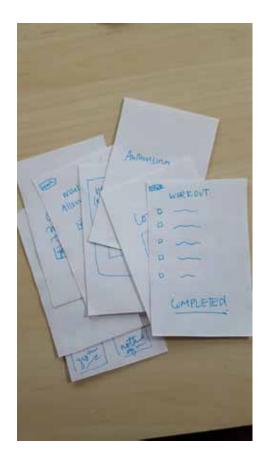For my first paper prototyping, created a prototype for a user to go through one path, and didn't really give the user a chance to say "no" because I didn't have time to create the sheets of paper for the user. However, I was mainly focused on the reality of how an app would function with the login page and figuring how a user would know how to use the app.

For my second paper prototyping, I was able to improve it a lot with the feedback that my classmates provided me with. There were things that a my classmates wanted to see that I hadn't even thought about, like a back button, and a thing for the notifications to have a "do now" or "postpone" feature.