### **Ataraxia:**

# Midway Milestone

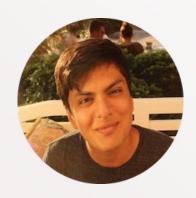
Ashwin A.
Claire S.
Katherine E.
Josh L.



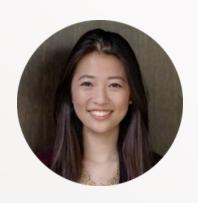
## Value Proposition

Learn to be a happier you

#### The Team



Ashwin A.



Claire S.



Josh L.



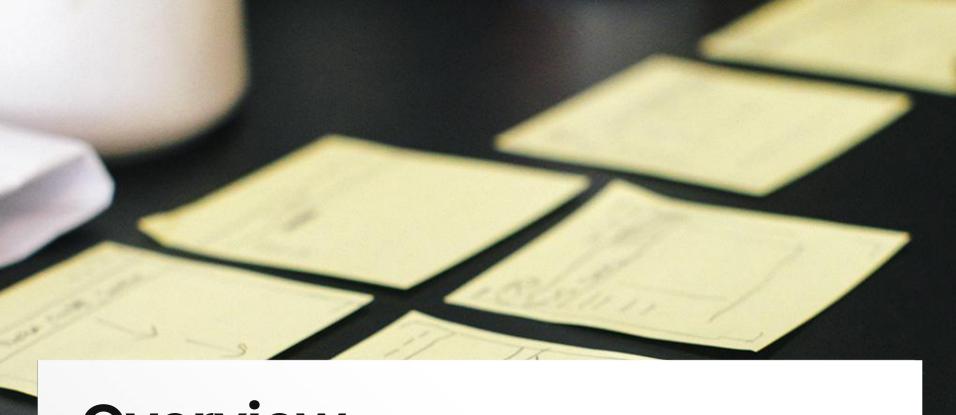
Katherine E.

#### **Problem Overview**

People aren't aware of what they can be doing to take care of themselves - what makes them happier and what doesn't

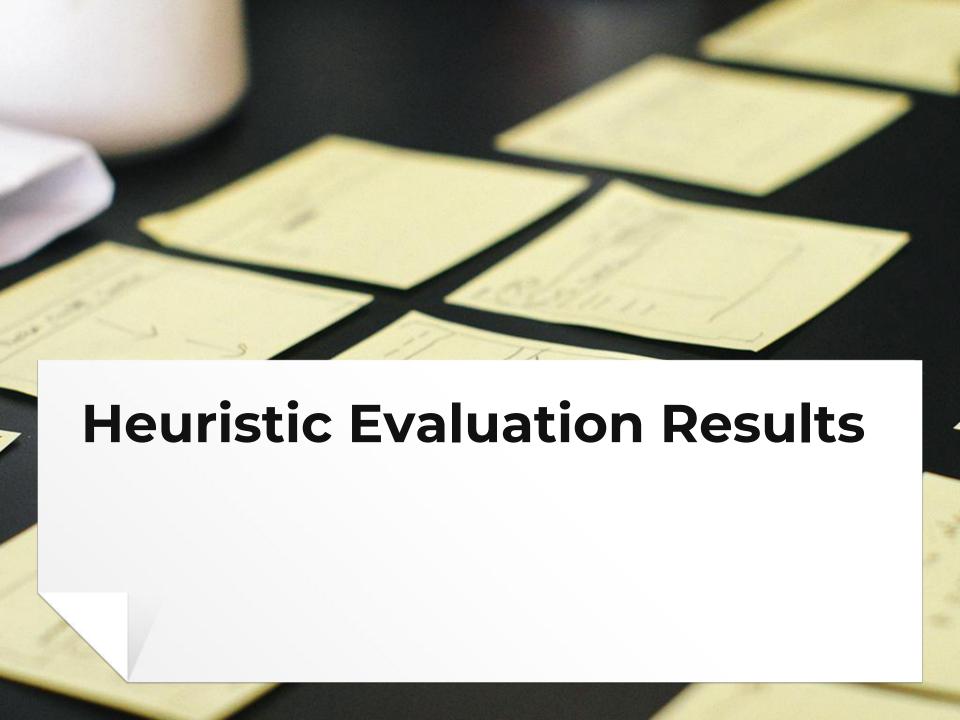
#### **Solution Overview**

Ataraxia will help people through the process of learning what works for them and what doesn't when it comes to taking care of themselves by guiding users to curate their own self-care routine



# Overview

HE Evalution Results Overview of Changes Prototype Status & Demo



#### Difficult to view in progress activities

Why change this? Users had to go to options menu and select "in progress activities" in order to view them

**Solution:** Redesigned default screen to be activities in progress (if any). Otherwise defaults to "today" screen

#### Top left button not standardized

Why change this? "x" and back button generally unstandardized (or non existent), sometimes brings you to home screen, other times takes you back a page.

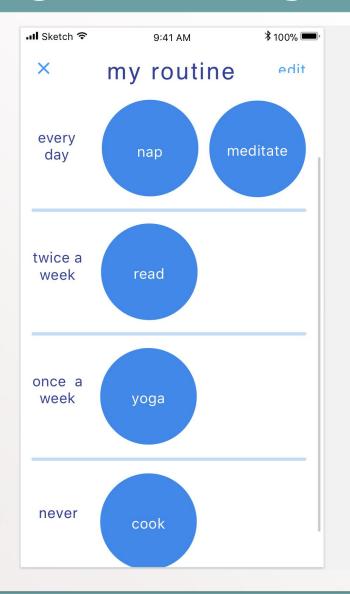
**Solution:** "x" close pop up screens, and back arrows go to previous page.

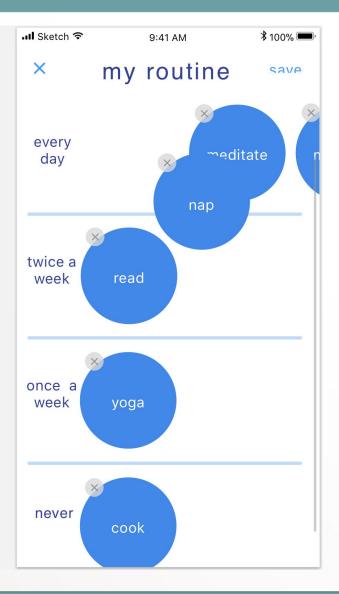
#### Can't add activities in edit routine screen

Why change this? Users can't add activities from the edit routine screen.
Only place to do this is through discover

Solution: Add the option to add activities from the edit routine screen. Activities currently not in routine are listed in their own category and can be dragged in.

#### Viewing and editing routine





#### Non-HE / Other Changes

- Changed color scheme to have more contrast
- Resources page changed to be more readable and less cluttered
- Adding notes now on the same screen during reflection
- Options bar removed, replaced single
   button to access activities / routine

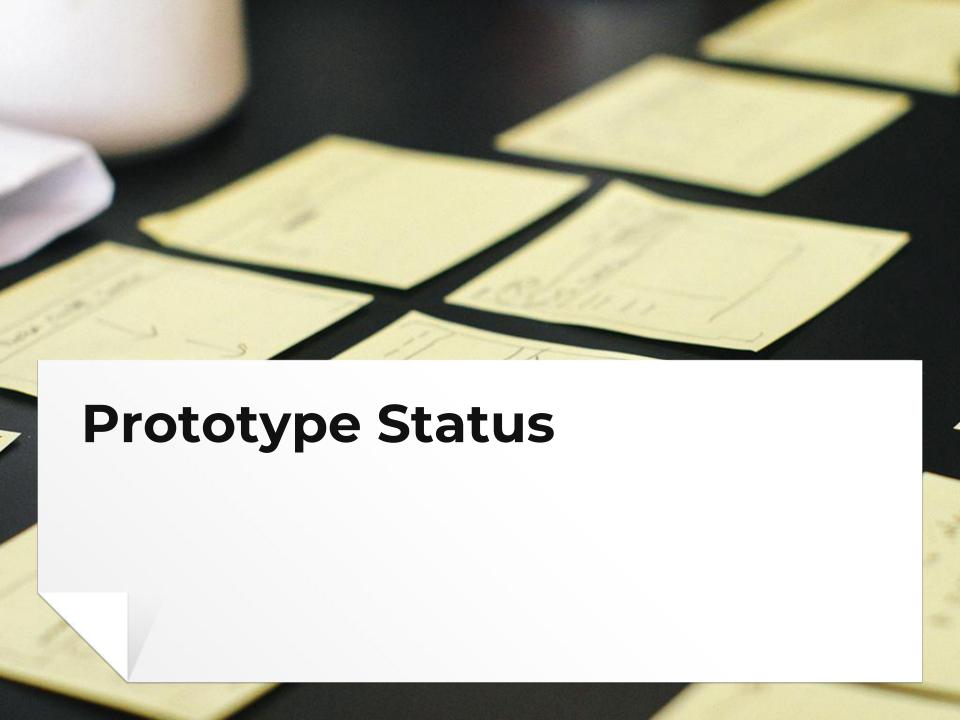


#### Overview of Revised Design

- More user freedom
  - Why? This came up often in our HE feedback, where users didn't have enough flexibility
- Revised aesthetics
  - Why? To enhance user experience and delightfulness

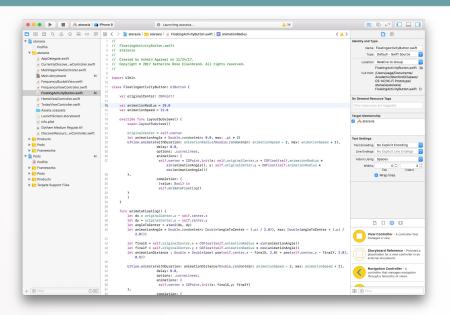
#### Overview of Revised Design

- Increased accessibility to features
  - Why? To allow for users to easily access common features (i.e. in progress activities)
- Easier to view relevant information
  - Why? Users can better view previous information that may be relevant (i.e: reflections / notes on activities)

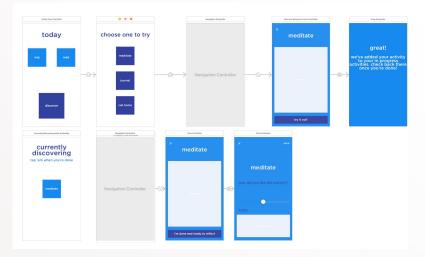


#### **Tools Being Used**

- Xcode
- Storyboard
- CocoaPods







#### **Implemented Features**

- Home screen today's activities as well as activities that are in progress
- Discover a new activity (simple)
- Reflect on an activity (medium)
- Backend initialized

#### Unimplemented Features & Plan

- Edit / view routine (complex)
- Viewing resources / notes for previous activities
- Backend objects not populated

#### Plan

- Use a UICollectionView for routine
- Implement a pop-up for viewing notes and resources
- Pass the class

#### Wizard of Oz / Hard-coded Features

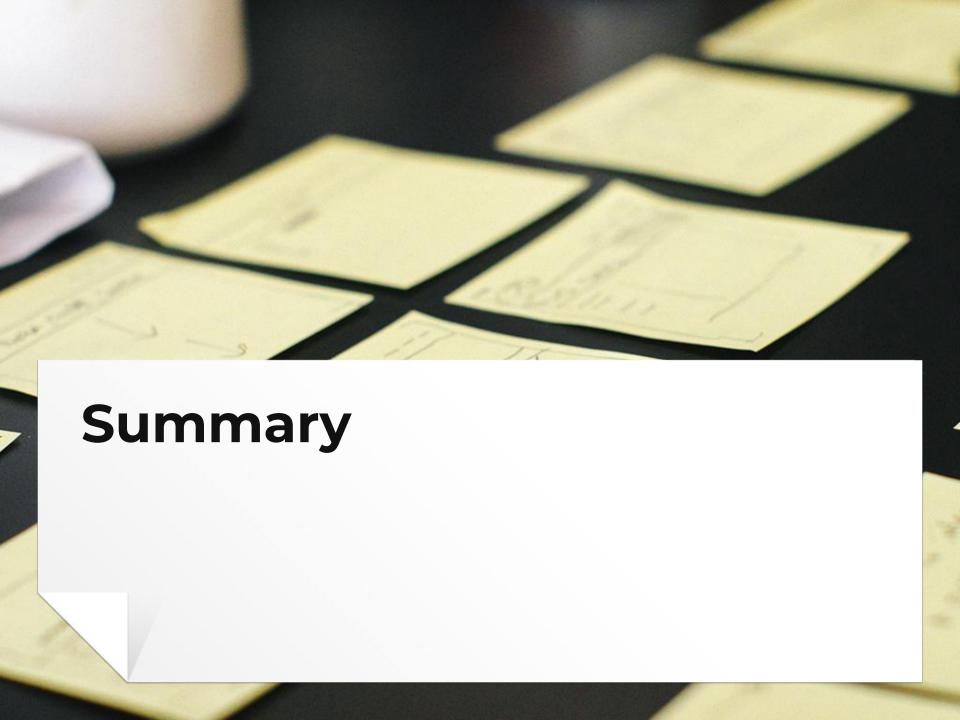
- Resources display is not dynamically created / updated
- Only the "meditate" flow for discovery works
- Discoverable activities and today activities are hard-coded
- Notes and activities not persistent

#### **Issues & Questions**

- Do we need floating activity bubbles?
  - Affordance suggests "click and drag"?
- What should we name the screen for in progress activities?
  - Currently Discovering
  - Activities I'm Trying Out
  - In Progress Activities
- What should we name the bottom button on the today screen?







#### Summary

- Reviewed HE results and made changes based on these results
- Mapped out current prototype progress and future plans
- Currently on track to finish by 12/8

