Our final prototype design was based mainly on the prototype B from the previous assignment. In our user tests, this version was rated more visually appealing and more intuitive due to the integrated calendar functionality. Although the method of switching between pages is different, many of the pages themselves are taken from or inspired by the first prototype.

Below is a chart of the usability issues we had to address in our final prototype:

Name	Relevant Heuristic	Description
Virtually no help or documentation	Help & Documentation	At no point are users able to find a page that has help/documentation, nor is there any settings button implemented in this prototype. For instance, if someone on the home page (single day view) doesn't know how to zoom out (pinch) they are just stuck, frustrated.
Too easy to delete plant	Error Prevention	Very easy to delete her profile when accidentally clicking on the delete button in the top right corner. User could easily slip or hit it expecting it to be a back button and lose months of work just like that.
No back button	User control and freedom	There is no way for the user to return to a previous page once they have left it.

The first usability issue we resolved was the lack of a help/documentation and a settings menu. We implemented a three dot (vertical) menu button on the top right corner of most pages so the user may easily access it. Within this menu, there is an option that will take you to the help/documentation page where users can look at FAQs or general use instructions. This menu

also changes options depending on what page you're on. For instance, the options on plant profiles include "edit page" or "delete page".

The next usability issue was that it was way too easy to accidentally delete a plant since the delete and edit buttons were right next to each other. To avoid this mistake, we put the edit and delete buttons within our new dot menu. A user can click on the menu button and they will see the first option is to edit. Further down the options list (last) is the delete button so it is harder for users to accidentally click it. Even if a user were to unintentionally click on it, there is a verification that pops up asking "Are you sure you want to delete this plant?". From there the user can either select "delete" or "cancel", thereby making it less likely to incur mistakes.

The last issue we had to resolve was the lack of a back button. This fix was easy enough because we just had to add a back arrow at the top left corner of each page that needed it, to end back up at our base page: the single-day view.

Figma Link:
https://www.figma.com/file/GHg7dNoEevBnxgugeBt4UWit/Final-Prototype?node-id=0%3A1

Storyboard:
We both brought our storyboard and presented in recitation Section 202. Storyboard pdf is attached separately.