

Tzu-Hsu Yu



**Bo Yong Lin** 



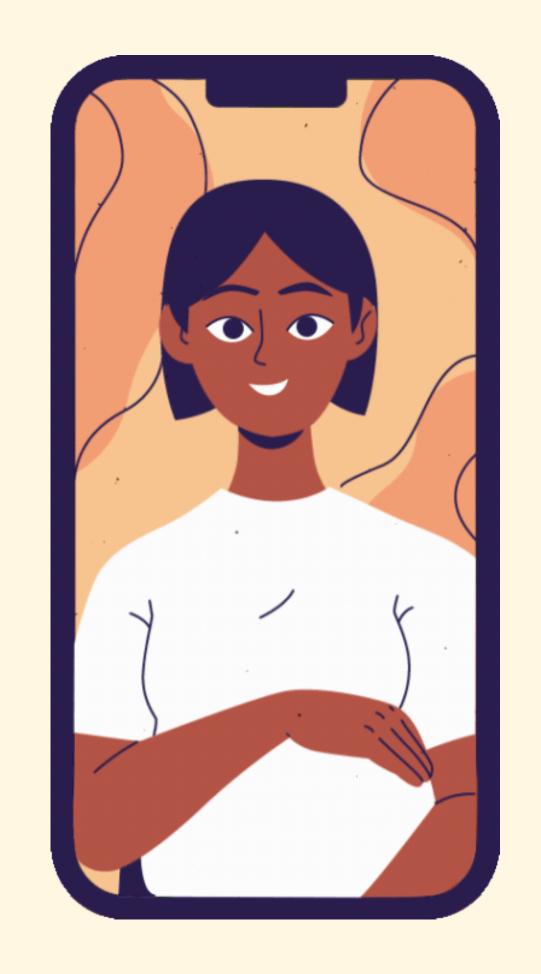
**Evan Lin** 



Yan-Ru Ouyang

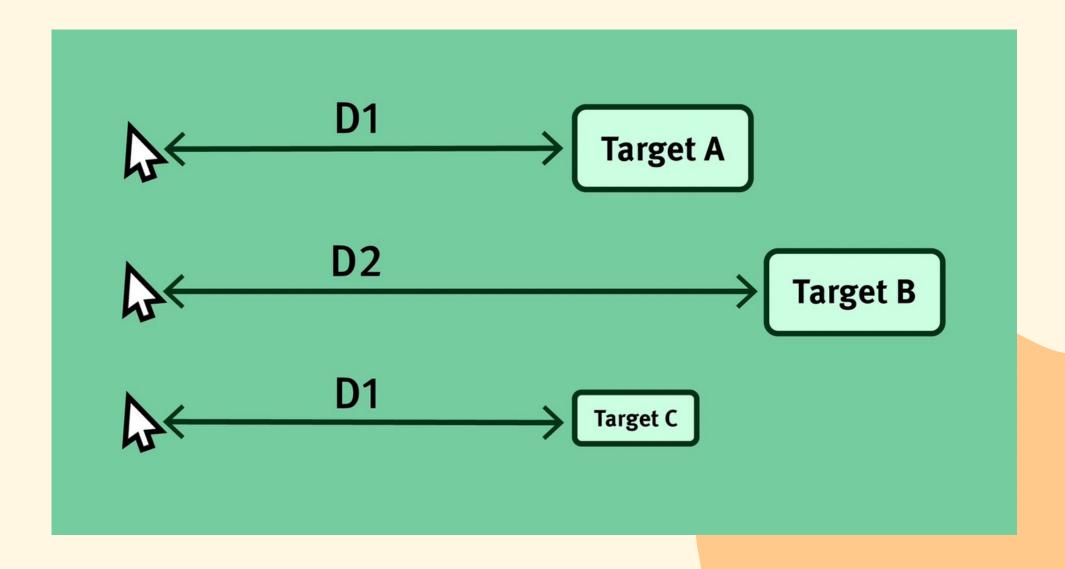
# 66 Release Pregnancy Anxiety. 99

# Overview of Revised Design



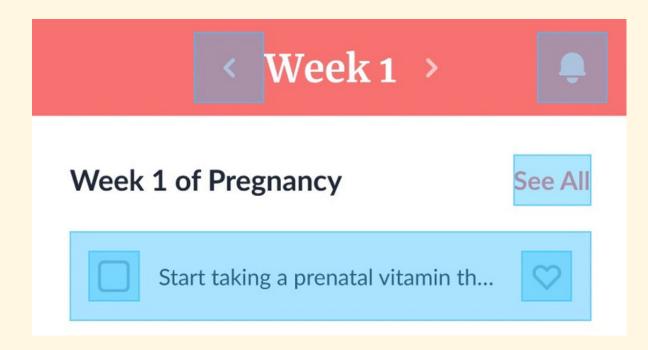
## Fitts's Law

> The speed of interaction with the target depends on the distance and size.

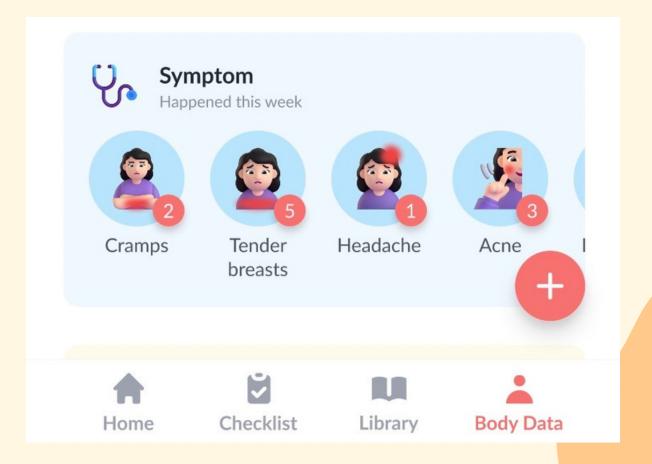


## Fitts's Law

Button range: 44x44 px Text button height: 32 px

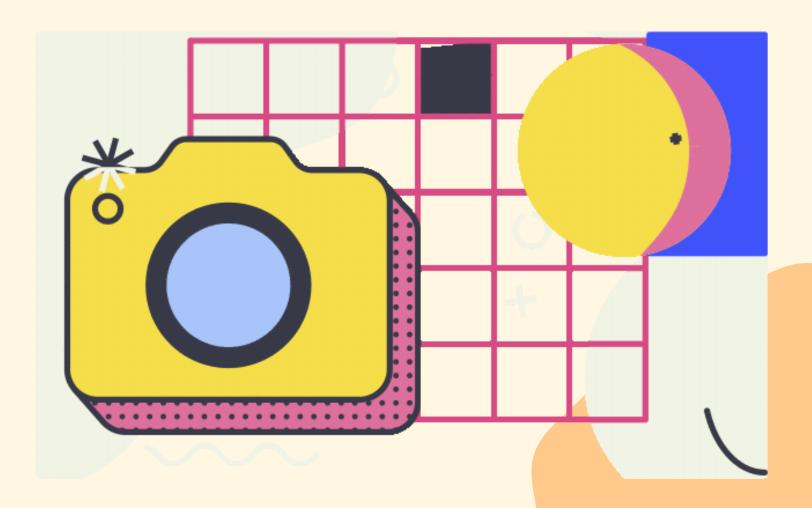


#### Right thumb



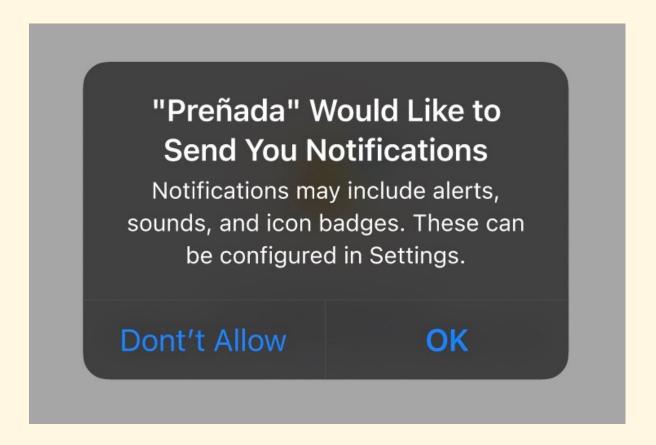
## Permission

> When accessing user data and resources, request permission only when needed to launch the app function.

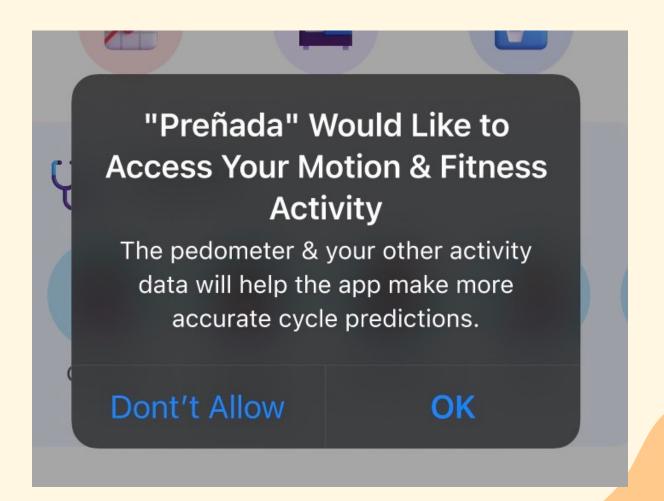


## Permission

#### A standard Alert

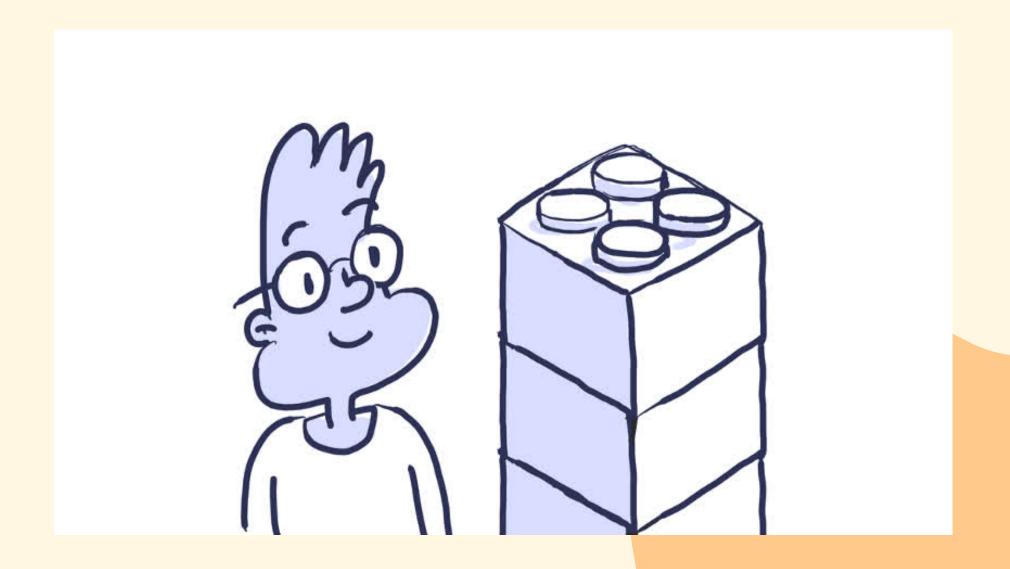


#### Visual flow



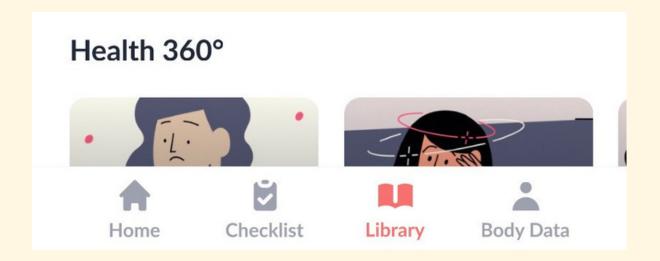
## Accessibility

> Designing for accessibility refers to building space that can be used by a wide range of people.



## Accessibility

## Darker text color Big font sizes

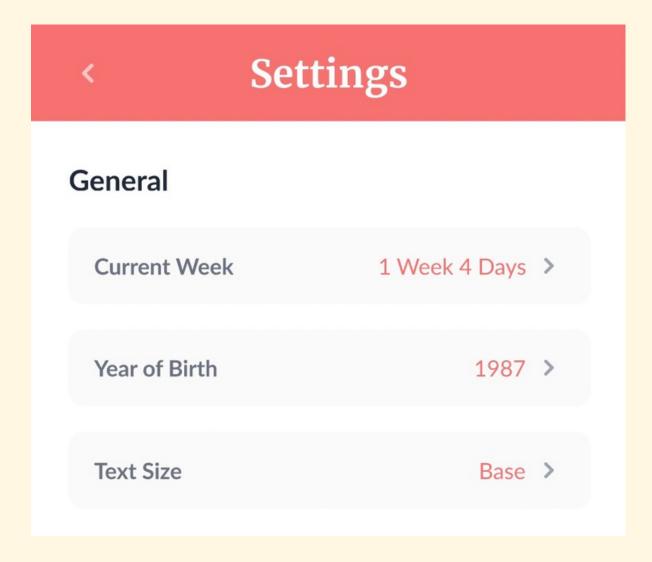


#### **Short label**

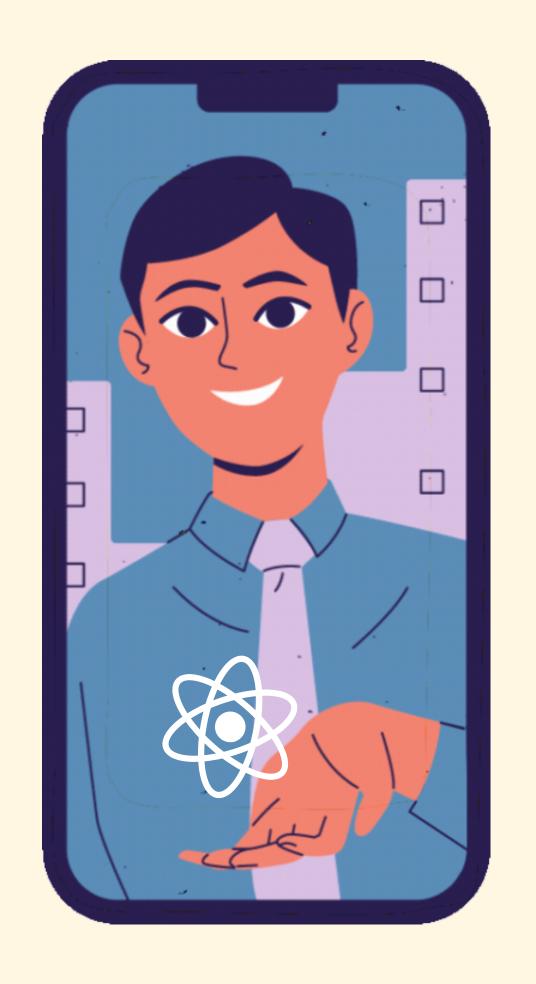


## Accessibility

#### Adjust the font size

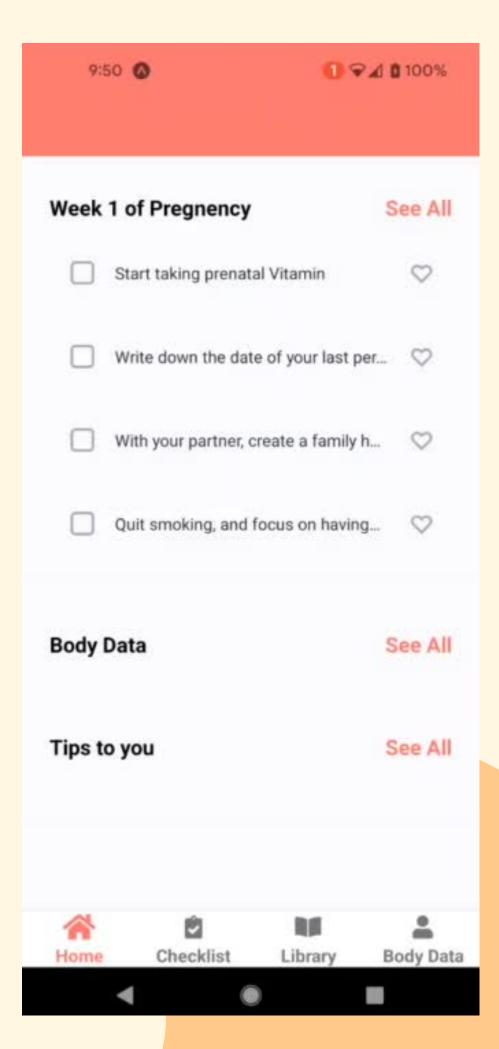


## Prototype Implementation Status



## Implemented Features

- 1. Develop UI with components
- 2. "Interactive button" for pregnancy checklist
- 3. Jump to different pages in the "Tab bar"



## Unimplemented Features

- 1. Strikethrough for task name not showing, after toggled checkbox
- 2. Checklist is not on top, after toggled heart button
- 3. No "Add a Checklist" button yet

## Implement Plan

- 1. Complete the function of "Checklist", at least two weeks on home page
- 2. Add hard-coded data in "Body Data" to display on the home page
- 3. Build a small "Library" and recommend articles for homepage use

## Issues/Questions

- 1. If code using a mobile emulator, it eats up a lot of memory and RAM
- 2. Too many figma's CSS that is incompatible with React Native
- 3. Figma2react plugin is time-consuming, slowing down the efficiency

#### Hard-coded Data

1. The default APP pregnancy stage is the first week

## Summary

- Step-by-step design handoff while improving UI completion
- Determine the implementation platform and propose solutions based on staged problems
- Not an MVP yet, but we'll keep going...



Any questions and comments are important to us!