

Hey, I'm Matthew and this is one of my first tasks of Google Code-in! Please don't take this criticism as an insult, but more of constructive criticism!

When sugarlabs prompts your name you are moved to an icon sort of like an x with a circle on top. I feel there can be more personalization to the icon instead of clicking it to change color. I feel like there should be a user interface where a user can choose an icon such as a sport of an animal for better personality. I also think there should be a greeting after you enter your name. For example, "Hi Matthew! Welcome to sugar labs, let us show you a few of our activities to explore!"

After that, the design of sugarless has been very confusing to me. I think the icons should be more organized with a new redesign. On top of that, I think there should be more color to the icons instead of black and white. There's just so many icons that I don't know about and I honestly did not know where to start. One resolution to this problem would be to add words to describe what that activity is instead of laying a dozen them on a white screen where the user would not know where to start.

Moving on to the activities, I think there needs to be more work on the user interface. I mean come on, some buttons don't even work. I feel like there needs to be some sort of goal that drives kids to do these activities. Maybe you can implement "tasks", "goals", or "quests" and you can receive points for doing one of the activities.

Overall, I feel like this website could use a new redesign again. There's just so much bland and I didn't know where to start. I personally feel like I don't know what I am doing and I get bored, there needs to be some sort of drive to make users want to do these activities. I hope this helped.