**Functional requirements for the webapp**

1. The app should behave like windows 10 system notification by having a clickable icon on the task bar
2. When a user clicks on the icon, the home screen should be displayed based on the previous home screen prototype
3. The colour of the icon should change if there is a change in productivity based on the following rules:

* If the productivity score is good, reinforcement message should be displayed on hourly basis, with the several reinforcing messages on the prototype. The messages should timeout after 2 mins. No user interaction is required.
* If there is a mild change in productivity, warning message should be displayed via real time interactive graphs. The warnings should timeout and disappear if the user does not close it after 2mins. No user interaction is required.
* If there is a serious change in productivity, restriction message should be displayed as represented in the prototypes. However, the notification should not timeout until the user acknowledges it through viewing and closing the notification.
* The colour of the notification should change based on the productivity score observed. Green for good, yellow for warning (little change in productivity) and red for bad (severe change in productivity)

1. Consistency should be incorporated by presenting messages that are related to current productivity in a timed manner for each behavioural category and ensuring that the same design standard is applied for messages in each behavioral category.
2. Organisation should be achieved by having a navigation pane on the left that summarises user productivity, history, and logs.
3. Incremental persuasion was incorporated by presenting simple messages starting with cues first, followed by more detailed messages like text, image plus text.
4. Open persuasion should be ensured by including within the message body the actual productivity scores and the behavioural sequences eliciting the productivity scores.
5. Unobtrusiveness should be ensured by presenting notifications to users at the appropriate time and at adequate location on the screen, preferably the bottom right corner of the screen such that users can continue with their work activities even during notification display. Users can also choose to close the notification willfully.
6. Responsiveness – the notification should be able to dynamically change its message content based on productivity or productivity change observed, remotely plot productivity graph, and display at the right time.
7. Attractiveness should be ensured by following UX principles for aesthetic designs. Focusing on visual aesthetics, primary colors should be used to design the GUI and should be adapted for each of the behavioural categories. Green for good, yellow for warning and red for critical. The colour for the homescreen should be grey black.