Prototype Description:	*Unfold is a to-do-list app that unlocks stories as motivation for the user to complete tasks. This prototype is medium-fidelity.*						
Simple Task	*Enter and complete one of your tasks*						
Moderate Task	*Choose an in-game option to advance your story*						
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Problem #	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8
1	H1: Visibility of System Status	5. Extra Violations	1	The statement "Milos story is paused" in the banner notification is confusing about the status of the app. Image: https://drive.google.com/file/d/1NjhBd8NlAEAsUbGxbUcJJ4On6UXicJJN/view?usp=sharing	This might imply that Milo's story runs in the background, or that there has been some permanent change to his story	Refocus on the tasks, or "click to learn more about Milo's story!"	B
4	H11: Accessible Design	4. All Tasks	1	For all pages, title text is a cursive, shadowed retro font	While the title font is aligned with the retro theme, it may be difficult for people with low-visual cues or people who can't read cursive to read. The text should be clearly legible	Consider changing to a non-cursive font.	A, B, C, D
5	H3: User Control & Freedom	2. Moderate Task	1	There is a button for "ch1 recap" when choosing a chapter of the story to watch, but the "ch2 read now" button also takes you there. https://docs.google.com/document/d/1M7xXuNGD7oPc5vXYi1Y_5oluUmn1BJRaBtjDbU4Pxqg/edit?usp=sharing	This is a confusing mapping of button to screen, and potentially just a wiring mistake	Make these buttons map different places	B, C
6	H2: Match b/w System & World	5. Extra Violations	1	"We use AI to figure out ___" wording is unclear on the "determining Milos story" page	This wording just feels convoluted and unclear about what specifically AI is being used to do. Could lead users to think AI is generating the story	Consider tweaking to "AI is comparing your answers with our content to choose what is best for you"	B, C
7	H7: Flexibility & Efficiency of Use	4. All Tasks	1	The concept of "friends" on the prototype does not seem to serve a clear purpose. Where are friends clued in with other friends? https://drive.google.com/file/d/1BQmYVoqKNZq_KKWXEFnmWv2BMLBoiJEe/view?usp=sharing	I bring this up because it seems like it could be an element of the app that you've incorporated just because you feel you need to.	Don't get rid of friends if it serves a clear purpose, but don't have a social network element unless you need it	B
8	H8: Aesthetic & Minimalist Design	2. Moderate Task	1	Too many exclamation points on some pages	Particularly the "Milos story" page where a new expression is unlocked has an exclamation point after every piece of text. At a certain point, it detracts from the intensity of the text	Be more sparing with exclamation points. use it to highlight the most important sentence	B

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9	H8: Aesthetic & Minimalist Design	3. Complex Task	1	Can't see the locked items well— on first glance, because the background color of "read more to unlock" is so dark, I couldn't tell there were items behind it. This made me think the "read more to unlock" was just a button with inconsistent sizing. Also, if the "read more to unlock" text is stretched over multiple features, there could be issues with padding consistency.	As a user, I can barely see the unlocked items, making me think the "read more to unlock" was a single button with inconsistent sizing. This also makes the "read more to unlock" button compressed, especially if the user already has several items unlocked (like body color).	Change reducing opactiy of dark background for "read more to unlock" or just adding a dark layer with a lock icon over *each* individual locked item.	A
10	H4: Consistency & Standards	3. Complex Task	1	The distance btw the top "body" element and the customization title line is smaller than the distance each of the respective body, color, etc boxes. https://drive.google.com/file/d/1SLcqAb1beE5GpG21viwlQ_GL5ayWKq3J/view?usp=sharing	This brings some asymetry to the screen	Try to maintain a consistent or intentional distance between elements.	B
11	H4: Consistency & Standards	2. Moderate Task	1	Between pages of the book, the location of the back button is not always in the same location on the screen	This is just an aesthetic mess	Ensure the location of identical buttons are all consistent	A, B, D
12	H11: Accessible Design	3. Complex Task	1	"body", "color" "expressions" font too small on the customize page Screenshot 2024-11-07 at 7.45.25 PM.png	There is already a scrolling functionality enabled, so allow for bigger text for legibility. The text is so small it could cause accessibility issues.	Expand this text slightly to make more legible	A, B
13	H11: Accessible Design	3. Complex Task	1	"What genres do you enjoy" page -- black, thin text does not have quite enough contrast against darker background	This can make things hard to read, leading to accessibility issue.	Thickening the text + lines a little might fix.	B
14	H1: Visibility of System Status	1. Simple Task	1	Current date could be displayed larger on "tasks" screen Screenshot 2024-11-07 at 7.36.48 PM.png	We want people to be immediately able to understand and map tasks to their due date, having the current date at top of mind makes this more possible	Make font a little bigger on the current date	B

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15	H1: Visibility of System Status	1. Simple Task	1	Not immediately clear what the tasks with an orange date on them means https://drive.google.com/file/d/1_oQtE77oWYljCjkoNndsfu2ljcr1Pwz0/view?usp=sharing	Are they overdue? Orange does not immediately map to urgency, especially because it is used all over the rest of the app	Consider making this color red -- more directly maps to urgency, something wrong, overdue status	B, D
16	H11: Accessible Design	1. Simple Task	1	The text for the process of adding a new task in is very small. https://drive.google.com/file/d/1jQ1zQc_jrF2A-E7fDUodtYbNdjZUsseJ/view?usp=sharing	It does not need to be this small because it is only using half of the page, and this could lead to accessibility issues.	Could definitely afford to make this text bigger for legibility	B
17	H11: Accessible Design	1. Simple Task	1	Text on the individual tasks--especially date is tiny. Screenshot 2024-11-07 at 7.36.48 PM.png	Given that lists already operate with a scrolling functionality, that could be larger.	Make this text larger	B
18	H1: Visibility of System Status	2. Moderate Task	1	On the milo's story map page-- "NEW" is not the most attention-grabbing visual aspec	It is not big enough, it also does not have a differentiating color, despite being how the user will identify what story they came to read	Make it larger or identifiable in some other way	B, D, C
19	H4: Consistency & Standards	5. Extra Violations	1	"add friends" page loses its color scheme-- the rest uses that yellow but this page is orange and blue. just something to note https://drive.google.com/file/d/1BQmYVoqKNZq_KKWXEFnmWv2BMLBoiJEe/view?usp=sharing	The consistent yellow, orange color scheme is lost to a white blue black one	Try to maintain consistent presence of all colors on each page	B
20	H4: Consistency & Standards	5. Extra Violations	1	When you scroll all the way down on "contacts on unfold", the bottom hits the bottom of the screen. https://drive.google.com/file/d/1BQmYVoqKNZq_KKWXEFnmWv2BMLBoiJEe/view?usp=sharing	Every other scroll lands with some offset component from the edge of the screen.	Maintain consistent spacing in terms of gaps between the edge of the screen and the end of content	B
21	H4: Consistency & Standards	2. Moderate Task	1	Chapter 4 is lacking an avatar on it on the milos story journey page	Not consistent design choice of pairing every story with an avatar	Maintain consistent avatar+ story combos	B, D

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22	H7: Flexibility & Efficiency of Use	3. Complex Task	1	No easy way to reset customizations to default https://drive.google.com/file/d/1SLcqAb1beE5GpG21viwlQ_GL5ayWKq3J/view?usp=sharing	If people want to reset customizations, they need to remember what the default is.	Should add a reset button to the original milo they chose.	B
23	H8: Aesthetic & Minimalist Design	4. All Tasks	1	Hand pointing left icon is a little decorative/complicated as a back button icon	While this icon is evocative of the retro theme, it looks a little complicated, especially when scaled down. The user may not be able to find the back button quickly or will have to take a while to get used to it	Consider changing to a left-pointing arrow icon as the back button	A, C
24	H8: Aesthetic & Minimalist Design	2. Moderate Task	1	Spacing between text does not adhere to spacing hierarchy principles and image is wrapped in text.	According to spacing hierarchy principles, elements that are closer together should have closer relationships. However, the paragraph spacing is much larger than the heading to paragraph spacing, indicating inadherence to spacing hierarchy/proximity principles. The image is also wrapped, making it hard to read the paragraph quickly	Increase gap between "Ch1. Recap" and first paragraph. Decrease paragraph spacing between the two paragraphs. Instead of wrapping the image of Milo, place the image on top of or below the body text.	A
25	H4: Consistency & Standards	3. Complex Task	1	"Find friends" title is not centered and is different from the button from the previous page "Add friends"	The title is stylistically and content-wise inconsistent	Center heading and match it with the button from the previous page (both should be either "Add friends" or "Find friends"	A
26	H8: Aesthetic & Minimalist Design	3. Complex Task	1	Text (heading vs body) is not aligned.	Title and body paragraphs have different text alignment (start at different points), making the page unaesthetic.	Align the title, subheading, and body paragraph text to a single vertical line.	A
27	H2: Match b/w System & World	2. Moderate Task	1	"Locked" button is in bright orange color, indicating clickable on first glance	"Locked" or disabled items are usually grey or opaque to indicate that theyr'e unclickable	Consider changing "locked" button to lighter or more muted/opaque color to indicate disabled status	A, D, C
28	H8: Aesthetic & Minimalist Design	3. Complex Task	1	Flag showing "complete" is redundant and doesn't look visually aesthetic	Flag is redundant because there's already "complete" text and loading bar shows loading is complete. Also, flag does not match UI components and aesthetic of the app	Consider removing the flag (loading bar already shows complete)	A, B

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29	H9: Help Users with Errors	2. Moderate Task		1	When user clicks on a locked story, nothing happens.	User may become frustrated if they can't unlock a story and don't understand how to.	Consider adding an error message such as "Oops this chapter is locked. Complete a task to unlock it"	A, D
30	H7: Flexibility & Efficiency of Use	3. Complex Task		1	Displays a vague *Insert Text* for the quiz on favorite movies	Without guidance of what text format it should be in, each list separate by commas or is it an explanation why you like the movie, users may be unsure on what to do and 2) it could take the AI more time to decipher phrases	Specify the format of the text, enter movies like: Harry Potter, X, Y to allow for efficiency and ease customization from the user end	D
31	H10: Help & Documentation	1. Simple Task		1	Creating a task, you MUST input a duration (repeat)	Users may need extra documentation to know that they need to add a duration, how much text they should input, repetition, etc.	Add extra documentation in how to select & the criteria for a task	D
32	H2: Match b/w System & World	1. Simple Task		1	Users cannot see tasks that have completed, it just disappears	This differs from how marking a task completed in a calendar works today, and may not be intuitive	Adding a section for completed tasks for easability & intution	D
33	H8: Aesthetic & Minimalist Design	2. Moderate Task		1	The text alignment under the character Milo.	The text alignment under the character Milo should have a little bit more white space. I think that there can always be more white space so that it's not distracting/visually cluttering for the user.	Add larger margins to the chapter 1 recap so that it gives the symbol more white space.	C
34	H4: Consistency & Standards	3. Complex Task		1	No keyboard pop-up in the "Tell us More!" section	I think it would be good to add a keyboard half-sheet to indicate to users that they can type, though I understand that this might be limited due to Figma	Adding a keyboard half-sheet during the onboarding process when indicating story preferences	C
35	H8: Aesthetic & Minimalist Design	1. Simple Task		1	Gray bar located under the month when scheduling	Clearing away the bar under the month is a better visual display!	Get rid of the bar underneath the month.	C
36	H11: Accessible Design	3. Complex Task		2	Font too small on "Body", "Color", etc labels on customize character page https://drive.google.com/file/d/1DSeR1b1NmV269Wyqymn7jM47BplW8DQu/view?usp=sharing	There is already a scrolling functionality enabled, so allow for bigger text for legibility. The text is so small it could cause accessibility issues.	Consider larger text for label and icon of this section	B, D

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37	H1: Visibility of System Status	1. Simple Task	2	Drop down line in adding a task confusing-- if its a button its too thin to easily click https://drive.google.com/file/d/1jQ1zQc_jrF2A-E7fDUodtYbNdjZUsseJ/view?usp=sharing	The line at the top of the add task lends itself to a swipe down functionality visually, but it is treated as a button now, which is difficult to pinpoint because it is very thin.	Ensure this is thicker and easier to press if it is a button.	B
38	H6: Recognition not Recall	1. Simple Task	2	Today page has tasks from nov 1 and nov 2 even though today is nov 5th https://drive.google.com/file/d/1_oQtE77oWYljCjkoNndsfu2ljcr1Pwz0/view?usp=sharing	Generally, the system for placing items in "today" seems unclear to users.	Consider changing "Today" to "current" or "past due"?	B, D
39	H4: Consistency & Standards	5. Extra Violations	2	Some buttons turn from white to yellow when clicked, but the "add friends" related buttons turn from light blue to yellow.	The introduction of a light blue to yellow as an indication of clicking is inconsistent with other button. clicking coloring	Standardize color indicator of a button being clickable/clicked.	A, B, D, C
40	H2: Match b/w System & World	1. Simple Task	2	"Lists" confusing description of this element. https://drive.google.com/file/d/1jQ1zQc_jrF2A-E7fDUodtYbNdjZUsseJ/view?usp=sharing	In reality, the "lists" are tasks organized by subject. Everything on the screen is a list, so list does not convey the intended meaning correctly	Consider renaming this as "subjects.	A, B, C
41	H1: Visibility of System Status	1. Simple Task	2	When a new chapter is unlocked, "Next chapter" is bigger than "Read now". https://drive.google.com/file/d/1kmxrlEYgOnjsGMoQVCHc10vkQQxHAuuy/view?usp=sharing	This makes the first read not the action of the button itself.	Make the "read now" text on top and bigger and then "next chapter" text below and smaller.	A, B, D
42	H4: Consistency & Standards	2. Moderate Task	2	"Milo's story" is not centered and chapter number missing.	Other story pages show "Milo's story" centered on the page and the chapter number below. However, this page does not have these— it's inconsistent	Center "Milo's story" and add chapter number	A, D, C
43	H7: Flexibility & Efficiency of Use	1. Simple Task	2	Limited user ability to edit tasks after they are committedScreenshot 2024-11-07 at 7.36.48 PM.png	It seems like users need to delete tasks and then add them back to be able to change their tasks	Add a process that gives users the power to edit your tasks directly from that screen	

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44	H9: Help Users with Errors	1. Simple Task		2 When adding a task half of screen is up, it is unclear how a user might discard a task they are in the process of writing https://drive.google.com/file/d/1jQ1zQc_jrF2A-E7fDUodtYbNdjZUsseJ/view?usp=sharing	The bar button at the top does not immediately jump out as a button, and its unclear wether that is saving or deleting it.	Consider adding a X button at the top left	B, C, D
45	H5: Error Prevention	1. Simple Task		2 Circles for checking off task are pretty close together and smallhttps://drive.google.com/file/d/1_oQtE77oWYljCjkoNndsfu2ljcr1Pwz0/view?usp=sharing	I can totally see someone checking the wrong one off with their finger- by accident	Could make these circles spaced apart more	B, D
46	H6: Recognition not Recall	3. Complex Task		2 In the customize character, newly unlocked customizations are not indicated as special https://drive.google.com/file/d/1SLcqAb1beE5GpG21viwlQ_GL5ayWKq3J/view?usp=sharing	Ppl are most excited about newly unlocked tools -- in the example, they come to the page because they unlocked something new. Then, having to remember which is new rather than recognize it.	should add somethng to make it more clear when something is newly unlocked	B, C, D
1	H4: Consistency & Standards	1. Simple Task		2 Under "Lists" each section has a title (task category) in bold and a subheading (# of tasks). However, under the "Today" section, the title and subheading are missing.	Since the other task sections have a title (task category) and subheading (number of tasks), it's inconsistent that the "Today" section doesn't have these text features. While this isn't a fatal inconsistentcy, it can make the user visually confused from missing information (especially number of tasks)	Even if the tasks under "Today" aren't all under the same category, keep the consistent title as something like "All", "Today's tasks" or "Due Today" and the subheading as the number of tasks (in this case, "3 Tasks).	A

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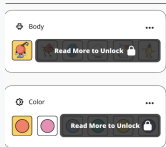
Problem #	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8
48	H6: Recognition not Recall	4. All Tasks		2 Most of the icons, alone, in the navigation bar aren't indicative of what it leads to. The task and story icon also look very similar (both some sort of pages/book)	The task and story icon look very similar (both are some sort of pages/book etc), making it difficult for the user to distinguish, and recall the correct page. The star icon also seems like "favorites" instead of avatar customization. As a user, I would expect the profile icon to mean customization. While this is a difference a user can quickly learn over time, it may be frustrating for new users to remember which icon leads to which page.	Label the icons in small text below. For example, "Tasks" under task icon and "Story" under story icon	A, C
49	H6: Recognition not Recall	1. Simple Task		2 Task text is not displayed when selecting time	Since the task is not displayed in the calendar view, this force users to re-think their task and align it with their schedule to set a deadline	Consider showing all task detials in a single page: title, deadline date etc.	A, C
50	H5: Error Prevention	1. Simple Task		2 "Clear" button is at bottom of the add task sheet	Since clear is located at the bottom of the page and the text is orange in color (high contrast), the user may accidentally associate this with "Done" or "Add to tasks." If they tap "clear", there's no way to undo their actions and they have to repeat all steps again.	Consider placing "clear" in top left to minimize the chances of the user accidentally tapping it. Alternatively, include a pop-up that asks users to confirm they want to clear/delete.	A, C, D
51	H3: User Control & Freedom	1. Simple Task		2 Undo button for checking a task appears at the bottom left corner of the screen—it's not discoverable.	When the user checks off an item, the item on the list immediately disappears (without even filling the checklist icon). To undo, the user has to find the undo button at the bottom left corner of the screen. However, this is a huge visual jump from the top of the screen (checking off item) to the bottom of the screen (undo). The physical distance also disconnects the "undo" action having anything to do with the checking off task action.	Consider filling in the checklist icon (circle) to mark task as complete or striking through the task name. The user can tap on the checklist icon again to undo (unfill circle or remove strike on text). Alternatively, put the undo button somewhere closer to the task that was crossed off (e.g. next to it, at the top of the section etc)	A, D

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52	H8: Aesthetic & Minimalist Design	1. Simple Task	2	"Read now" button's text is small and pointing hand icon (indicating next) looks a little decorative/complicated, especially when scaled down	The "read now" button is hard to notice and confusing because 1) the text is small and placed next to more text ("Next Chapter") and 2) the pointing hand icon is a rather complicated graphic (difficult to see that it's pointing to next, especially when shown in a small scale). Therefore, this is not adhering to minimalistic design principles	Consider only using one of the two texts "Next Chapter" or "Read Now" and change hand pointing icon to a simple right-pointing arrow	A
53	H4: Consistency & Standards	2. Moderate Task	2	"Milo's story" is not centered and chapter number missing.	Other story pages show "Milo's story" centered on the page and the chapter number below. However, this page does not have these— it's inconsistent	Center "Milo's story" and add chapter number	A, D, C
54	H11: Accessible Design	1. Simple Task	2	No alternative options for text input	Text input doesn't consider alternative options for low-visual or auditory users.	Consider adding at least alternative like speech (similar to Siri) text input.	A
55	H8: Aesthetic & Minimalist Design	3. Complex Task	2	"Edit profile" is hard to read, inconsistent with "add friends" text style, and placed far away from the "add friends" button	"Edit profile" text is grey against a yellow background, making it hard for the user to read. It's also inconsistent with the "add friends" button which has black bolded text. "Edit profile" and "Add friends" button are also positioned far apart when the two buttons are similar to each other stylistically and call to action-wise.	Change "Edit Profile" to black and bolded font, and place above or next to "add friends."	A
56	H2: Match b/w System & World	3. Complex Task	2	Confused about where to search given two options "Find from contacts" and "Search by name." What if I wanted to search for a name within contacts?	Based on other digital platforms, users likely expect to search by something specific such as username	Consider renaming "search by name" to "search by username" or "search by ID" to clearly indicate searching beyond contacts (publicly)	A
57	H1: Visibility of System Status	3. Complex Task	2	Enable Notifications only shows text "off"	User could be confused about whether status is off or tap to make status off	Consider changing the button to a toggle or checkbox that clearly shows the status (off/on) of enable notifications	A, D

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58	H10: Help & Documentation	4. All Tasks		2 No tips/guide on how to start using the app	Since the story-based task system is a rather unique/novel idea, users may be confused about how to start and use features.	Include a simple tips/guide section in the onboarding stage or include some sort of "help" or FAQ page	A, C
59	H7: Flexibility & Efficiency of Use	3. Complex Task		2 The ... buttons on the character profile screen in both BODY and COLORS have no functionality and just take up space	Typically they can be used to expand a list / or not, but here the three dots can cause confusion for users who may expect that it does something or have some false expectation of finding extra gadgets that they unlock	Remove the ... from both sections	D
60	H8: Aesthetic & Minimalist Design	3. Complex Task		2 Orange on orange selection when clicking next on the page	A whole page of orange make it hard to see what actions are proper and can add additional confusion; having aesthetic balance is important to know what steps are encouraged	Change the color when the button is pressed to be not Orange	D
61	H4: Consistency & Standards	3. Complex Task		2 There is a new phone icon character in the screen which is not introduced at all	The introduction of new information without context can be misleading and confusing when users just customized and follow the journey of the icon Milo	Switch the icon with the icon character that is used throughout the story journey	D
62	H2: Match b/w System & World	2. Moderate Task		2 The story map should have different color text for paths that aren't unlocked to create consistency	Users may be unaware of the difference of what they've unlocked, in general, locked paths are gray'd out until unlocked	Gray-out the path for unlocked routes and create contrast with those that have been unlocked	D, C
63	H1: Visibility of System Status	2. Moderate Task		2 No meaning in what the current status of Chapter 2 completed What are some of your favorite movies/shows? Insert text	Users may be unsure of their current status, especially if they just completed the task bar and finished Chapter 2, they may not understand how to navigate. Its crucial that users understand what the next step is	Add a new progress bar before chapter 3 as an action item	D

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Problem #	⊖ Column 2	⊖ Column 3	⊖ Column 4	Column 5	Column 6	Column 7	⊖ Column 8
64	H5: Error Prevention	3. Complex Task		2 The new expression unlocked doesn't appear in the profile section, it appears as a color not an expression **Customization** ⊕ Body ••• 🐱 Read More to Unlock 🔒 ⊕ Color ••• 🟠 🔴 Read More to Unlock 🔒	This could create a false expectation for users that they unlocked a new gadget / expression, but this isn't actually true when they click their profile. Misleading	Add a new expression gadget upon completion; not that it is an expression rather than a color	D
65	H3: User Control & Freedom	3. Complex Task		2 Under customize character, the Milo character button name (I remember) is changeable, however the button lacks this functionality. When you click on it, it does nothing	This may be misleading to users who want to modify their character name and could possibly leads to errors when the users can't figure out how to change the name of the character. Users may think this button is interactive, if it is indeed not	make the Milo name button clickable and maybe add small sub-text below to remind the users that names are changeable. If not interactive or changeable, make it smaller and less changeable	D

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Simple Task	*Enter and complete one of your tasks*						
Moderate Task	*Choose an in-game option to advance your story*						
Complex Task	*Personalize your story theme and character*						
					attach images here if helpful		

Problem #	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8
66	H4: Consistency & Standards	1. Simple Task		2	Your "Date" and "Add to List" emblem + text should be the same color because they have the same action hierachy	Change "Date" text and emblem to match gray	C
67	H6: Recognition not Recall	3. Complex Task		3 Confusing star icon on the bottom bar Screenshot 2024-11-07 at 7.05.53 PM. png	Star does not immediately map to "customize character".	Consider replacing with a hat or a face emoji, or even a mini version of the character to convey dressing up/appearance choices more clearly	A, B, C, D
68	H1: Visibility of System Status	5. Extra Violations		3 Indicator of a friend successfully being added is confusing https://drive. google. com/file/d/1BQmYVoqKNZ q_KKWXEFnmWv2BMLBoiJ Ee/view?usp=sharing	A plus button turns from blue (not often seen color) to yellow (in many other places in the game indicates a button that should be pressed again)	Consider changing the icon from + to a check mark or a "requested"/ "invited" message rather than relying only on color to indicate someone has been added	A, B, C, D
69	H3: User Control & Freedom	3. Complex Task		3 Back button exists on screen before, but disappears on the genre choice screen. https://drive.google. com/file/d/1dBTtfvwRfWeH QGPFRYi1wBEblntNNdTS/vi ew?usp=sharing	User can get stuck in this page-- what if they want to edit their answers? If they enter wrong, there is no immediate ability to fixing preferences	Keep back button on this page	B, D, C
70	H3: User Control & Freedom	3. Complex Task		3 No back button on determing milos story page https://drive.google. com/file/d/1V22hypfdAfnV Rj7Fv6uqf98hehSOlPuy/vie w?usp=sharing	User can get stuck in this page-- what if they want to edit their answers? If they enter wrong, there is no immediate ability to fixing preferences	Keep back button on this page	A, B, C

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71	H4: Consistency & Standards	1. Simple Task		3 Three-dots icon is missing for "Today" tasks section.	Whereas the other task sections show the three-dots icon so users can manage/edit tasks, the three-dots icon is missing for "Today" tasks section. This means that users have no way to edit/delete tasks in this section. This is a severe issue since users can't undo or manage their tasks, especially tasks that are due today!	Add three-dots icon in top right corner under "Today" as shown in other task category sections	A, D
72	H6: Recognition not Recall	1. Simple Task		3 The task sections use a three-dots icon (on the top right corner). This icon, similar to a hamburger menu, nests (hides) user options such as edit, delete etc.	Three-dots icon for each task section forces user to remember what were the options shown when the icon is clicked on. Since this is nested (hidden), users may have trouble remembering and directly looking for options like "edit," "manage", "copy," "delete" etc (or whatever options were intended)	If a small number of options, consider showing all options such as "edit" or "delete" up front on the right top corner of the section.	A, B, D
73	H5: Error Prevention	1. Simple Task		3 In creating a task, the meaning of the orange + button changes halfway through the process, which could trip up users. https://drive.google.com/file/d/1jQ1zQc_jrF2A-E7fDUodtYbNdjZUsseJ/view?usp=sharing	The plus button when you first click from tasks means "add another task". when you are in there, that same button implies "commit this task". since there is also an option to swipe out, it might get interpreed as "add an additional one" and people might swipe out instead to finalize it because that feesl like a new option.	Consider changing the button from + to a check mark or a "finalize" text box when the user has entered text.	A, B, C, D
74	H4: Consistency & Standards	1. Simple Task		3 When a user creates a task, there are two buttons "add to list" and "+."	The user won't know which button to tap to add the task: "add to list" or "+"? , making this button inconsistent. Even if the "+" button was the correct button to add as a task, this should be different from the homescreen "+" button for *create* a task.	If "add to list" is intended to mean something else (e.g. backlog task), rename the button. Consider also changing the "+" button to "done" or "add to tasks".	A, C

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75	H3: User Control & Freedom	3. Complex Task	3	No indication that user can edit personal settings.	As a user, I wouldn't know how to edit my personal settings. The personal settings only show informational text without any indication of editing/removing it.	Add edit icon either at top right corner of "Personal settings" or next to each text input field.	
76	H5: Error Prevention	2. Moderate Task	3	The new expression unlocked statement has no functionality and when you click on it does nothing	Users may be have false expectations, as the prominent new expression feature seems important, but here it is not interactive at all	Make it clickable / take it another page (it's an achievement right?	D, C
77	H7: Flexibility & Efficiency of Use	6. Settings Flow	3	Story Preferences hidden in profile.	Although it does make sense to have a section on story preferences under the profile section, I think that beacuse it is a personalized quiz that someone can take, it makes more sense to have it in the main profile page rather that under "Edit Profile".	Move the "Story Preferences" to the main "Profile" page.	C
78	H11: Accessible Design	2. Moderate Task	3	Having an audio / play aloud option for the stories.	I think that there should be an audio button under the story so that it is more accessible to users who want to listen rather than read.	For more accessible design, include an audioplayback section for the story description	C
79	H1: Visibility of System Status	5. Extra Violations	4	No list of existing, confirmed friends	Only a count of # of friends on the profile page, and a search for new friends; not a list of friends locatable anywhere	Consider adding a friends list below or above the search bar, or behind another button	B, C