

The final fuctional UI is very similar to the proposed design mockups. A few variations in the design are:

- No image implementation
- No species identification

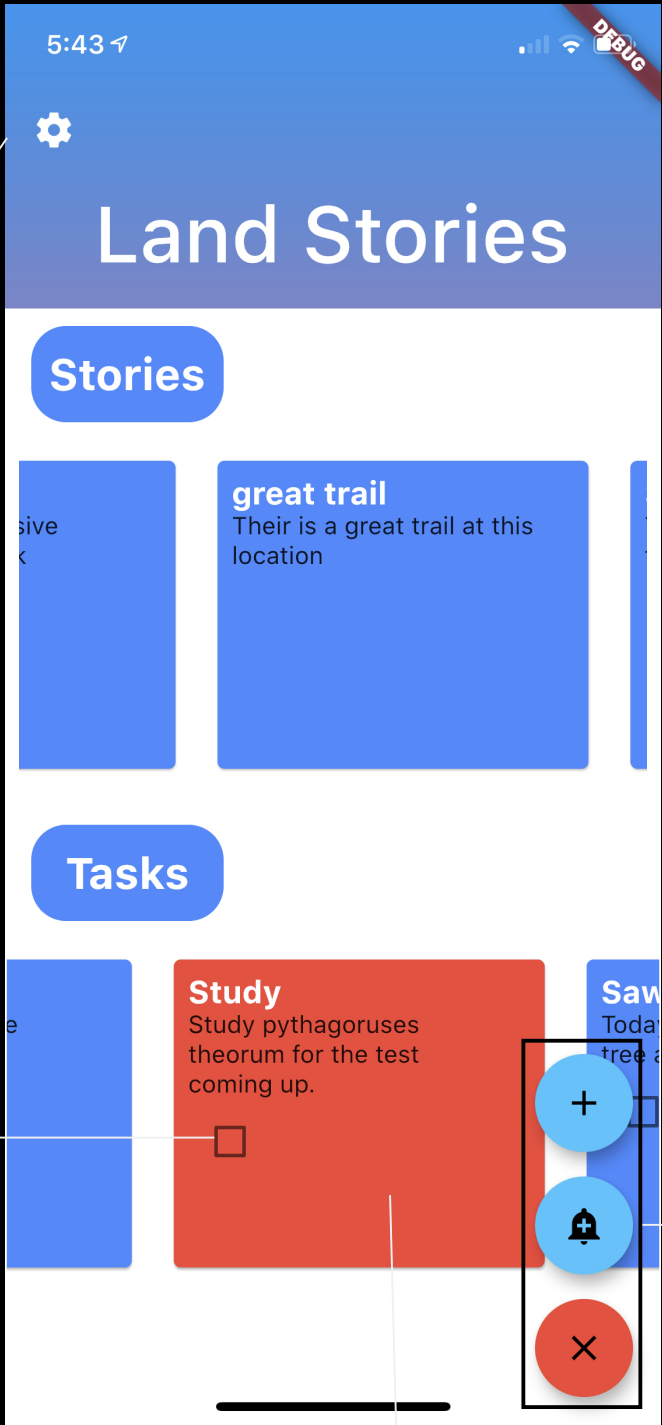
These features will be implemented in future updates to the app, but due to time constraints, they will not be in the first version.

Overall, the apps design has highly visible contrasting colors, large buttons, and bold text. This makes the app very good for users with impaired vison and also makes it eaiser to navigate when users are on the go. To furthur improve acessblitly, future updates of the app may include support for iOS's built-in accessibility features which will make the app be completely controllable by voice and more.

The app uses cog as a button to navigate to settings as most app use a similar icon, so users wont have any trouble learning and identifying the function of the button.

The checkboxes could be improved. At the moment, they are small and unnoticable. New users may have some trouble finding and using it till they learn its function.

The red tasks makes it obvious when the user hasnt completed a task



This debug banner will not be in the app in the release version. It is only for developers to identify that the app is in debug mode, which may impact the performace.

The horizontal scrolling list of stories/tasks creates an inuitive and simpe interface for the user to navigate the app. This enchances the user experience.

New task/story buttons pop up from the floating action button in the bottom right corner. The buttons are a different shade of blue so they contrast to the blue story and task cards. The new tasks button has a bell icon to represent the reminder feature. The buttons can be easily dismissed by the red cross below them. All the buttons are large and obvious making the app useable and learnable. The large, contrasting buttons, also makes the app acessible to users who have poor eyesight. The buttons were positioned in this area as they are in the "thumb zone" - the spot where its easy to reach for user.

More on the thumb zone - <https://www.islandmediamanagement.com/the-mobile-thumb-zone/>

New task pages

The new story page is identical, except it doesnt have the datetime picker. So only the new task page will be analysed. The Modify stories page also has the same design so it will not be analysed

Using a blue background makes the text fields very disernable. The text fields have grey placeholders that describe the type of information that users should enter. The What3Words card cleary displays the W3W location. The three red /// is similar to the W3W logo. In the future, a image of the logo could be used to better identify the feature. The blue text commonly represents a button in iOS, so that was used to show the "set reminder time" button. Since this is a cross-platform app, a more android - esque button style will be used on Android platforms.

This is the popup that appears when when the users taps "set reminder time". This is an iOS style datetime picker. The design could be improved by adding an option to change minutes to 5 minute increments which will make it easier and faster to pick a time. Also, tapping anywhere outside the picker will dismiss it, but a designated done button should be added in later versions to increase learnability. An Android picker will be used on Android devices.

6:49

DEBUG

New Task

Task title

Task description

/// W3W Location:

trail.resolving.substantial

Set reminder time

May 17, 2020 6:48 PM

Save

7:18

DEBUG

New Task

Task title

Task description

/// W3W Location:

trail.resolving.substantial

Set reminder time

May 17, 2020 6:48 PM

	4	14	
	5	15	
	6	16	
	7	17	AM
Today	8	18	PM
Mon May 18	9	19	
Tue May 19	10	20	
Wed May 20	11	21	
Thu May 21	12	22	