
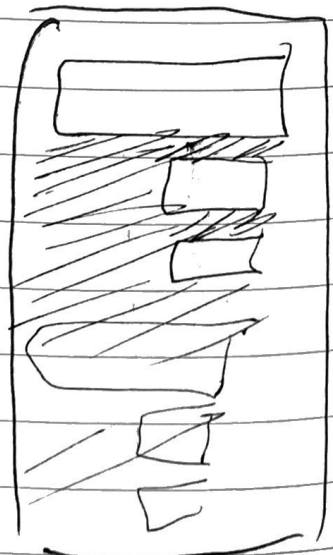
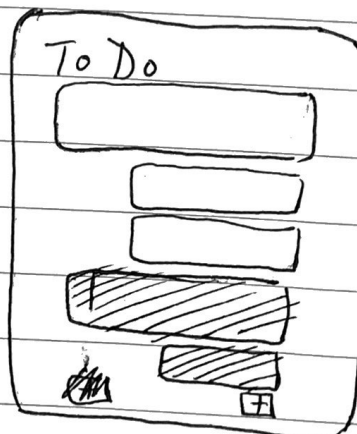
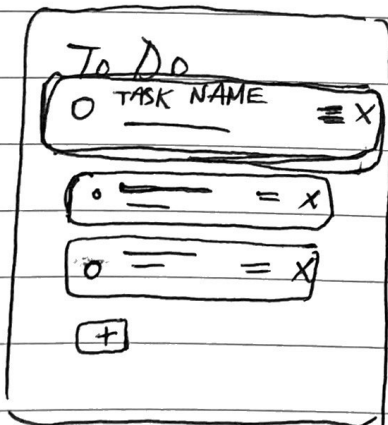
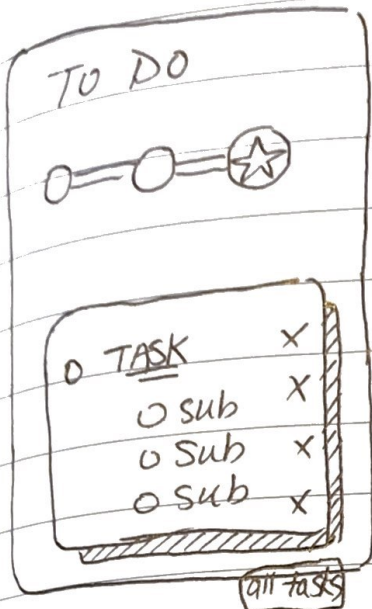
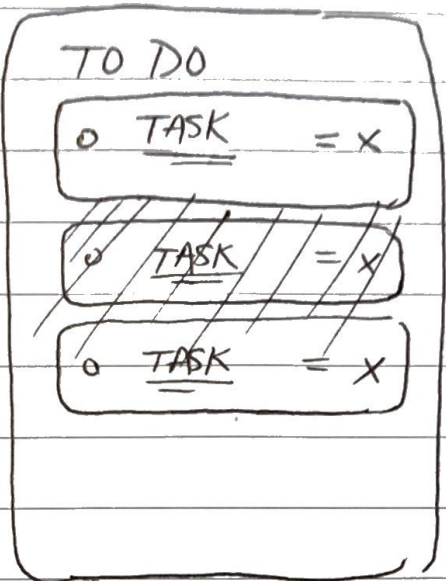


- letters are
- words are easy to go blind to
- not feed forward ~~moveable~~ movable
- use numbers instead of letters
- make tasks on To Do more fun
- emphasize current task
- magh
- change headers
- Earnings
- interim animation for progress
- Pie chart
- key ^{is} ~~to~~ currently far-removed from pie chart
 - ↳ move key to right
 - ↳ lines labeling pie chart slices, not just keys
 - ↳ remove keys from white box
 - ↳ "Available" is bad → maybe scooter status
- visual variety is refreshing
- cognitive reward is making it difficult
- dig deeper for Mia on line graph
-  average # scooters in need of charging
- compare to average?
- click on line to get others to disappear

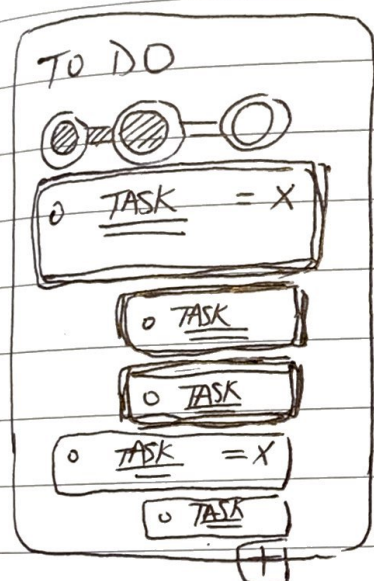




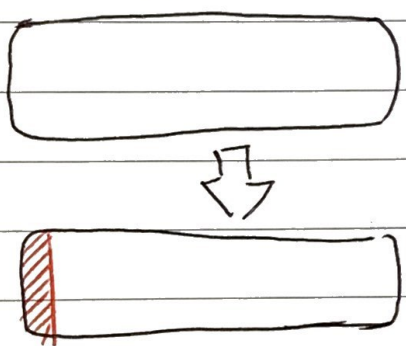
&



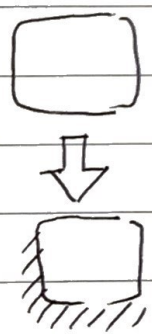
} shadow overlay



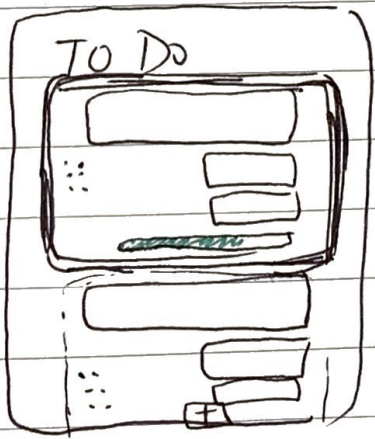
on hover



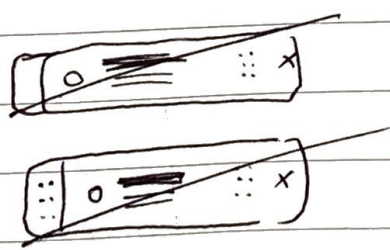
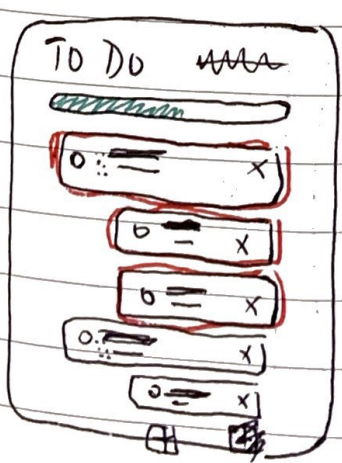
hover



hover



} current task



task

- go to Shady side (address) 10 AM
- pick up scooters (x 6)
- drop off scooters (x 6) 11 AM
- go to Shadyside (address)
- charge scooters (x 6)
- go to Shadyside (@) 12 AM
- repair (x 5)
- go to Shadyside (add) (@)
- pick up tools (@)
- repair (x 5) (@)

pick up, charge, repair, drop off

major items can be moved or removed

organized by tasks ^{overarching} (redist, charge, repair, etc)

organized by (subtasks under)

see subtasks under main

em curr task

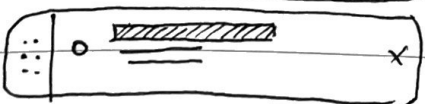
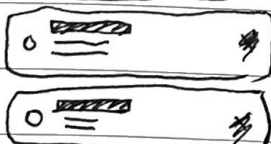
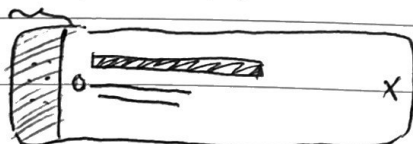
location, number of subtasks?, estimated time to complete?

more apparent ~~re~~ reordering option

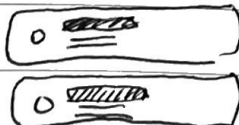
action word in title

feedback for task progress

red for current



light gray for noncurrent



- label axes

- line for arg

