

<b>Prototype Description:</b>	"Level Up" is an app that breaks down the challenge of building human skills into tasks that users can then complete daily; users steadily "Level Up" by developing skills and tracking their progress over time.						
<b>Simple Task</b>	Access a new task						
<b>Moderate Task</b>	Track personal progress over time						
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1	H1: Visibility of System Status	1. Simple Task		2 Although the ReadMe indicates that the reflection box is not yet functional, there should still be a placeholder button to submit reflections	Users dont know that their answers are being saved or stored anywhere. where does this answer go? can i view it later?	add a save button or a completed button	B, A, D, C
2	H1: Visibility of System Status	1. Simple Task		1 after solving problem do i gain xp after this? how can you reward the user to make them excited	without notification theres no clear result of what me answering a problem does	add a congratulations notification	B, D, C
3	H3: User Control & Freedom	1. Simple Task		3 in the solve a rubriks cube example, when you click on the exercise, you can then click anywhere on the section to flip the section back over to the front, even the box where you input your answer	users may accidentally click the section without necessarily wanting to flip over the card when they are trying to input text	you can only click the back button to go back and flip the card	B
4	H3: User Control & Freedom	1. Simple Task		3 what does the x do in a problem title side because this isnt functional on all the sections	unclear what the x is supposed to do, what if it has irreversiable action. not new user friendly	have a more description telling icon for the button or add text to say what it does	B
5	H4: Consistency & Standards	1. Simple Task		4 some screens of the problem solving the rubriks dont have the not complete /complete button (ex: Communication' section, I can view the description of a new task but do not have the ability to mark it as done)	this leaves users stranded on some pages of the exercise, and its confusing since there is no consistency	add this button to all problems	B, A, D, C
6	H8: Aesthetic & Minimalist Design	1. Simple Task		2 On home screen where it displays skills, the gradient of buttons is distracting and not adding style	the gradient where it gets lighter on the right is confusing because it makes it not seem like a button	get rid of the gradient, maybe even add border to emphasize button action	B
7	H8: Aesthetic & Minimalist Design	1. Simple Task		4 in the problem solving section of rubriks cube example, the bookmark and x button does nothing	these are dead buttons, i click them and nothing happens. this makes it confusing	have them change colors when clicked and add alert message	B
8	H1: Visibility of System Status	2. Moderate Task		4 the axis of the chart in the trends section are unlabeled	without axis i have no idea what this chart means	label the axis to this trends graph	B, A, D





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9	H12: Value Alignment & Inclusion	2. Moderate Task		2 the max xp is 100 for each skill	this means the max xp you can have in the app is 400, which doesnt align with teh value of contant growth. it means the app is not a sustainable app and rather just ones users download and then delete when the finish. especially since you have each problem as 30points. that means you only do at most 15 problems and youre done	dont put a cap on the number of xp.	B, D
10	H4: Consistency & Standards	2. Moderate Task		2 the graph section is misaligned between the past month and all time	it is not satisfying to see the section move when the only change should be the graph	make sure the graph part is not moving positions between these two states	B, D
11	H4: Consistency & Standards	2. Moderate Task		2 when you click the past month vs all time in the trends, the nav bar at the bottom is in different position and also the border changes	it is unsatisfying to see that the border disappears and nav bar moves when you change to all time. its distracting from the goal of the screen which is to display the chart	make sure nav bar remains consistent	B, D
12	H4: Consistency & Standards	2. Moderate Task		1 in the trends section, the total xp design with the border around the text makes it seem like a button	it makes it harder to use when users are figuring out whats a button or not, and this is one of those confusing instances	get rid of the border around total xp text	B
13	H7: Flexibility & Efficiency of Use	2. Moderate Task		2 no need in putting view trens in a seperate page	the skills bar levels and the charts are deeply related you shouldnt seprate. it makes accessing the data harder	keep the chart on the profile page instead of new screen	B, D
14	H8: Aesthetic & Minimalist Design	2. Moderate Task		2 the skills titles should be by the bar themseves	its unrealistic that the skills wont overlap so the naming of the line is impractical because if there are overlapping ones its confusing	create a key that maps color to skill	B
15	H8: Aesthetic & Minimalist Design	2. Moderate Task		1 theres no need for the profile text at the top of the trends screen	the word profile doesnt quite make sense here as teh title header for the screen because it doesnt describe what this trends screen is showing	turn this header into a title of the chart	B, C

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16	H8: Aesthetic & Minimalist Design	2. Moderate Task		2 the heirarchy of text doesnt make sense in the trends section	when the total xp text is smaller than the profile text, they are both competing to be read first adn the total xp is actually the first thing thats read but it should be the reverse	make the total xp text smaller and on one line	B, C, D
17	H1: Visibility of System Status	3. Complex Task		4 the timeout for challenging a friend may be too quick	once an invite sends,a message comes up but many suers may not read in time	let user click when they are done	B, C, D
18	H11: Accessible Design	3. Complex Task		3 the next button by the friends are really off to the edge where its hard to click	the button is hard to access because of how close it it to the edge	move this closer to center or make button longer in width	B, C
19	H12: Value Alignment & Inclusion	3. Complex Task		2 no step of accepting friend requests or waiting to be accepted	this means you automatically become firmeds with people which is a privacy concern	add a section or an indicate for saying your reuquest is being poccessed and a section that shows those who have requested you	B, D
20	H3: User Control & Freedom	3. Complex Task		3 you can click anywhere on the friend to see their profile	whats the point of the next button if you can click anywhere on teh name section to access the next screen. users will accidentally click names (maybe when scorling down) and the profile screen wills how up unwillingly	only allos the next button to bring you to the profile section	B, C
21	H3: User Control & Freedom	3. Complex Task		3 you are able to immediately add friend with no confirmation or undo	user will accidentally click add on the screen and send out unwanted requests	make sure that there is a confirmation of whether you want to add this friend	B, A, D, C
22	H3: User Control & Freedom	3. Complex Task		4 no confirmation before sending challenge to friend	people will accidentally send challenges when they did not mean to	send a confirmation message to be approved before actual challend is sent to other person	B, C, D
23	H4: Consistency & Standards	3. Complex Task		2 no quantitative display of the progress in skills just loaidng bar unlike the one you have for yourself	without numbers of syaing how much skill the oteh rperson has, its very hard to see excatly where you comare with your friends which seems to be the point of competing with friends	add a numebr at the bottom indicating the level of skill for othe rpeople	B, C, D
24	H7: Flexibility & Efficiency of Use	3. Complex Task		3 confusing that to challenge a firmied it brings you to a profile of problems but its unclear what youre supposed to do after sending the task or what sending the task will do	this screen does not uniquelu show that you are finding challenges to send to your friends	you need a new section to display tasks to send to your friends. and add some sort of categorization or search since there are so many tasks	B

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25	H8: Aesthetic & Minimalist Design	3. Complex Task		1 the star should not be above the xp number	it is poor alignment and balanbce to put the star icon above the number text	put the star on the left of the number and make the number smaller.	B, A, D	
26	H8: Aesthetic & Minimalist Design	3. Complex Task		1 the xp number should not be bolded and higher heirchy than the name	the name is teh most importnat part of this not the xp	bold the name and unbold and make smaller the number	B, C	
27	H8: Aesthetic & Minimalist Design	3. Complex Task		1 the profile pop up shows up akwardly on the top right corner of the section	This pop up is the most important main task of teh user at the moment it should be offset	have the pop up in the center right underneath the user you clicked, or even better, make the view profile an dhchallenge buttons show up on the name section itself	B	
28	H11: Accessible Design	4. All Tasks		3 back and next button in log in/sign up screen are too in the corners	On an actual phone screen, the rounded borders will cut off these buttons. and since theyre so in the corner, they are hard to click	move the buttons towards the center more and away from the edges	B	
29	H4: Consistency & Standards	4. All Tasks		2 the star icon is inconsisently placed with presence of the xp number	the star is sometimes on top , to right, or not at all there when xp shows up, but it should be consistent to reduce confusion and to build familiarity quickly	make the star consistent in position and existence when xp shows up	B, D	
30	H10: Help & Documentation	4. All Tasks		2 there is no guide or any explanation at any of the screens	theres no text or any questions to explain anything which is crucial for teh analytics, doing a task, inviting someone,	add question icon and documention messages on user profile and challenges	B, A, D	
31	H1: Visibility of System Status	5. Extra Violations		1 login in screen, inability to click next when fields are not filled out	i tried clicking next and it wouldnt let me, i was confused that i would be required to fill in fileds	show a message that the fields need to be filled or make the next a muted color indicating it cannot be pressed right now	B	
32	H1: Visibility of System Status	5. Extra Violations		1 after you enter log in info before getting onto homescreen, a message is displayed but it changes screens so fast i cant read it	without having time to read this message i dont know whats going on	let the users click the screen to move forward	B	
33	H12: Value Alignment & Inclusion	5. Extra Violations		2 task is not the right wording for what your goal is	tasks makes it sound like a chore or something to have to do not get to do. you want to make it more engaging for people to learn and task does not give that connotation	replace task with challenge or mission	B	
34	H4: Consistency & Standards	5. Extra Violations		2 the star page from the nav bar brings you to the saved probems screen but this does not match up with how youve been using stars	youve been using stars as xp but now it to track saved which doesnt make sense	change icon to something else thats not a star that makes sense for saved and done tasks	B	

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35	H4: Consistency & Standards	5. Extra Violations		3 the book mark button in the saved screen brings you back to the home page which makes no sense	there is no reason why clicking teh bookmark button brings you back to the home page.	have it un mark the book mark and remove exercise from save dif clicked	B
36	H4: Consistency & Standards	5. Extra Violations		1 in log in page, when you go through the different fill out sections, the position of the answered sections changes	the user should be focused on inputting information but they are distracted by the unintentional chnage in position in their previous input	make sure that the position of al the filled input boxes remain static	B, D
37	H4: Consistency & Standards	5. Extra Violations		2 the coming soon section of the homepage is also framed as if it were a clickable button	It is confusing that the coming soon text looks like a button but nothing happens when you click on it	have a message show up saying what exactly this means and how soon its coming or get rid of this section entirely	B, A, D
38	H8: Aesthetic & Minimalist Design	5. Extra Violations		2 on the homescreen where it displays the days, the day ovals look too busy	it is overwhelming to see the top days section because there is a lot happening namely with competing heirchies and improper spacing and shapes	change the ovals to rectangles with some border radius, make the stars smaller and a different colors, add more space between stars and days text	B, C, D
39	H8: Aesthetic & Minimalist Design	5. Extra Violations		1 in the done section, the finished task sections are too big	if the user has done a lot of problmes, they have a really long list to scroll down in the done section because teh height of section is so unneccersarily big	make the section at most 1/4 of the current height	B, C, D
40	H2: Match b/w System & World	5. Extra Violations		2 not every tasks falls into only one category. its highly unlikely you get a combination of skills but there is no addressing of that	tasks have many catgeories of skills like elevator pitch is also problme solving and adaptability	include mutiple taglines for the challenges in terms of what skills they adress	B, D
41	H8: Aesthetic & Minimalist Design	5. Extra Violations		2 on home page, todays task and hello varsha should not have same style and heirarchy	its confusing what to look at first since they are both the same color and size	change the color of one or sizing of the hello varsha and todays task	B, D
42	H2: Match b/w System & World	1. Simple Task		2 The word "Human" in "Build Human Skills One Experience at a Time" is slightly offputting	Reading this, it feels like I'm an alien who needs to build human skills, instead of a human who just needs to build skills. If you're specifying this app is for human skills, what are skills that are not human?	Remove "Human" from this sentence	A
43	H1: Visibility of System Status	1. Simple Task		0 The star in the upper right of the home screen says Varsha has 232 XP but the total XP from the skills is 50,	There is a discrepancy - it's unclear how Varsha gained the extra 182 XP	Match XPs between skills and total	A

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44	H7: Flexibility & Efficiency of Use	1. Simple Task		3 No search button inside each of the skill areas	The user might want to search for a skill, and here they would have to scroll instead	Add search bar	A, C
45	H6: Recognition not Recall	1. Simple Task		2 Can't see past tasks competed inside each of the skill areas	The user now has to remember the skills they completed if they want to use that information to decide if they want to complete the next skill	Add past skills section	A, D
46	H4: Consistency & Standards	1. Simple Task		2 In the Leadership section, the second task is "teach someone a skill" but it doesn't have a save, X, and next button like the first one, "lead a group project"	In the other skill areas, only the first task is visible and the rest are locked. It's confusing that the second task in leadership is visible but not interact-able	Lock the second leadership task or change the locking/unlocking logic to be the same for all the skill areas	A
47	H8: Aesthetic & Minimalist Design	1. Simple Task		2 When I view the Solve a Rubik's Cube widget on the home screen as the Today's Task, I can see the backwards text at a lower opacity of the widget screen that replaces the widget when you click on it	The backwards text at low opacity is unnecessary and clogs up the screen	Remove the backwards text	A, C
48	H8: Aesthetic & Minimalist Design	1. Simple Task		1 Lack of margin at the bottom of the My Experiences page	Users are used to there being a whitespace margin below the last element during vertical scroll	Add margin at the bottom	A
49	H8: Aesthetic & Minimalist Design	1. Simple Task		1 When scrolling up on the My Experiences page, the content of the page overlaps with the "My Experiences Saved Done" text on the top banner	This is an aesthetic problem and makes the page needlessly busy	Block the page content from view at the very top of the page, so only "My Experiences Saved Done" can be seen	A
50	H5: Error Prevention	1. Simple Task		2 When I click on Solve a Rubik's Cube on the home page, it is not clear that the Not Done button is clickable and needs to be clicked by the user	The user might not know that they are supposed to click the Not Done button because they might not know it's a button	Make it more clear that the user needs to click the button (for example, by including a check box)	A, C, B, D

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51	H2: Match b/w System & World	1. Simple Task		1 When I click on the Communication button in the Skills section of the home page, I see a gap in the bottom right of the progress bar. When I click the Problem Solving button, I see a gap on the very right of the progress bar that is much smaller. When I click the Leadership button, I see the same gap as the Problem Solving progress bar in addition to a larger gap on the upper right. I see the same gap as the Leadership progress bar for the Adaptability progress bar.	Users are used to progress bars having a full outline, not one with gaps	Remove the gaps from the outline of each progress bar	A
52	H2: Match b/w System & World	1. Simple Task		1 When I click the forward button (which is in the top right corner) on the Solve a Rubik's Cube widget, the back button appears in the bottom left corner	In the real world, users are used to the back button appearing in the same horizontal plane as the forward button	Move the back button to be at the top left of the widget	A, C
53	H11: Accessible Design	1. Simple Task		2 The font size used for the days of the week on the home page is very small (and it's not used anywhere else on the app - H4)	Users who have difficulty seeing might have difficulty reading the small print	Increase the font size and potentially use shorter abbreviations to help with this (thu instead of thurs)	A, C, D
54	H1: Visibility of System Status	2. Moderate Task		3 In the profile page, it says Varsha has 74 communication XP but on the home page it says 30 communication XP (also discrepancy for other skills)	Discrepancy between home page XP count and profile page XP count	Match XPs between home page and profile page	A
55	H4: Consistency & Standards	2. Moderate Task		2 The "Total XP 232" text on profile page lacks a star, but once you press View Trends you see the same text with a star next to it	User may not understand why there sometimes is and isn't a star	Either add star to both or remove from both	A
56	H6: Recognition not Recall	2. Moderate Task		4 The Past Month and All Time graphs have no labeled axes	User may forget or not know the metrics they were at when they started and where they are now, as well as be confused by the lack of timescale on x axis	Label the axes	A, C, D
57	H11: Accessible Design	2. Moderate Task		4 Both graphs on the statistics page are lines with low value contrast	If the user has color deficiency, they may have a harder time reading the graph	Use greater value contrast	A, C, D

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58	H8: Aesthetic & Minimalist Design	2. Moderate Task		1 On the profile page: the top of the progress bar for communication is slightly below the top of the progress bar for problem solving, and same for leadership and adaptability	Users are used to horizontally spaced elements being at the same level with each other	Use a grid to ensure even locations	A, D
59	H5: Error Prevention	2. Moderate Task		2 In the Profile page, the words "Total XP" are right under the profile picture, and the name is not visible	Because the text right under a profile picture is usually the name of the person, the user might view their profile right after they input their name into the app and not notice they spelled their name wrong	Add the user's name right under the picture on the profile page	A
60	H3: User Control & Freedom	3. Complex Task		3 Back button is missing after user presses "challenge" button	If user challenged a person they didn't want to challenge, there is no option to go back	Add back button	A, D
61	H2: Match b/w System & World	3. Complex Task		1 On the leaderboard page, the star icon is above the XP number	Users may be used to the icon being to the left of the number associated with it	Move star icons to the left of each associated number	A
62	H8: Aesthetic & Minimalist Design	3. Complex Task		1 On the leaderboard page, the spacing between Taralyn's and Maroua's profile pictures is slightly smaller than the spacing between Nick's and Maroua's profile (and the other profile pictures)	Users are used to even spacing between components that are variations of each other	Even out spacing between profile pictures	A
63	H8: Aesthetic & Minimalist Design	3. Complex Task		2 On the Leaderboard page, the arrow next to the XP count is in a different location with respect to the XP count for Taralyn than Varsha	For repeated elements, users are used to seeing the sub-element in the same respective places	Move the errant arrows to their correctly formatted places	A
64	H4: Consistency & Standards	3. Complex Task		2 In the Friends section of the All Members page, the user can directly see the XP count for each person but in the Explore section the user needs to click on the + icon to see the XP count	If the user is able to see the XP count in both the Friends and Explore sections, it's confusing if the XP count is in different places with respect to each section	Make the XP count viewable without clicking in the Explore section	A
65	H6: Recognition not Recall	3. Complex Task		3 When viewing Taralyn's profile, her name is not visible on her profile	The user might forget the name if they can't see it on the person's profile	Add the name to the profile section	A, D
66	H1: Visibility of System Status	3. Complex Task		2 The user's profile looks the same as the other profiles in the leaderboard	The user might want to quickly identify where they stand against their competitors	Change the color of the text for the user's name, number of XP, and next arrow to identify them	A



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67	H1: Visibility of System Status	3. Complex Task		1 The leaderboard lacks a rank number for each person on the leaderboard	The user might want to see each competitor's ranking against all the other competitors instead of having to count from the beginning	Add the rank number to each person on the leaderboard	A
68	H8: Aesthetic & Minimalist Design	3. Complex Task		1 Clicking on the arrow next to Taralyn's profile on the Leaderboard brings up a light purple box that has 90 degree corners with no fillet	The user may notice the discrepancy between the fillet on the outline containing the profiles on the leaderboard and the lack of fillet on the light purple box that pops up	Add a fillet on the light purple box mentioned in the Description	A
69	H8: Aesthetic & Minimalist Design	3. Complex Task		1 Clicking on the arrow next to Taralyn's profile on the Leaderboard brings up a light purple box that is located at the top right corner of the outline surrounding the profiles, leaving a space between the edge of the light purple box and the edge of the outline surrounding the profiles. In the space, the profile pictures of the other two profiles are partly visible	The other two profile pictures are unnecessary information and may disrupt a smooth viewing experience	Widen the light purple box so that it takes up enough of the screen as to block the other two profile pictures from view	A
70	H12: Value Alignment & Inclusion	4. All Tasks		3 The user is not able to choose what skills they would like to improve	Without being able to select the skill they want to improve, users are relegated to a pre-set few skills that may not fully align with their needs	Give user more agency in skill selection	A, C, D
71	H6: Recognition not Recall	4. All Tasks		2 The bar graph icon on the nav bar seems like it would lead to a page that has a bar graph in it	The user might click on the bar graph icon when they want to see their own statistics because many might assume a bar graph icon implies data visualizations	Modify the leaderboard icon to reduce the bar graph association	A

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72	H4: Consistency & Standards	4. All Tasks		1 The vertical bar ( ) in the beginning of the text input box on the home screen that appears in the "reflect on your experience here!" section that pops up once you click the Solve a Rubik's Cube task is purple and at full opacity, while the one in the search bar in the leaderboard page is light gray (equivalently, black and at half opacity)	Discrepancy between search bar UI makes the experience less smooth	Make the vertical bars in the search bars the same color	A
73	H4: Consistency & Standards	4. All Tasks		1 The textbox for Reflect on your experience here! is square with filleted corners of a much smaller radius than the fillets on the corners of the Search textbox in the Leaderboard page	Inconsistency with design of textbox may confuse users	Use same radius of fillet for all corners of every textbox	A
74	H9: Help Users with Errors	5. Extra Violations		2 No option to change profile picture or name	If the user prefers a different profile picture or name, they can't change it	Allow user to change profile picture and name	A, D
75	H4: Consistency & Standards	5. Extra Violations		3 When I leave the save button on Solve a Rubik's Cube unclicked and then press the star on the navigation bar, it still shows Solve a Rubik's Cube as saved. When I click on the saved button again to unsave it, the flow takes me back to the home screen and when I press the star on the navigation bar again the Solve a Rubik's Cube still shows as saved even though I tried to unsave it	User wouldn't want to be confused whether they saved a task or not	Fix the save button to make sense with the user's actions	A
76	H4: Consistency & Standards	5. Extra Violations		3 You use a five pointed star icon for the saved tasks in the nav bar as well as to represent XP	User might click on the star in the nav bar to learn more about XP which is wrong	Change the star icon in the nav bar to something else	A
77	H3: User Control & Freedom	5. Extra Violations		2 In the Done section of My Experiences, there is no place to view and thus no place to edit past reflections	Users might want to edit their reflection after they submit	Add functionality for the user to view and edit their reflections	A, D

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				*attach images here if helpful			
Problem #	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8
78	H3: User Control & Freedom	1. Simple Task		3 When you mark a task as unintersted, a long mesage pops up and the last sentence is that this cannot be undone	For an action so common as marking a task uninterested, the message should be more concise for readability, and the action should be able to be undone pretty easily, as it can also be hit on accident.	Shorten the error message and add a toggle so they can undo making it uninteresting.	C, D
79	H4: Consistency & Standards	1. Simple Task		3 The "Problem Solving" on the task box has a box around it, making it look like a button	I clicked on the Problem Solving text thinking it would do something unique, but it just flipped the card around again. Having the same button border around the text makes it look like it is clickable when it is not meant to be ( I assume because there are also arrows to navigate the back and front of the card)	Remove the rounded borders of the Problem Solving text (and other instances of text that is not clickable on the task cards) so that it is clear it is just a label and not a button	C
80	H6: Recognition not Recall	1. Simple Task		3 The task cards only have a vague title, and you need to flip it over to see the rest of the information.	For users who are looking for tasks to complete, Important task info should be on the front of the card so they can see everything at a glance. It can be tedious to flip cards back and forth in order to look for one ot complete.	Add a more condensed description of the task to the front of the card (maybe with time estimate) so the user can know right away whether this is something they're interested in doing at the moment.	C, D
81	H7: Flexibility & Efficiency of Use	1. Simple Task		4 Once today's task gets X'd, it just says not interested in this task.	Using up so much screen real estate to show a task that the user already knows they're not interested in can be a wasted opportunity to capture their attention with something else.	When a user X's a task, bring up a new one that they may be interested in based on their saved tasks.	C
82	H8: Aesthetic & Minimalist Design	1. Simple Task		4 There are 5 things that look clickable on the task card.	Having so many clickable areas is really overwhelming to the user and makes the task you want them to complete more difficult and hard to see.	Make everything all the nonessential buttons (back button, reflections) smaller and less in the user's face to make it clear what is the primary goal the user should have when interacting with this interface.	C

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83	H11: Accessible Design	1. Simple Task		3 I have to scroll to access the buttons for today's task as they do not fit on the screen when it first opens.	As Today's Task is the most important part of the home page, being able to take action on it is the primary goal of the user and should be accessible without needing to navigate any further when the app first opens.	The text on the task card could be smaller so users can access all of the buttons on it right as they open the app.	C, D
84	H11: Accessible Design	1. Simple Task		4 The text on the task boxes are really big, taking up ¼ of the screen	While this is great for those with low vision, it is cumbersome to look at all of the tasks at a glance. It make it impossible for the user to view more than 1 task at a time on the screen, severely cutting down their productivity on the app	Cut down the text size to make room for the most essential information only at a more appropriate font size that is readable on mobile but allows for easier on the go view.	C, D
85	H1: Visibility of System Status	2. Moderate Task		0 The calendar view on the home page displays the stars as streaks, but the days are unclickable	It is my first instinct to tap on the calendar and check on which tasks I finished that day, as well as view my stats for that day.	Since this wasn't listed as a limitation in readme, it would be great to be able to tap into the past days and see what tasks I completed then to see how I've progressed	C
86	H1: Visibility of System Status	2. Moderate Task		3 Star indicating XP on the home page has no indication of how many XP I have left to go, or any other goal I'm working towards	This may not be motivating to the user as they can only see their total XP but don't see how much they have to go to level up again, can't see how many tasks left it would take to complete this level up	Create a progress bar or other indication that the user is progressing towards the next level up ( ex. displaying 232 XP / 1000 XP ) or indicating 2 tasks left to go towards a level up	C
87	H6: Recognition not Recall	2. Moderate Task		2 The XP in the profile page just shows their progress towards the 100 xp goal.	EXP is an arbitrary number, would be nice to see how many tasks the user has completed overall rather than having to remember based on their star amount	Add a description of how many tasks were completed into the stats page, to emphasize the user's progress and further motivate them	C
88	H2: Match b/w System & World	3. Complex Task		1 Adding friends allows you to view profile and challenge, which are the exact same functions as there are for those who are already your friend	If the functions are the same for both friend and not friend, how are they different? It seems more intuitive that you would need to add friends first before being able to view their profile and challenge them	Change the actions available for people who are not your friend yet, this can also help encourage getting more people onto the app first by having to add them	C

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89	H7: Flexibility & Efficiency of Use	3. Complex Task		2 Takes 4 clicks to send a challenge to a friend.	For a task that already has friction for the user as it involves reaching out to people outside of the app, the task flow could be streamlined by reducing the numebr of clicks it takes to create a challenge.	Cut down clicks and increase efficiency by placing the challenge button directly on the leaderboard app, possibly adding a drop down with the task they can challenge with.	C
90	H6: Recognition not Recall	3. Complex Task		2 If I want to challenge a friend, its not intuitive enough	The design of the leaderboard page should have an easier way to access challenging a friend. Since viewing profile is a more rare instance, it shouldn't be in the same prompt as challenging as it creates more friction for the user to complete their goal of challenging a friend.	Since viewing profile is a more rare instance, maybe can change this to clicking on their profile picture which is more intuitive, and have the challenge button be next to the friend's profile.	C
91	H1: Visibility of System Status	5. Extra Violations		0 The XP indicator is one of first things we see on the home page, but is unclickable	Because the star is so big when you first open the page, my first instinct was to click on the star to navigate to more details on my task stats.	This also wasn't listed as a limitation in readme, but it would be great if clicking on the star navigated to the stats page for easy access after you complete today's task or jsut opened the app	C
92	H2: Match b/w System & World	5. Extra Violations		1 There is no indication of where the explore list of friends to add is coming from	It can be confusing for people who want to add from their contacts or may just want to befriend other users on the app.	Create categories that show where these friends on the explore page are comign from (contacts, other users on the app, etc.)	C
93	H4: Consistency & Standards	5. Extra Violations		1 The Trends page is titled "Profile" when you click into it	This is a cosmetic issue that could cause confusion for the user when they want to view their trends.	Ensure that all pages are properly labeled and consistent according to what they are displaying and what buttons they used to navigate to them.	C, D
94	H4: Consistency & Standards	5. Extra Violations		1 The tasks category on the home page is titled " Skills"	Looking at the "Skills" section of the home page, it's unclear what is actually going to be there since these are called tasks everywhere else on the home page	Standardize the wording used to describe the tasks.	C

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95	H7: Flexibility & Efficiency of Use	5. Extra Violations		3 You need to navigate to separate page in order to get to saved skills	The home page does not feel customized to the user and their experience as the skills as the bottom are simply all of the skills. A user would likely most commonly want to see their saved skills, so placing this on the home page may make more sense for them.	Wondering if you can swap the saved page with all skills on home page, that way their home page is fully customized to them for quick access and they can still see all skills by navigating to the second page for a fuller view.	C
96	H7: Flexibility & Efficiency of Use	5. Extra Violations		1 The tasks on the saved page are ranked arbitrarily.	As a user, I would likely want to see most recently saved tasks or tasks with the most stars. This would help the user reduce decision fatigue in deciding which task to do next.	It would be nice to give the user the option to rank tasks by star amount or something that would be more intuitive to the user rather than alphabetical/by category.	C
97	H8: Aesthetic & Minimalist Design	5. Extra Violations		1 Coming soon category is shown at the bottom of the home page.	Not sure that coming soon tasks need to be shown as it just adds another unclickable thing for the user to wonder about. Distracts the user from looking at the other more productive areas of the app	Take away the coming soon category unless it includes the ability for the user to add tasks of their own choice.	C
98	H8: Aesthetic & Minimalist Design	5. Extra Violations		2 The tasks in the "My Experiences" done page have no other descriptions on them to indicate time completed or any other information	Should be able to see a more at a glance view of the completed tasks, as you don't need the text that big since they've already been completed.	Create a different format to view completed tasks that is more easily read at a glance and on the go.	C, D
99	H11: Accessible Design	5. Extra Violations		1 There are pictures behind all of the text on the task cards	The picture behind the text can make it difficult to read if it doesn't have high enough contrast, while it is not a big problem for the selected pictures, I can see it being an issue in the future for any pictures with a darker background.	Wondering if maybe the picture could be just a png picture with white space, instead of the entire background? This would allow space for all of the important buttons and text to be shown adequately.	C
100	H12: Value Alignment & Inclusion	5. Extra Violations		4 The images shown (woman pitching to a man, man leading a group project) seem to place male-presenting people as the leaders of the situation	With all of the pictures showing men as leaders, this may lead user to question who this app is for.	Be cognizant of the values being instilled in both the pictures, tasks given, wording of tasks in your app. It's important to have diverse representation across the board to keep in line with the inclusive and respectful ideals that designers should employ in their apps.	C

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101	H11: Accessible Design	2. Moderate Task		1 The greens differ on different screens, such as the green on the Profile page under "Leadership" and the green on the chart when you click "View Trends." Additionally, the green is pale against the gray background, which can be harder to see against the other colors.	Inconsistent greens reduce visual consistency, and the pale green lacks contrast on gray, affecting readability.	Use a single, high-contrast green across all screens for consistency and readability.	D, C

Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	3	4	2	2	2	13
H2: Match b/w System & World	0	5	2	0	0	7
H3: User Control & Freedom	0	0	1	6	1	8
H4: Consistency & Standards	0	6	9	4	1	20
H5: Error Prevention	0	0	2	0	0	2
H6: Recognition not Recall	0	0	4	2	1	7
H7: Flexibility & Efficiency of Use	0	1	2	3	1	7
H8: Aesthetic & Minimalist Design	0	12	8	0	2	22
H9: Help Users with Errors	0	0	1	0	0	1
H10: Help & Documentation	0	0	1	0	0	1
H11: Accessible Design	0	2	1	3	2	8
H12. Value Alignment & Inclusion	0	0	3	1	1	5
<b>Total Violations</b>	<b>3</b>	<b>30</b>	<b>36</b>	<b>21</b>	<b>11</b>	<b>101</b>



*\* for this to calculate properly, delete any unused rows from your 'Group Heuristic Evaluation' chart!*

Severity	Evaluator A	Evaluator B	Evaluator C	Evaluator D	
0	0.01098901099	0	0.02197802198	0	
1	0.1428571429	0.1098901099	0.1428571429	0.07692307692	
2	0.1868131868	0.2087912088	0.1208791209	0.2197802198	
3	0.08791208791	0.08791208791	0.1208791209	0.07692307692	
4	0.03773584906	0.05494505495	0.0989010989	0.07692307692	
<b>Total (sevs. 3 &amp; 4)</b>	0.125647937	0.1428571429	0.2197802198	0.1538461538	
<b>Total (all sevs)</b>	0.4663072776	0.4615384615	0.5054945055	0.4505494505	

**Summary Recommendations** *[merge the general recommendations you made here]*

The medium-fidelity prototype for "Level Up" has significant opportunities for improvement, especially in design consistency and visual hierarchy. Inconsistent elements such as the star icon, navigation bar, and button styles disrupt the user experience via heuristics for efficiency and accessible design. Oversized fonts and poorly balanced text and margins make the app feel clunky, with the leaderboard and task titles being particularly problematic. Addressing these visual inconsistencies by standardizing typography, aligning button positions, and ensuring balanced element ratios would streamline the interface and reduce distractions.

Task mechanics also present challenges that hinder user efficiency. Dead buttons and incorrect navigation links, like the bookmark button redirecting to the home page, add to user frustration. Moreover, the app's tasks feel underdeveloped, lacking clear documentation and reflective features. Users could benefit from having more control, such as selecting skills to improve or revisiting reflections, which would make the app more engaging and efficient.

Another critical area is the alignment of the app's challenge and feedback mechanisms with its goal of making learning fun. Referring to tasks as "missions" or similar terms could better inspire users and make the experience feel more exciting. Clear indicators for task completion, such as XP gains or success notifications, are needed to make interactions feel rewarding and intuitive. The current XP system also requires rethinking, as inconsistencies in point distribution risk demotivating users. Implementing a more logical and engaging rewards structure would enhance user motivation and satisfaction.

Finally, accessibility and inclusivity need greater emphasis. Small, low-contrast text hampers readability, and visual clutter from too many clickable items and lowercase labels creates confusion. Simplifying design elements and ensuring adequate text contrast would improve accessibility. Additionally, the app should consider inclusive content, such as diverse example tasks and images, to resonate with a broader audience. By addressing these issues, the Level Up app can become a more cohesive, user-friendly, and engaging platform.