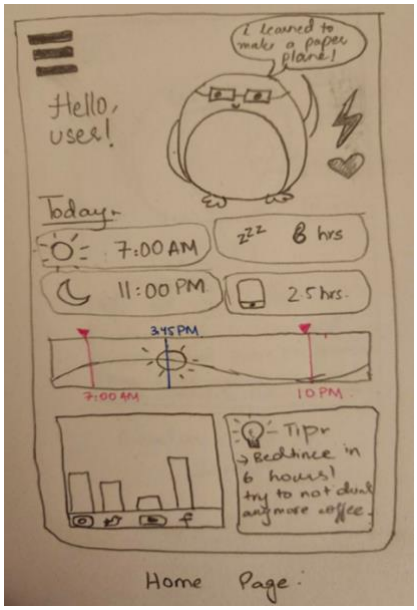
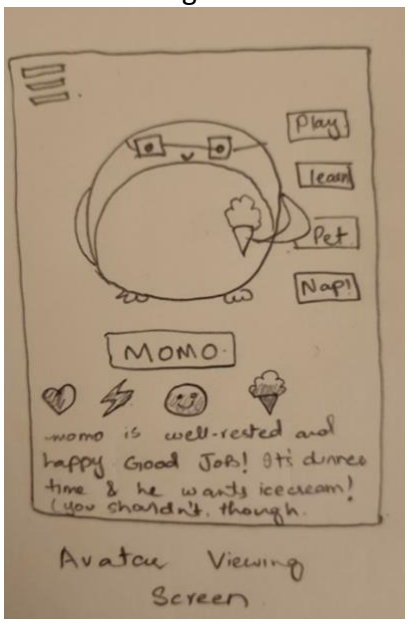
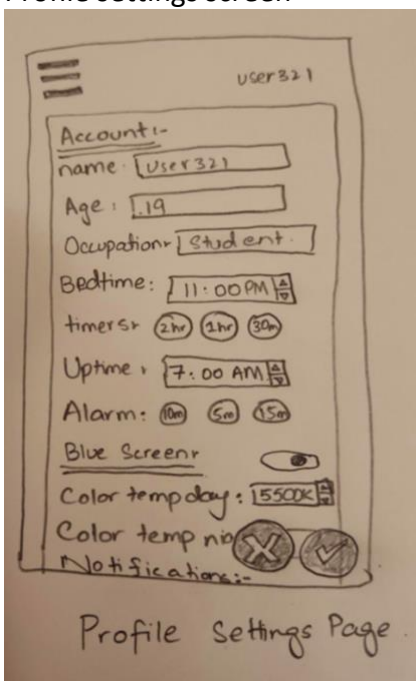
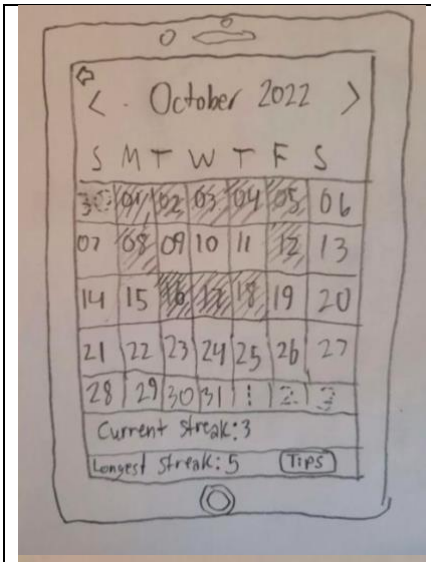
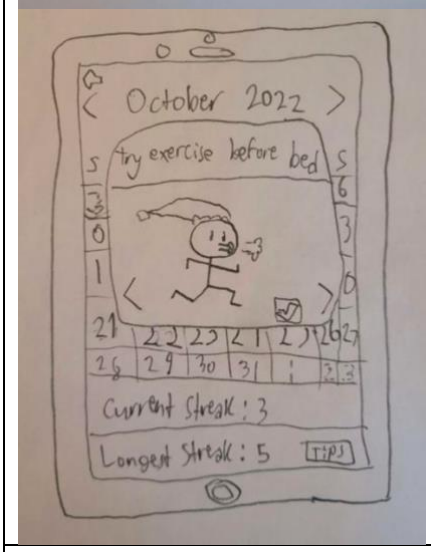
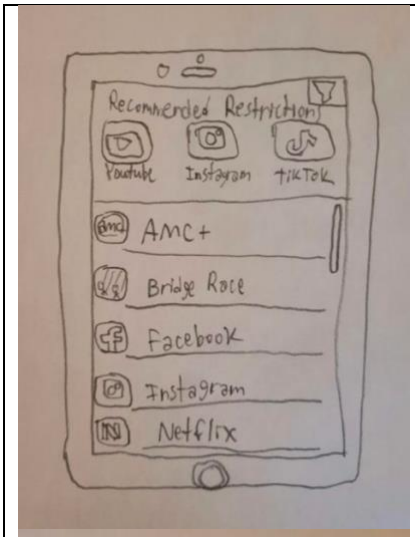
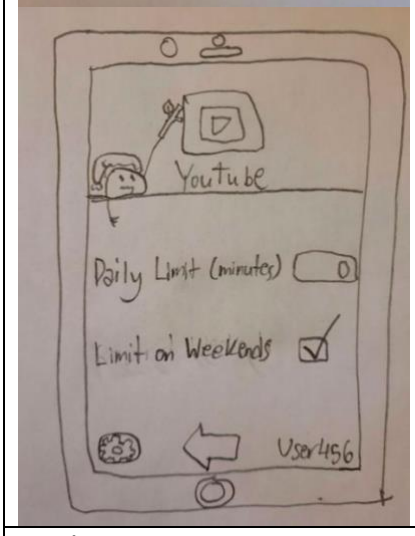
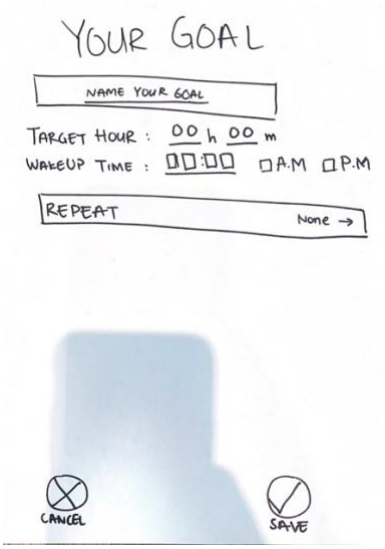
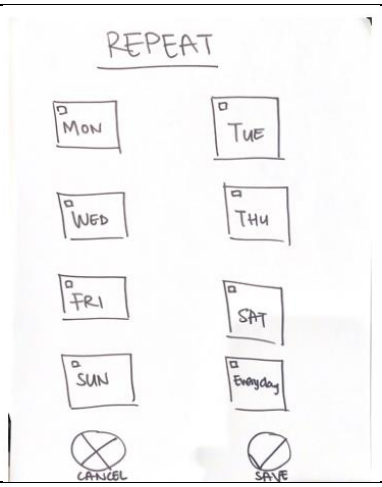
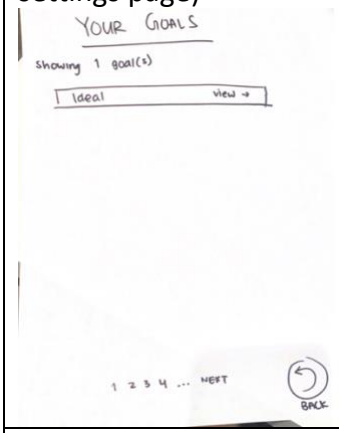
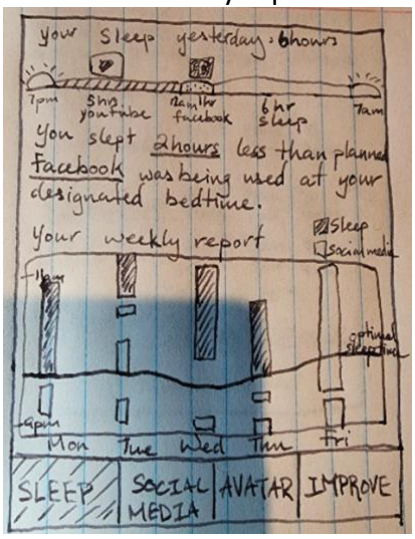
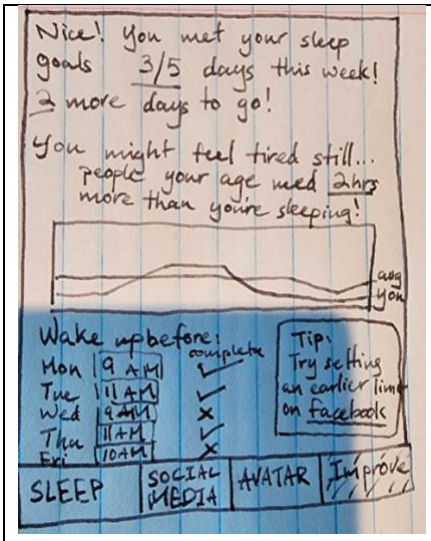
Prototype page	Design issue	Nielsen's violated heuristic	Severity rating
Home screen 	The overall navigation on the page appears unclear. Users are made confused by the home screen regarding the key features of the app. The home screen provides information such as the user's trend, sleep cycle and schedule, time spent on phone and everything. These information does not redirect to the features the app should offer to the user. Hence, the user find difficulty navigating through the key features from the home screen. User also doesn't know which part of the home screen they should focus/are operating on.	#1 Visibility of user status #3 User control and freedom #5 Error prevention #7 Flexibility and efficiency of use #8 Aesthetic and minimalistic design	4
Avatar viewing screen 	Upon going into the page, the unclear navigation causes user to be confused when they want to exit the page. It feels like the user is trapped inside the page. The only option is the hamburger menu on the top left, which requires user effort in respect to its placement and the limited choice. Since the user can only resort to one option, flexibility in control is limited. Some features like the "Play" button is unclear. The button "Nap" also has vague reference, users might question *"is this where I tell the app that I*	#3 User control and freedom #7 Flexibility and efficiency of use #8 Aesthetic and minimalist design #10 Help and documentation.	3

	am going to nap?". Overall, navigation is unclear, and clickable buttons in the page is also vague.		
Profile settings screen 	This page is confusing, and some parts are redundant. There are also some unclear parts such as the timer and alarm option both being available. In the first place, these settings should not be placed in the settings page. However, if it does exist, the existence of both timers and alarm is unclear in functionality and may cause user confusion. User may misuse a lot of the features for this page. For example, inputting the age instead of birth date would cause error in cases where the user has grown in age/inputted false age and act deviously to break the system. The page is also too content heavy and lead to user confusion.	#2 match between system and the real world #4 consistency and standards #5 error prevention #6 Recognition rather than recall #8 Aesthetic and minimalist design #10 Help and documentation	4
Calendar view for goals (overall result page + tips popup page)	Overall, this page fulfills its functionality, a page where the user can track their overall result. Overall, it follows the standard practice of real world (calendar) and hence easily understandable. However, one ambiguous button, [tips] may lead to user confusion as they are suddenly offered with "tips" without any	#4 Consistency and standards #7 Flexibility and efficiency of use #10 Help and documentation	2

 	further explanation. The navigation to this page is also limited, as the user can only either click the back arrow to return to the previous page or click the tick button to remove the popup tips page. User cannot instantly jump to another key page from this page.		
Message pop-up on landing page 	The pop-up that appears every morning on the landing page is a good feature to our design. One issue is that the user cannot voluntarily make the pop-up reappear once they remove it	#3 User control and freedom	1
App restriction page + individual app page	Overall, the page is simple to use and quite clear. Although already simple, providing the	#3 user control and freedom #5 error prevention	3

 	user with option to just search the app they want to restrict instead of having to scroll is a better option. Scrolling through is a hassle. If the user enters this page by accident, they also cannot exit the page directly, as there appear to not be any exit from the app restriction page (hence user should enter the individual app before making an exit from this feature). One vague button (the setting wheel button) is also confusing to the user and might be negligible.	#7 flexibility and efficiency of use #8 aesthetic and minimal design	
Goal setting screen + extra feature (repeat) screen 	Navigation of this page is also limited. User can be confused with the [cancel] button because they don't know where they will be redirected to. A [home] option should be better to avoid this confusion. This feature should be made clearer to the user in the case where they enter this page by mistake. The [home] option would be better. Another solution is to use a global navigation.	#5 error prevention #7 flexibility and efficiency of use	2

			
Goals list (to view and edit and redirected back to the goal settings page) 	The only navigational option to exit the page is the [back] button. This button however lacks in design consistency with the previous pages, and hence should be made consistent so user can easily navigate through.	#4 Consistency and standards #6 Recognition rather than recall	1
Individualized day report 	The addition of the global navigation menu at the bottom is a plus point, however it wasn't there at the beginning and hence also confusing to the user as it suddenly appears. Having them throughout the design is a good idea. The page is too text-intensive and leads to user being lazy to read all the information. Having a better presentation of this statistical information (instead of a sentence form, use list form) is a good idea.	#4 consistency and standards #6 recognition rather than recall #8 aesthetic and minimalist design	2
Weekly goals calculator	Like the previous screen, navigation is great for the	#4 consistency and standards	2

	page. The issue is regarding the presentation of information, which is too text heavy. The extra wordings that form the sentence can be replaced with more informative presentation instead of trying to sound friendly (some user would not appreciate this and call the design redundant and wordy).	#6 recognition rather than recall #8 aesthetic and minimalist design	