

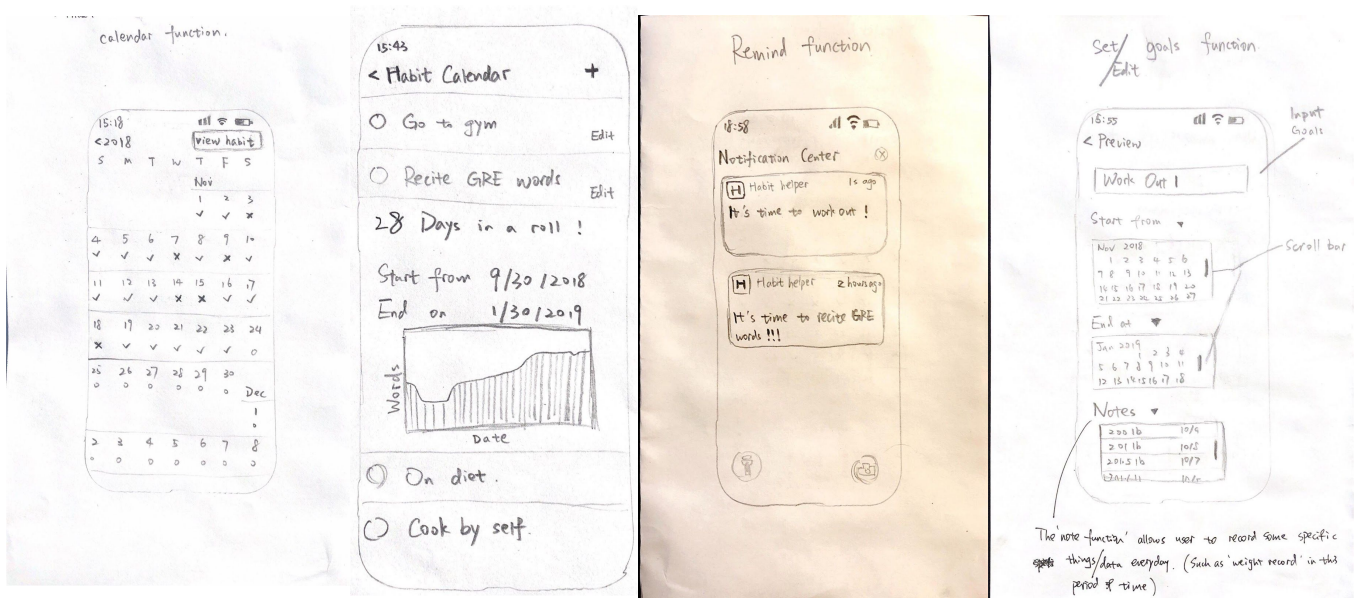
## Meeting 11/5

All Members Present.

As a group, we discussed how we wanted to approach the user interface layout for habit tracking, reminder functions, the notification center, and the calendar function - these were the critical areas.

We created mock examples for the calendar function, habit calendar menu page, remind function, and goals function.

## Paper Prototype Overview



The calendar function gives the user an overview of what their schedule will look like over the coming days, and the dd When accessing this function, they can move into the habit function itself - this allows them to see their overall goals, when they started, their progress, etc. The remind function contains notifications to reinforce their habits. Our set goals functions enables users to see the habits they are reinforcing and allows them to pick out the start/end dates and so forth - it also keeps track of numbers to help the users follow their own progress. Moreover, the 'note function' allows users to take notes and record the useful data and experience, such as the weight change.

## Study Tasks

In terms of study tasks we just studied habit reinforcing techniques - we found that there were 4 types of reinforcement, positive, negative, punishment, and extinction. In this application, our goals are to follow the positive reinforcement through constant reminders as well as supportive messages to help our users through the difficult process of building good habits. We also looked into good user interface layouts in other applications including Apple Calendars, Facebook Messenger, Google Phone notification centers, and the notes to find the best way to make an intuitive layout.

Figma

<https://www.figma.com/file/S6CwuarjTPR8PTNZR5ya1OK8/Prototype>