MindfulKnights App Usability Test Report

Hey Team and Users,

We've recently completed testing our MindfulKnights app, and I'm eager to share our discoveries and upcoming improvements.

First, we've noticed that some text in the app is challenging to read. We're addressing this to ensure it's visually comfortable for everyone. Also, navigating the app, particularly from the home page, needs to be more user-friendly. We're considering new designs to make the home page more intuitive, so users can easily find their way.

We've also identified an issue with the drawing feature. Changing the brush size was affecting previous drawings, which is not ideal. We're fixing this so your drawings remain as intended, regardless of brush size changes. Additionally, we're working on allowing users to change the brush and background colors.

Regarding the fidget page, while users enjoyed the vent and breathing functions, it was sometimes unclear which buttons activated specific features. We plan to simplify this with clear instructions and possibly adding soothing sounds.

Lastly, there's the timer function on the profile page. We understand it currently only starts counting when you access the profile page, which doesn't accurately reflect your app usage time. We're changing this so the timer starts as soon as you open the app, giving you a true measure of your usage time.

So, what's the plan? We're enhancing text readability, redesigning the home page for better navigation, improving the drawing feature to preserve your artwork, making the fidget page more user-friendly, and updating the timer to start when the app is opened.

We're excited to roll out these updates and are eager to see how they will enhance your experience with MindfulKnights. A huge thank you to everyone who participated in the testing. Your feedback is incredibly valuable and is instrumental in helping us shape a better app.

Warm regards,

The MindfulKnights Team