes user to settings screen.

Example 3: Existing User changes text size and creates a new positive message

Project name	Companion		
Date	23/03/21		
Scene	7	of	7
Description	User has navigated back to positivity page		
Links from scenes	View Positive Message (scene 6)		
Links to scenes	n/a		
Functionality/Interactivity (Sketch, Screenshot and annotate)			

1. User is navigated to page to submit own message.

2. User fills in message in text area.

3. The app auto fills the 'Submitted By' field with the user's username.

4. User clicks 'Add Positive Message' button and the message is added to app's database to be reviewed.

Background	Originally green gradient, user can change this from settings
Colour schemes used	Originally green & pink, user can change this from settings
Text attributes	Roboto is used throughout the app (except for the logo). Text size can be changed in settings by user.
Audio files included	n/a
Video files included	n/a
Still files included	n/a
Animation clips included	n/a
Interface Components	Text labels to prompt user input. Text field for user to enter their message. Text label auto fills with user's username. Text label with app note to users. Add button to add message to the database. Logo takes user to home screen. Back arrow takes to previous screen. Gear icon takes user to settings screen.

6. Conclusion

Two app designs have been created as prototypes for a 'Companion' app – an anxiety support app which has the aim to help people manage their anxiety when returning to normal life after lockdown. After surveying these two designs and creating user scenarios to test them, the final design that has been chosen is a combined design of the two prototypes. This final design will give users the best user experience when interacting with the app.