

## Cope App - Class Concepts

### MVP 1 - Avoiding Tool Abundance (Lecture 6)

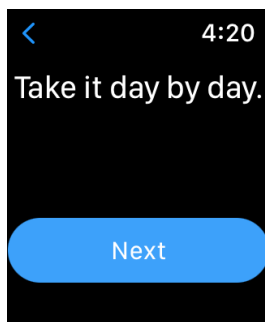
With so much technology being used on a daily basis and countless applications that a user interacts with, tool abundance can result in a user being unproductive. By designing the Cope App to be extremely simple and low threshold, the application is easily accessible and doesn't force the user to jump through hoops for basic functionality. This allows for effective use of the tool without unnecessary cognitive burden. See below the Cope App launch page consisting of only two simple buttons.



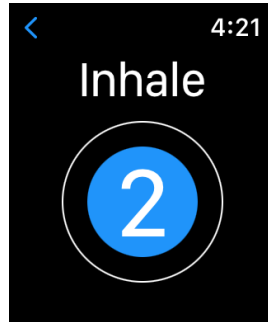
Launch Screen:

### MVP 2 - 1 to 1 Activity Tools (Lecture 4)

Cope was designed to be used as a simple tool that allowed the user to quickly use the app for a short period before returning to their day to day while still being useful. With each button allowing for a 1-to-1 activity, the user can easily navigate depending on what their mini-tool preference is. The Mantras mini-tool can be used and navigate back to the main screen intuitively with the same familiar navigation seen in the Breathe mini-tool.



Mantras:



Breathe:

### MVP 3 - Individual Participation Orientation (Lecture 5)

The Cope App MVP 3 contains customizable user preferences that allow for a personalized experience. Specific customization options offered to allow for individual participation without the need for training or support in order to understand the interface.

#### Preferences:

- Select number of Mantras displayed before check-in
- Select number of breaths displayed before check-in
- Select breathing technique
- Select push-notification frequency