# Notes

* Privacy-focused—privacy should be considered at every step of the design process.
* Unobtrusive—user interface should not have too many moving parts.
* Intuitive—deterministic/predictable interface with instantly readable statuses, symbols and colors.
* Ease of use—inputting data shouldn’t be too much of a hassle.
* Too much input requirement would discourage the user from using the device regularly and too little input would risk insufficient data, need to strike a balance.
* Collaboration with students in health and design departments—we shouldn’t re-invent the wheel when it comes to user interface design and user input considerations; collaborating with folks in these departments would help with the development.

# Input Considerations

* Hydration
* Meals
* Mood
* Workload (based on events from mobile devices)
* Exercise/physical activity
* Screen-time