Michael Ren, Lei Teng, Michael Doan
Section 104
December 7 2018

Final Prototype:

https://www.figma.com/file/CzcDcUXqfvb1ys0eYQ148INH/Untitled?node-id=0%3A1

Change Log: For the Set/Edit function (prototype A) we addressed several issues brought up by Arsene and Baphomet - all options now have lines separating each option and give a better indication that graphs will show for each selected option. The calendar option within the function also displays a circle meter that fills up according to how far the user is in while also displaying a percentage for more clarity. The calendar also makes it more obvious what the parameters are - all axises are labelled. The Calendar log (prototype B) also now indicates which dates the user failed on for reinforcing the habit and which they succeeded on through checks and x's.

Prototype	Problem	Solution
A	Create a drop down graph for options	Displays drop down graph if task is selected
A	Reduce # of dates displayed on Graph and give more detail	Graph now displays specific dates and parameters for x/y axises to give a better idea on what was accomplished
B	Add a progress bar to give a better way to track habit	A circle meter has been added with a percentage for each task graph
B	Give the graph parameters more y axis options	Users can now customize the graph to add various y axis parameters depending on what the users need
B	Explain strength/frequency since they are ambiguous	Removed strength/frequency details as they felt unnecessary with the new details added

When combining the A and B prototypes, we used a "view habits" button and a "< calendar" button to swap between the two pages. The goal of this is to create a smooth transition between the two functions, and allow the users to look through all the statistics regarding their habit building process. Going to prototype A (set/edit) also contains a home button as another option to swap out of the page, while the + button at the lower right corner allows users to create new tasks. Clicking on any day in the calendar also allows the users to see what tasks were available for the day and which ones were failed - the split for a successful or failed day is cut off at the 50% mark - 50% or higher is considered successful, and lower than that is a failure.

Part 2: Video Storyboard

For our presentation we presented it to recitation section 104, the lab that all three of us were in. Michael Doan, Michael Ren and Lei Teng all presented it. As a whole, feedback was positive - we described the basics of what the Habit Helper was for and the specific functions, and ran through a basic overview of our storyboard. The premise of the storyboard is to convey how our process should look, rather than a detailed visual of the prototype itself. This is mainly because we tried to keep our app as simple as possible, as the premise is that anybody can use it, and anybody can create a healthy habit. We figured that it would be more informative to storyboard about the process of going through it, as that's the part that's the most important to understanding our device.