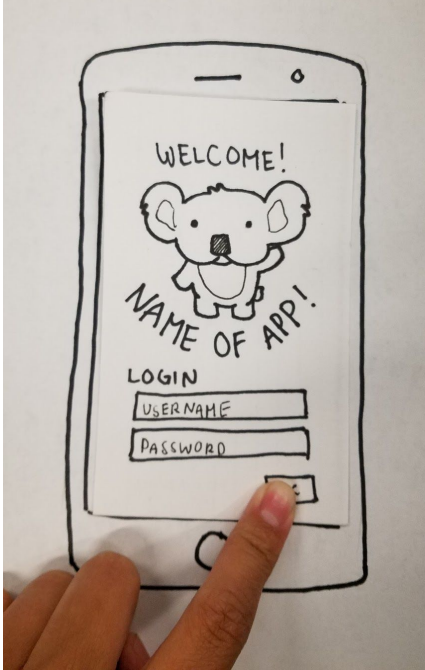
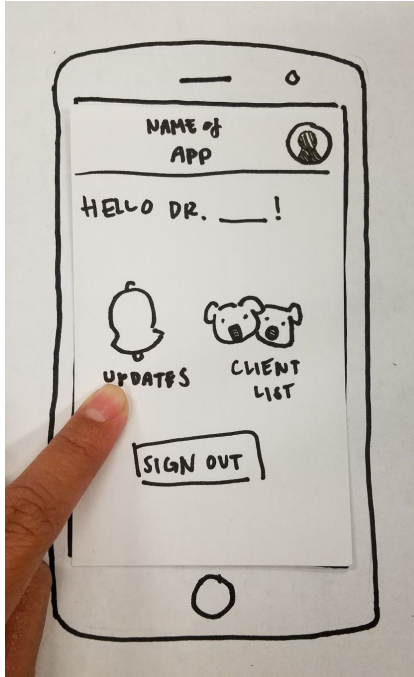
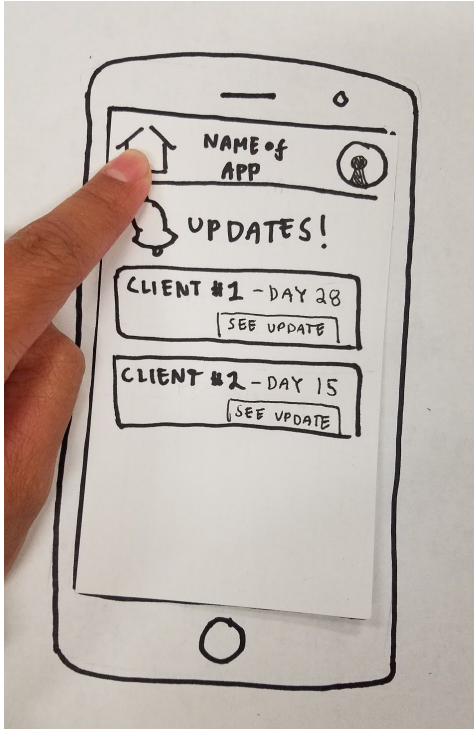
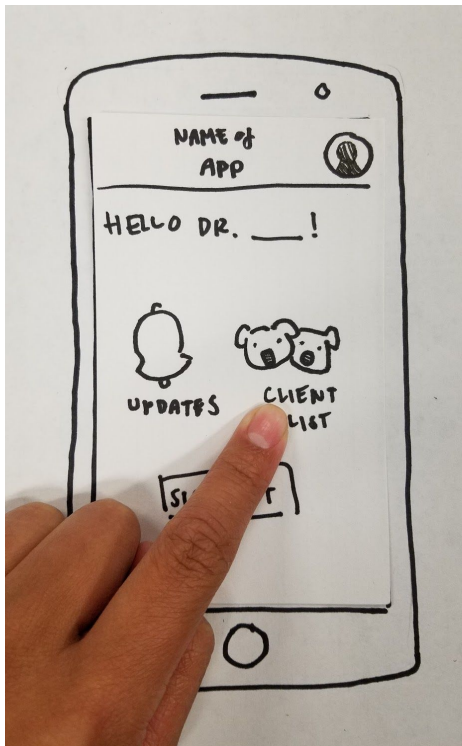


Picture	Description (DOCTOR)
	<p>Login page of the web-application. User logs into account (Doctor's perspective).</p>
	<p>Doctor's account's homepage which displays the following:</p> <ul style="list-style-type: none"> - Profile (Image): User is able to access personal information and account settings. - Updates: User's client updates of journal entries. - Client List: List of user's clients. - "Sign Out" Button: User clicks this button to log out of account.

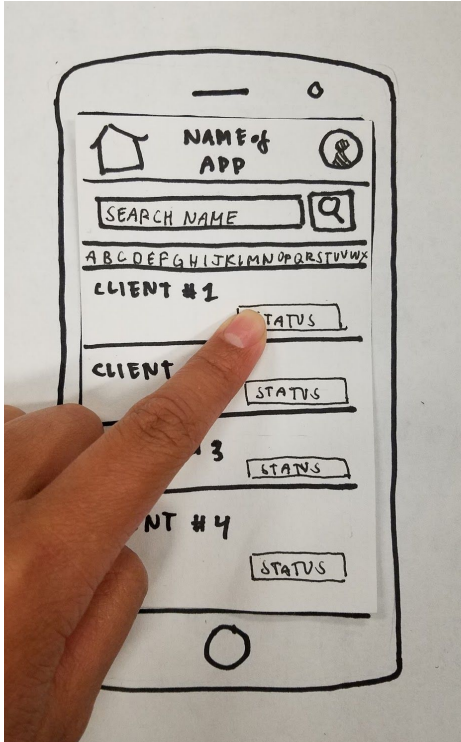


When user clicks on "Updates" Icon:

- User is able to see which clients have updated their journal entry and what entry number it is.
- User has the ability to access the client's updates, profile page, and account homepage.

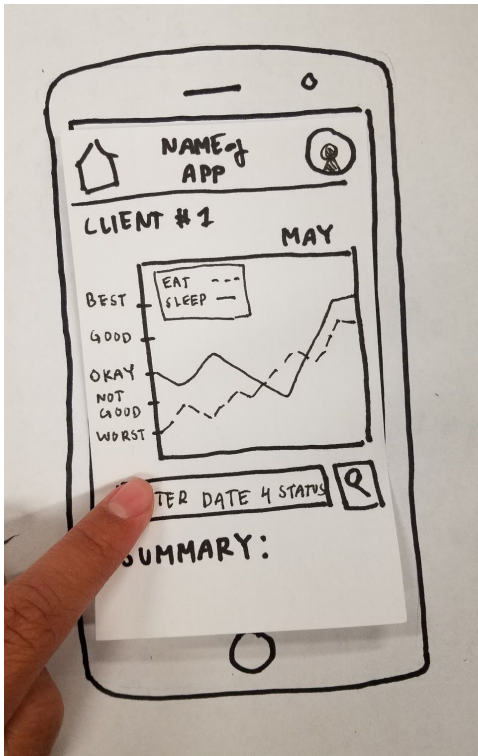


User clicks on "Client List".



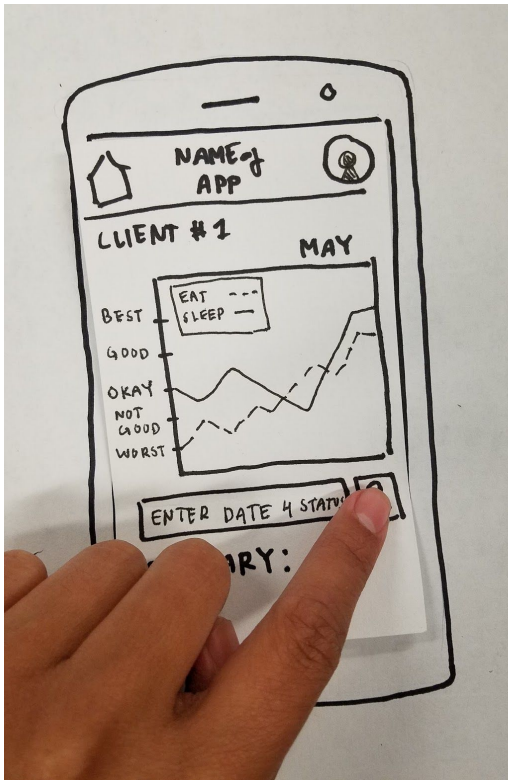
When user clicks on "Client List" icon:

- User is able to search up client's name using the search bar or alphabet bar on the top.
- User is able to click on the "Status" button corresponded to each client to see their history.
- User is able to access account homepage if needed.
- User is able to access profile page if needed.



When user clicks "Status" button:

- User is able to see client's monthly status regarding eating and sleeping patterns.
- User is able to look up specific dates using the search bar on the bottom.

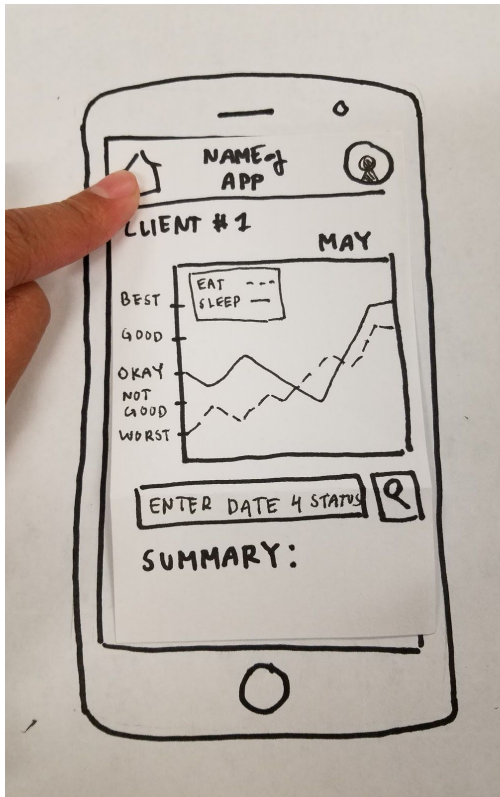


User confirms date inputted by clicking on the search icon button.

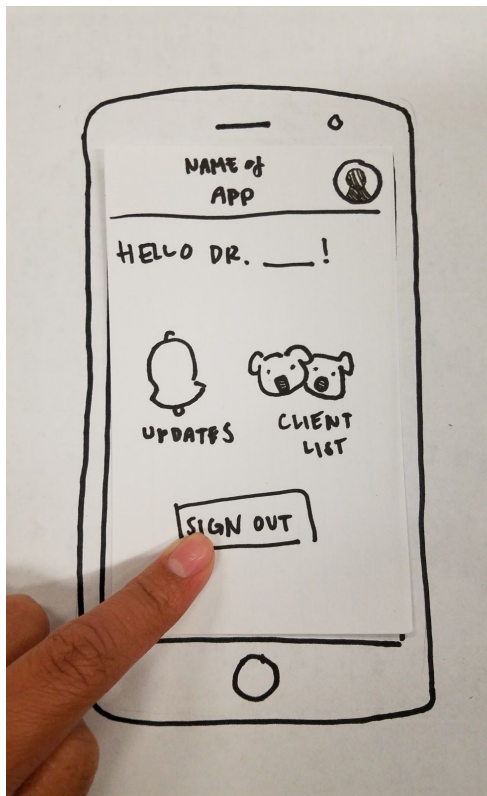


When user clicks on the search icon button:

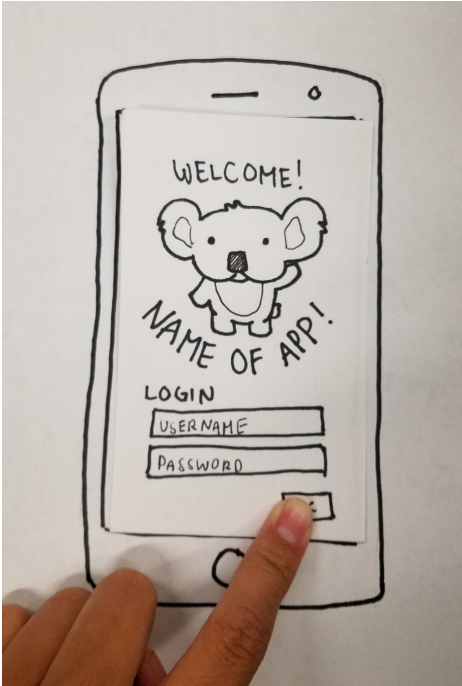
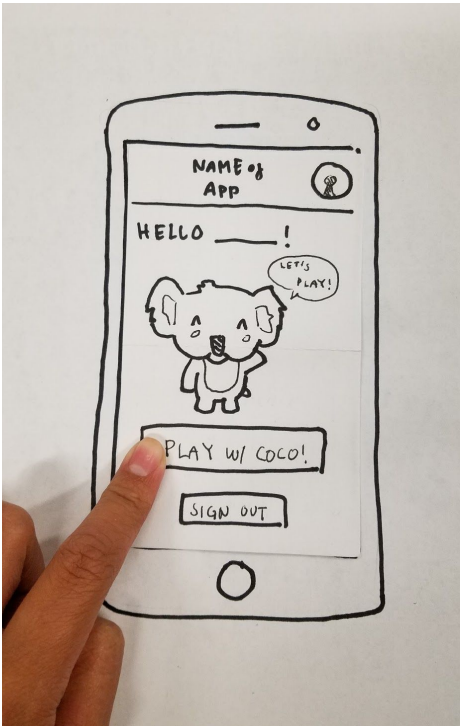
- The user can see a summary of the client's:
 - Emotional State
 - Number of Meals
 - Sleep Review
 - Number of Interactions with Friends
- User would need to scroll down to view the summary.
- User is able to change the date if needed to.

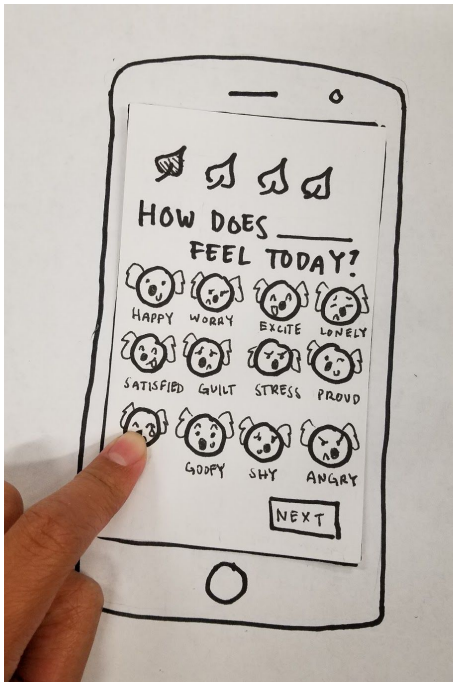


User clicks on account homepage icon.



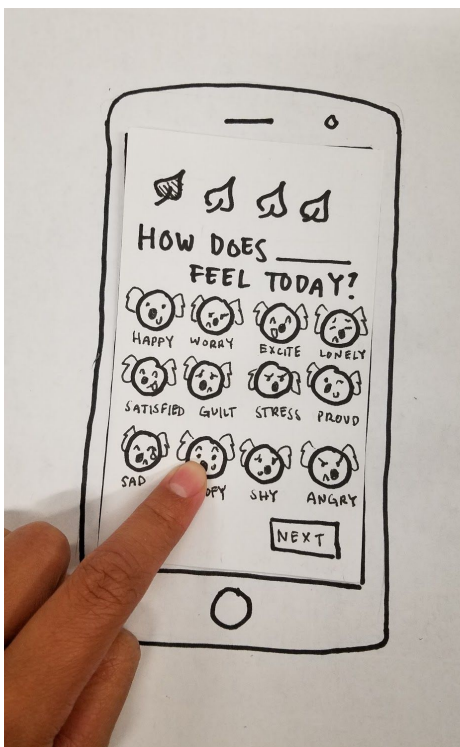
User logs out of account.

Picture	Description (CLIENT)
	<p>Login page of the web-application. User logs into account (Client's perspective - Ages 3-10).</p>
	<p>When user logs in, they can see the following:</p> <ul style="list-style-type: none"> - User is able to access profile at the right top corner of account homepage. - User is able to log out of account if needed to. - User is able to start a new journal entry by clicking "Play with Coco!" button.

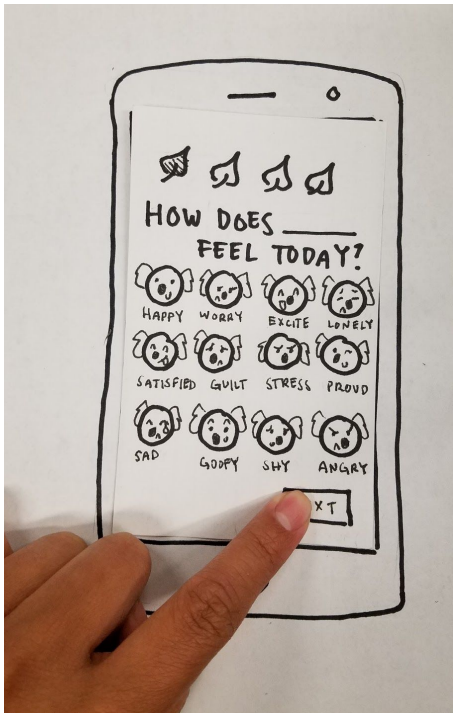


After clicking the “Play with Coco!” button, the user sees the following:

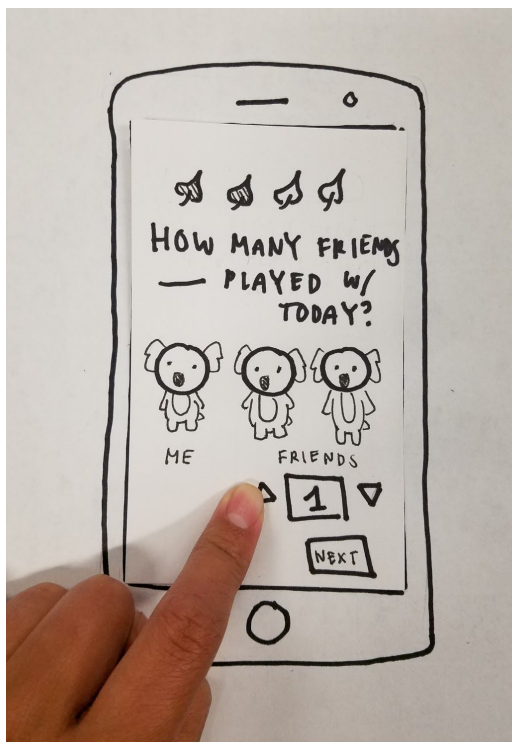
- Status bar to demonstrate how many questions the user needs to go through.
- The user can pick any amount of emotions on the screen that best answers the question.
- When user is done, the user can click on the “Next” button for the next activity.



User clicks on the “Goofy” selection too.

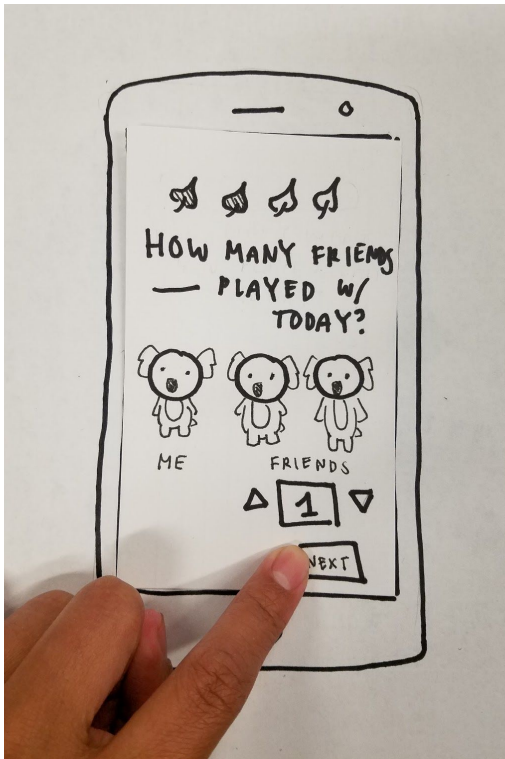


User clicks the “Next” button to continue to the next activity.

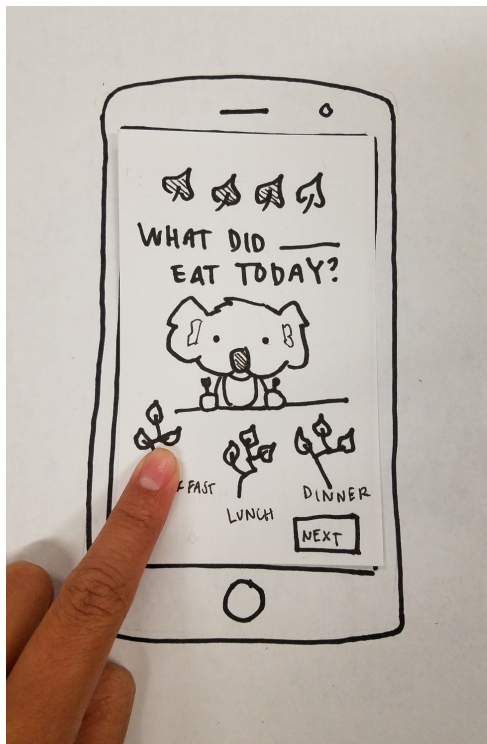


After clicking on the “next” button, the user is able to see the following:

- The status bar to indicate how many questions are left for this journal entry.
- The user is able to increase or decrease the amount of friends that satisfy the question above (Minimum: 0 and Maximum: 10).
- The user is able to click on the “Next” to continue.

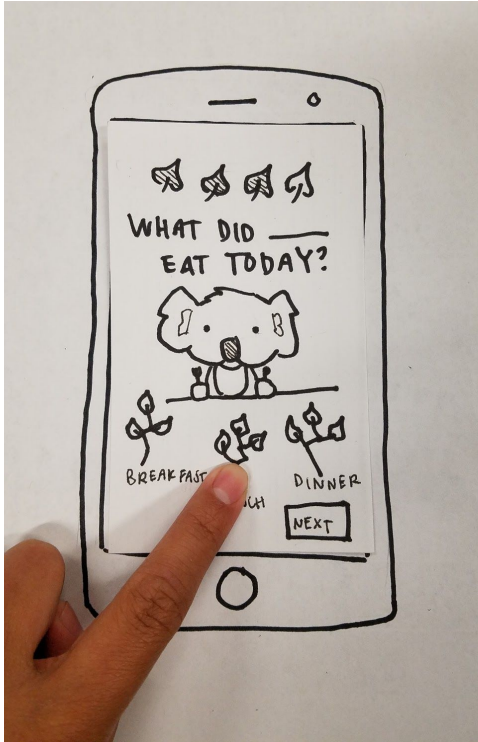


User clicks the “Next” button to continue to the next activity.

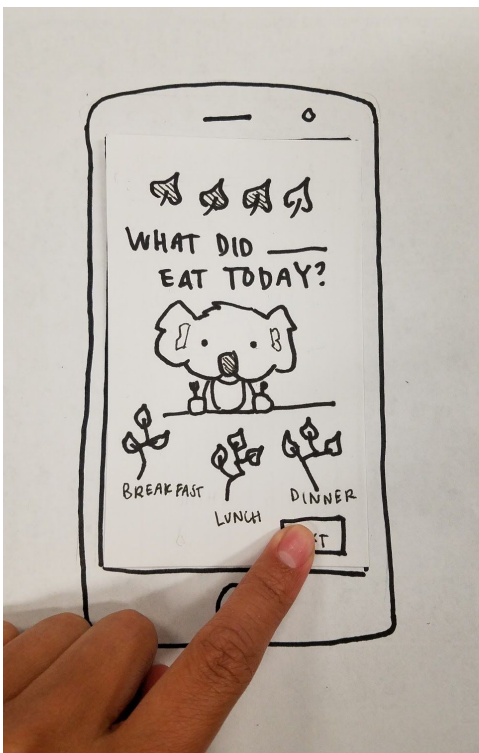


When the user clicks on the “Next” button, they can see the following:

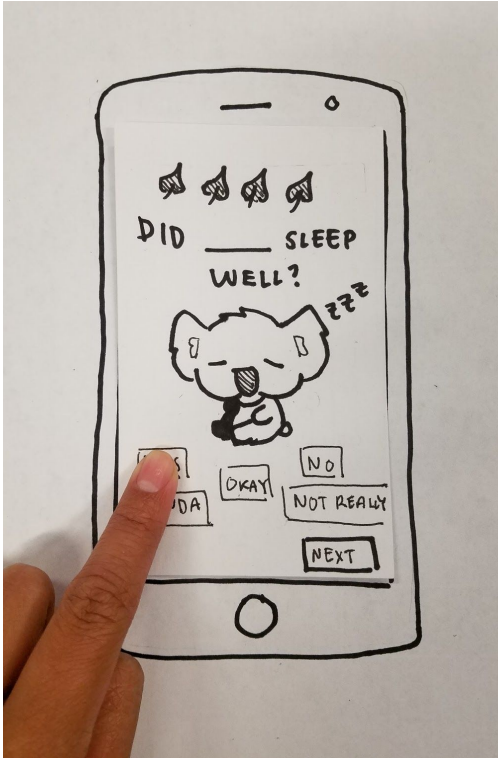
- The status bar to indicate how many questions are left for this journal entry.
- The user is able to select some or all of the following options that best fits the question:
 - Breakfast
 - Lunch
 - Dinner
- The user is able to click on the “Next” to continue.



User selects "Lunch" after selecting "Breakfast".

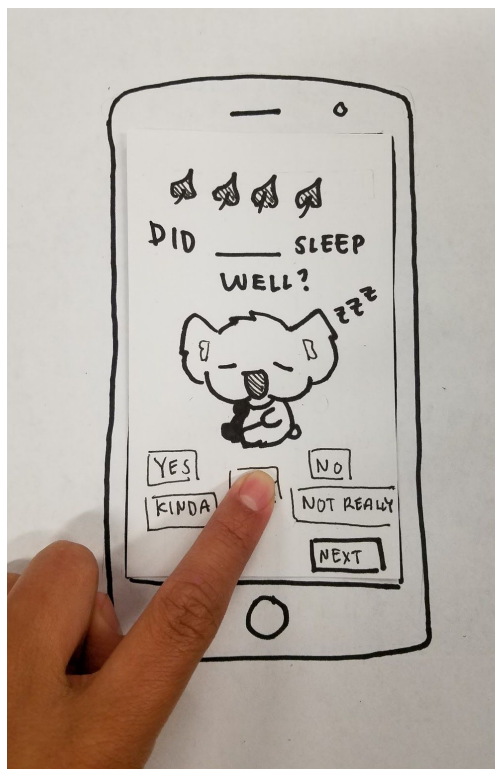


User clicks the "Next" button to continue to the next activity.

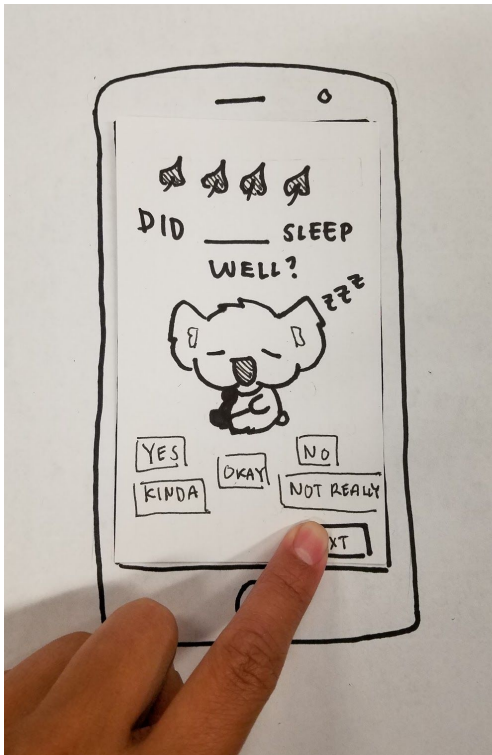


When the user clicks on the “Next” button, they can see the following:

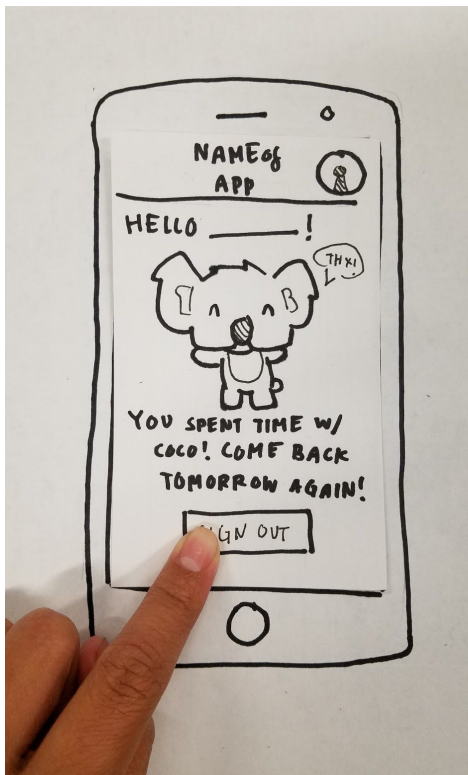
- The status bar to indicate how many questions are left for this journal entry.
- The user is able to select one answer from the following options that best fits the question:
 - Yes
 - Kinda
 - Okay
 - No
 - Not Really
- The user is able to click on the “Next” to continue.



User changes their mind and chooses “Okay” and deselecting “Yes”.



User clicks the “Next” button to continue to the next activity.



After the user finishes the activity, the user is unable to do the task again after completion and must wait until tomorrow.

User then proceeds to log out of the account.