

**Pet 1:**

- Home Screen Top should be a Widget Set where you can switch between different key numbers
- Energy meter is intuitive understand (goes from left to right)
- The concept on saving energy regarding normal usage is not clearly defined
  - is 96% used of target or already above predefined target?
- Graphics and Data about the weekly progress would be nice
  - About single Devices nice
- Setting achievements should be more intuitive (and the individual achievements should be explained)
  - on what do the achievements refer? previous week or individually set?
- Having different colors for individual devices is confusing (size of bubble is already there to visualize the energy consumption
  - having different groups not for single devices/appliances
    - ◆ Lighting
    - ◆ Heating
    - ◆ Consumer Electronics
    - ◆ Kitchen
    - ◆ ...
  - Maybe use colors more informative
- Graphs showing the usage of individual device is informative, but should also point out where I'm at the moment, is it a history of consumption or prediction
- Tips for saving energy are visible and in a good place (UI-wise)
- Leaderboard button should lead to the Leaderboard not clicking on points
  - clicking on points should maybe lead to an explanation of the points, since it's a gamification currency, not intuitive for every user

**Pet 2:**

- Achievements are difficult to explain
- Easy to understand the Heat-map
  - understanding where the most electricity is used
- Icons are difficult to interpret
- What does exceeding mean?
  - Since there is an arrow to top, it could mean exceeding target could mean something positive
  - Just energy meter clarified it a bit
  - change arrow to down pointing (it refers to pet health)

**Pet 3:**

- Breakdown/Heat-map is pretty good
- Top information should display information for different weeks (interaction would be intuitive)
- Why would someone a smaller target?
  - can I save too much energy?
- How does the pet represents what the user is actually doing
  - does not visualize it
  - doesn't react to specific input
  - how to tell user that he and thus the pet does well
  - too simple at the moment
- Too very different ideas
  - have to pick one for Hi-Fi Prototype...