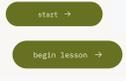


Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by	Solutions:
<p>Prototype Description: A mobile app designed with the goal to strengthen the relationship between immigrant parents and their children through guided learning, shared activities, and reflective storytelling.</p> <p>Simple Task <i>Learn together through a guided activity.</i> Evaluator A</p> <p>Moderate Task <i>Engage with a mini-game to strengthen connection.</i> Evaluator B</p> <p>Complex Task <i>Reflect and view shared scrapbook after completing challenges.</i> Evaluator C</p> <p><i>*attach images in this column if helpful</i></p>									
#VALUE!	H11: Accessible Design	1. Simple Task	4	No captions for videos, which may be difficult for speakers where English isn't their first language.		Excludes deaf/hard-of-hearing users.	Add subtitles or transcript options for users to choose to ensure everyone can understand the lessons. Similarly, adding audio to long text, adding visuals to help reduce language and cultural barriers.	A, B	<input checked="" type="checkbox"/> Added a note on the readme
#VALUE!	H12: Value Alignment & Inclusion	4. All Tasks	4	Text assumes parent-child relationship only.		Excludes users with other family roles.	Use inclusive language like "family member" or "loved one."	A	<input checked="" type="checkbox"/> As explained in the README, the intent of the app is parent-child relationship, therefore this will not be changing.
#VALUE!	H2: Match b/w System & World	2. Moderate Task	4	"Take turns answering cards" – take turns with who?		Users may be confused that they must have their parents/children with them to do this task. Inconsistent directions may confuse older generations using the app.	Specify who you want players to play with. Specify the exact actions you want users to take without making assumptions.	A	<input checked="" type="checkbox"/> Changed wording in med-fi
#VALUE!	H3: User Control & Freedom	2. Moderate Task	4	No clear way to save progress mid-game, if someone wants to take a break or skip the game, the option isn't allowed.		Users feel trapped in linear flow, especially during longer modules. This is especially a problem because the app's target audience is immigrant families, so they might not have time to do an entire lesson/play an entire game at once.	Add "Save & Exit" options in every screen, or even a "skip" sign if users don't want to play the whole game.	A	<input checked="" type="checkbox"/> Will implement in high-fi
#VALUE!	H3: User Control & Freedom	3. Complex Task	4	No clear way to skip scrapbook part of app, if users maybe don't want to take a picture or save the memory.		Users feel trapped in linear flow, because they cannot exit/ navigate to home and have the option to not take a photo.	Add "Skip" option if users don't want to save the experience.	A	<input checked="" type="checkbox"/> Added "Skip" option in med-fi
#VALUE!	H4: Consistency & Standards	4. All Tasks	4	"Go home" link differs from bottom navigation icons (e.g., learn, not home). Therefore, users may get confused about what "going home" entails without prior knowledge that learn tab is actually the home tab.		Inconsistent hierarchy causes confusion about navigation structure.	Make "Home" a consistent bottom tab instead of a text link.	A, B	<input checked="" type="checkbox"/> This is an intentional design choice, which we did because in-game/in-learning modules is different than the non-game hierarchy/flow; also, the text link makes it the less "desirable" option.
#VALUE!	H1: Visibility of System Status	1. Simple Task	3	When users click "Begin Lesson" and reach the lesson content screen (e.g., reading or introduction section), the content extends beyond the mobile viewport. However, there is no visual indicator (scroll arrow, "scroll to continue" text or progress indicator) to signal that additional content exists below. Users see a full screen of text and receive no system feedback indicating they need to scroll to access the rest of the section. This is especially problematic at the start of a lesson where users may believe they've reached the end and attempt to click "Next" without reading the full content.		H1 requires keeping users informed about system status through appropriate feedback. The absence of a scroll affordance leaves users confused about whether (1) more content exists, (2) they're missing information, or (3) they can proceed. For immigrant parents with lower digital literacy or unfamiliar with mobile app conventions, a missing scroll indicator is particularly problematic. They may not instinctively scroll, may feel stuck, or may assume the app is broken.	Add a visible scroll affordance at the bottom of content sections when content extends beyond viewport. For example: option 1: Animated downward icon (↓) at bottom center that pulses. Disappears once user scrolls, reappears if they scroll back to top; (OR) Progress indicator with scroll cue: "scroll to continue reading."	B	<input checked="" type="checkbox"/> There will be a native ios scroll bar
#VALUE!	H11: Accessible Design	2. Moderate Task	3	Too much text...not readable. Would be nice to have a speaker icon to indicate (text to speech) capabilities that read out the content.		No one wants to read that many words for a quick lesson plan. With a long text block, readability and engagement are reduced, especially on small screens.	Add images, Add bullet points, add short summaries, add speech... something to make it easier to digest	B	<input checked="" type="checkbox"/> Added voice feature

Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by	Solutions:
<p>Prototype Description: A mobile app designed with the goal to strengthen the relationship between immigrant parents and their children through guided learning, shared activities, and reflective storytelling.</p> <p>Simple Task: Learn together through a guided activity. Engage with a mini-game to strengthen connection. Evaluator A</p> <p>Moderate Task: Reflect and view shared scrapbook after completing challenges. Evaluator B</p> <p>Complex Task: Evaluator C</p> <p><i>*attach images in this column if helpful</i></p>									
#VALUE!	H12: Value Alignment & Inclusion	4. All Tasks	3	Only English is supported.		Non-English speakers (especially from immigrant families who this app is targeted towards) are excluded from using the app.	Add multilingual toggle or translation integration into the app so the intended audience feels included.	A, B	<input checked="" type="checkbox"/> <p>This concern is addressed in the README, will not be making changes.</p>
#VALUE!	H12: Value Alignment & Inclusion	3. Complex Task	3	Doesn't address digital privacy around photos.		Parents may worry where images are stored.	Add "Your photos stay private on your device." message.	A	<input checked="" type="checkbox"/> <p>Users have the autonomy to upload images and because we are trying to maintain a focus on simplistic and UI design features, we will not be making any changes in regards to this concern.</p>
#VALUE!	H3: User Control & Freedom	1. Simple Task	3	Once a user hits "Finish," there's no way to go back to edit their reflection or even look at their old reflection.		Users may want to adjust/look at their written message after submission.	Add "Edit response" or "Undo submission."	A	<input checked="" type="checkbox"/> <p>Added a lesson 1 functionality for module</p>
#VALUE!	H3: User Control & Freedom	3. Complex Task	3	Once users submit and save a memory to the scrapbook, there is no way to edit or delete it. Users are locked into their submission even if they made a typo, want to update a caption, or accidentally saved the wrong memory. There is no undo, no delete option, and no escape from the submitted box option.		Provide clear paths for users to exit unwanted states and regain control. After crafting a memory or message to their child, users expect to correct mistakes or delete regrettable submissions. Inability to delete means users cannot remove memories they later regret or want to keep private.	Implement working edit and delete functionality on saved memories. Add a functional "Edit" and "Delete" buttons on memory cards. Edit opens form pre-filled with current data. Delete shows confirmation dialog before removal.	C, A	<input checked="" type="checkbox"/> <p>Added "delete" button</p>
#VALUE!	H4: Consistency & Standards	4. All Tasks	3	go home is underlined, but not a button like all other buttons throughout the app.		All other buttons are specified in the app, except for go home which is consistently throughout the app, underlined rather than a button in of itself.	Make "go home" a button rather than an underlined link.	A	<input checked="" type="checkbox"/> <p>Already addressed above</p>
#VALUE!	H4: Consistency & Standards	1. Simple Task	3	Locked Lesson 3 with no explanation: Lesson 3 button appears on the home page but is completely non-functional. Users see it as an available option but cannot interact with it, with no clear explanation of why it's inaccessible or what steps to take to unlock it. Furthermore, lesson 2 needs to be locked and is green right now. It is not clear that the user has to finish lesson 1 before moving onto lesson 2.		H1 requires the system to keep users informed about what is happening through appropriate feedback. While the button is not clickable (because it's supposed to be locked), it fails to communicate the why or how to proceed, important information for the target user. Immigrant parents with varying digital literacy may not interpret a grayed button as "locked" or understand the app's progression system. Without explicit context, users are left questioning: "Is this broken? Coming soon? Will it unlock automatically?". During the onboarding process, it's confusing and the target user needs more transparent instructions on the user flow.	Display Lesson 3 with a clear tooltip that says "Complete Lesson 2 to unlock." For example, when the user hovers over lesson 3, the lesson should be locked with a lock icon () + subtitle text on lesson card: " Locked : Complete Lesson 2 to unlock".	C	<input checked="" type="checkbox"/> <p>Added popup</p>
#VALUE!	H5: Error Prevention	3. Complex Task	3	After completing the challenge you are prompted with commemorating the challenge with a picture which gets added to the scrapbook. If you however press "disgard" in that process you are exited out of the challenge and taken to a LOCKED Scrapbook page. The user then has to redo the entire process (challenge) in order to take the picture and unlock the scrapbook page. It would be ideal to have some error prevention pop up when someone tries to disregard during their first challenge in order to stop pressing disregard and losing access to the scrapbook.		Users can be forced to redo a challenge for simply trying to quickly get through the challenges. 3 challenges might take too long to complete, causing them to rush. They shouldn't be penalized by having to redo the entire challenge in order to gain access to the scrapbook.	Add a Error prevention message that reminds the User of the loss of access they will experience from not contributing a picture for the scrapbook.	B	<input checked="" type="checkbox"/> <p>Figma error, will fix on figma</p>
#VALUE!	H5: Error Prevention	2. Moderate Task	3	Video controls are visible but non-functional: On the video page, pause/rewind buttons are visible and appear clickable, but they don't work on the prototype currently (Figma limitation). Users tap these buttons expecting them to work, only to find nothing happens. This can be very problematic in the actual implementation as the user loses control over the added functionalities such as pause button to the video they're watching.		Visible but non-functional controls create user frustration. For video content teaching cultural traditions, users need to control playback to discuss with children. The mismatch between visual design and functionality is a big UX flaw.	Hide the pause/rewind buttons entirely if they can't be implemented, or disable them with a grayed-out state + tooltip that says: "Video controls coming soon." Ensure video autoplay is clearly communicated so users know they can't control playback.	C	<input checked="" type="checkbox"/> <p>Not possible given the constraint of figma, this will be addressed in our high-fi prototype</p>
#VALUE!	H6: Recognition not Recall	1. Simple Task	3	No indication, especially for older users, that the scroll indicator on the right of the "Learn" tab means that there are multiple lessons if you scroll down.		When users want to see all other available lessons, they must scroll down, and know that the scroll bar on the right means there are more lessons, requiring prior knowledge.	Create a down error that users can click to scroll down on lessons.	A	<input checked="" type="checkbox"/> <p>Added scroll + tap feature</p>
#VALUE!	H7: Flexibility & Efficiency of Use	1. Simple Task	3	No visible confirmation after tapping "Finish" that one of the lessons is done and now we are transitioning to a game/another tab.		Users might think the submission didn't go through.	Add small confirmation text or animation ("Your reflection has been saved").	A	<input checked="" type="checkbox"/> <p>Added small confirmation modal when users click "finish"</p>

Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by	Solutions:
<p>Prototype Description: A mobile app designed with the goal to strengthen the relationship between immigrant parents and their children through guided learning, shared activities, and reflective storytelling.</p> <p>Simple Task: Learn together through a guided activity. Engage with a mini-game to strengthen connection. Evaluator A</p> <p>Moderate Task: Reflect and view shared scrapbook after completing challenges. Evaluator B</p> <p>Complex Task: Evaluator C</p> <p>*attach images in this column if helpful</p>									
#VALUE!	H7: Flexibility & Efficiency of Use	1. Simple Task	3	When users complete a task, they must scroll down to the next task available, which may take a long time if they have completed many lessons on the app.		The home page/lessons page should automatically go down to the lesson that the user is on given the fact that the user has finished multiple lessons.	Auto skip on the feed to show the lesson the user is on, with an up button if users want to see past lessons and down button if user wants to see future lessons.	A, B	Added scroll/tab feature on lessons (as above – scroll tap feature)
1	H1: Visibility of System Status	1. Simple Task	2	There is no scroll bar to read full consent form for example in the lessons tab.		Users aren't clued into the fact that you can't scroll the consent form to read the entire consent form's details.	Add a scroll bar/to be even more inclusive, a down arrow to clue parents in that they must scroll down.	B, A	There will automatically be a native iOS scroll bar in the high-fi prototype
2	H1: Visibility of System Status	4. All Tasks	2	Assumption that people will know different between link and actual topic sentence.		Links are underlined, so confusing to know what is a link and what is just a topic.	Add a link note below or next to a link so users know something is clickable.	A	This concern does not make sense given our med-fi prototype. Will not be making changes in regards to this concern.
3	H1: Visibility of System Status	1. Simple Task	2	Is this only on one device or is the scrapbook shared across joint profiles on different devices? Unsure how this works.		Is this meant to be a personal documentation on my own interactions with immigrant parents. Or are immigrant parents meant to come up to a child and ask them to play? In either situations, I can imagine that the approached party would want access to the scrapbook but this app doesn't really have the functionality for that.	Add a share button. Link scrapbook items to different accounts.	B	Added share button on individual scrapbook pages
4	H12: Value Alignment & Inclusion	4. All Tasks	2	Uses Western-centric text ("Take a selfie").		May not be relevant for all families.	Offer localized wording.	A	Changed wording to "take a photo together"
5	H12: Value Alignment & Inclusion	3. Complex Task	2	For immigrant parents but only offered in English (Potential for Wizard of Oz functionality that showcase different onboarding languages)		Users might not be able to speak English at all. Especially if the user is older or new to the country. I know this was discussed in the README but I do think that there should still be some acknowledgment of language change. Had this not been discussed in the README I would've placed this as a 3 or 4 level severity.	Adding a global icon where the user can change the language by which is presented.	B	Added a settings page w/ language option
6	H2: Match b/w System & World	3. Complex Task	2	The scrapbook/reflection feature uses game-like terminologies that feel more mechanical. "Unlock your scrapbook" "Play Challenges". This language doesn't match users' real-world mental model of a family journal or scrapbook, which should feel warm, intimate, and reflective. For immigrant parents preserving cultural heritage, game-like framing undermines the emotional significance of memory documentation. Users expect sentimental, family-focused language.		The tone of the app should speak the user's language using familiar, real-world concepts. Immigrant families understand scrapbooks and memory books, not "Levels" or "Challenges." Game terminology feels transactional and gamified, conflicting with the app's stated purpose: preserve heritage and strengthen bonds. The tone mismatch creates cognitive dissonance and may make users feel the app doesn't respect the cultural significance of memory preservation. Using game language risks trivializing meaningful family moments.	Replace gamified terminology with warm, sentimental, family-focused language: "Add Memory" → "Add Story" or "Document Moment"; "Level Unlocked" → "Memory Unlocked" or "Story Ready"; "Challenges" → "Conversations" or "Family Activities"; "Finish" → "Save Story" or "Save Moment"; replace all gamified language consistently and convert it into more family-oriented tone.	C	Not a concern. Will not be making any changes to address this
7	H3: User Control & Freedom	3. Complex Task	2	No way to reorder or group memories.		Users might want to organize by topic/date.	Add sort or filter feature.	A	Added filter/sorting functionality in the scrapbook and tags
8	H4: Consistency & Standards	1. Simple Task	2	"Go home" link uses lowercase while nav tabs use icons.		Breaks visual hierarchy from the app.	Match capitalization & design to nav bar.	A	This was an intentional design choice
9	H4: Consistency & Standards	2. Moderate Task	2	Progress bar design/title differs slightly across Learn and Play modules.		Inconsistent UI elements can confuse users about task completion.	Standardize progress bar color, title/text, width, and animation.	A	Added card
10	H4: Consistency & Standards	2. Moderate Task	2	Not consistent BACK button. It is very discrete here but in future pages its located at the top left and is a backwards arrow.		Sometimes I have to look at the absolute bottom, and other times I have to look at the top left in order to go back. It would be nice to just have one location for the back button.	Always have a top left corner back button...or always have at least one of the 2 present,	B	This was an intentional design choice, given the intern of our app we recognize that not everything needs a back button – one directional flow for a reason
11	H5: Error Prevention	4. All Tasks	2	If a user clicks the back arrow "<" button, there is no warning or pop up that asks, "Are you sure you want to go back"		A user may accidentally click the "<" button leading all progress on text box to go unsaved.	Add a pop up similar to the "x" button that asks if a user wants to go back in case they accidentally click the button, because progress may not be saved if they're typing and accidentally click the back button.	A	Will not be implementing, may complicate the UI design
12	H6: Recognition not Recall	1. Simple Task	2	Three identical hardcoded lessons lack visual differentiation: All three lessons display as identical green cards with minimal descriptive text. Users must remember the topic/order of each lesson from onboarding, rather than recognizing content from visual cues on this screen. The different pictures on the home page are not used on any other cards and should have been added onto the other lesson pages as a differentiating factor.		Recognition would help reduce cognitive load. For instance, for an app targeting immigrant parents juggling parenting and cultural adaptation, users shouldn't need to memorize lesson sequence. Visible and more differentiating icons (e.g., "language," "traditions," "stories") would help non-native English speakers understand at a glance.	Use visual icons or colored badges (e.g., "Lesson 1: Speaking Our Language," "Lesson 2: Holiday Traditions," "Lesson 3: Family Stories") with accompanying icons that would be different for each level the user successfully completes. Make icons from home page similar to the lesson cards.	C	Adding more stuff would be visual clutter, we will not be making any changes in regards to this concern

Prototype Description:		A mobile app designed with the goal to strengthen the relationship between immigrant parents and their children through guided learning, shared activities, and reflective storytelling.									
Simple Task	Learn together through a guided activity.										Evaluator A
Moderate Task	Engage with a mini-game to strengthen connection.										Evaluator B
Complex Task	Reflect and view shared scrapbook after completing challenges.										Evaluator C
*attach images in this column if helpful											
Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by	Solutions:		
13	H6: Recognition not Recall	2. Moderate Task	2	The reflection/text entry field displays pre-populated text (e.g. "This is my very important response") but provides no visible buttons indicating users can edit, modify, or clear the text. There are no "Edit," "Clear," or "Delete" buttons visible on the text field. Users must click into the field to discover it's editable, or they may assume the text is static/read-only. For users who want to personalize their reflection or start fresh, the lack of visible editing options creates uncertainty about text field functionality.		All the available options & actions should be made clearly visible. Users should recognize available actions rather than recall them. In a reflection context, users expect to modify their own writing but this shouldn't require guessing or trial-and-error. For immigrant parents unfamiliar with app interfaces, visible edit/clear buttons confirm they can modify content and build confidence. Even with pre-populated text, due to design limitations is ambiguous and can be addressed. For example, users don't know if it would even be possible to edit their message once they type it. Visible edit options reduce friction, signal interactivity, and empower users to personalize emotionally important content (messages to their child). Without these depictions, the field feels static/read-only which could deter engagement.	Add visible icons to the text field indicating editing capability. For example, add a "Clear" button (trash icon or text) below the text field. Allows users to easily delete pre-populated text and start fresh. Or, add both "Clear" and "Edit" icons (pencil icon) in the text field toolbar (top right, next to back/exit buttons). This provides clear recognition that editing actions are available. Despite current Figma limitations, the icons tell the user that those functionalities would be possible.	C	✓	Limitation of Figma prototype, this will not be a concern for the high-fi prototype	
14	H7: Flexibility & Efficiency of Use	2. Moderate Task	2	Start Screen has no real optionality: I have to progress through the "begin lesson"...no settings, profile, or other optionality		Users might not want to immediately go into a lesson, and might want to enter through a different account or change certain settings.	Adding icons for Login/Logout or Profile or settings in the top corners	B	✓	Added setting page	
15	H7: Flexibility & Efficiency of Use	1. Simple Task	2	There is no searchbar or filters in this section the page.		Once there are more images, I imagine that it will be very difficult to find specific memories.	Add a search bar that searches through 1) dates 2) captions and 3) comments.	B	✓	Already addressed above	
16	H7: Flexibility & Efficiency of Use	2. Moderate Task	2	Every time users return to the app, they must navigate through the same linear sequence: Home → select Lesson 1 → complete lesson → unlock game → play game → unlock reflection. There are no shortcuts, bookmarks, or quick-access options to return directly to previously completed sections. Experienced users who want to revisit a lesson they already finished or replay a game they completed must repeat the entire navigation sequence each time, reducing efficiency and creating unnecessary friction.		This app should be able to support users of different experience levels by providing accelerators and shortcuts for those familiar with the system. Currently, the app treats all users identically: whether visiting for the first time or the tenth time. For immigrant parents who develop regular habits with the app (wanting to revisit lessons with their child, replay games together, or reflect on past memories), the lack of shortcuts creates friction and reduces engagement. As users accumulate more completed content over weeks/months, the linear navigation becomes increasingly inefficient. Experienced users deserve pathways that respect their time and enable quick re-engagement.	Add quick-access shortcuts for experienced users to navigate efficiently. For instance, Add a "History" or "Recent Activity" tab in main navigation showing recently completed lessons, games, and memories. Users tap to jump directly to any completed section. Or, add a "Jump to..." dropdown button on Home screen listing all unlocked/completed lessons and games for quick selection.	C	✓	Added quick access "jumps"	
17	H8: Aesthetic & Minimalist Design	2. Moderate Task	2	This information/link is placed in the center of the page, and no one (and even less likely immigrant parents) really care where the content is coming from. I would argue putting that link at the absolute bottom and move the next button higher might be better		The link contains useless information, but is placed at the center of the screen. Directs and prompts the user to press on it but it distracts the user from completing the various tasks.	Completely remove it or place it at the bottom of the page.	B, A	✓	Must credit our sources, storing it in the (i) button instead	
18	H9: Help Users with Errors	3. Complex Task	2	When users click "Submit" on the "Add Memory" form, there is no confirmation feedback (snackbar, toast, success message, or error message). The screen transitions silently without any indication of success or failure. Users are left uncertain: "Did my memory save? Should I try again?" This creates moments of uncertainty, particularly when documenting emotionally important family moments.		Provide more explicit feedback to showcase when actions succeed or fail. Users need confirmation that their input was processed. Lack of feedback signals poor design, reducing trust in the system. After investing effort in personal reflections, users need immediate, visible confirmation their work was saved.	Add success/error feedback after submission. For example, add a notification that pops up on the screen: ✓ "Memory saved!" (appears 2-3 seconds, auto-dismisses) / "Memory added to your scrapbook" with "View Memory" or "Continue" button. Also, add the option of memories failing to save: "Error saving memory. Please try again."	C	✓	Already explicit, will not be making changes in regards to this concern	
19	H1: Visibility of System Status	5. Extra Violations	1	Scroll button is not adaptive to the actual scroll of the screen		Makes the product feel buggy/not complete	Make it adaptive for real production (this is not a real critique since I'm sure it already on the punch list of things to do soon)	B	✓	Figma error	
20	H10: Help & Documentation	4. All Tasks	1	No "?" help icon anywhere, especially because parents may get confused by app dynamics.	Level 1 ⓘ	Users can't learn the app's purpose quickly, instead of a "?", a "i" might be easier to understand, especially for older users.	Change ? to "i" button.	A	✓	Changed to question mark	

Prototype Description:		A mobile app designed with the goal to strengthen the relationship between immigrant parents and their children through guided learning, shared activities, and reflective storytelling.									
Simple Task	Learn together through a guided activity. Engage with a mini-game to strengthen connection.										Evaluator A
Moderate Task	Reflect and view shared scrapbook after completing challenges.										Evaluator B
Complex Task											Evaluator C
*attach images in this column if helpful											
Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by	Solutions:		
21	H11: Accessible Design	4. All Tasks	1	Back and exit buttons are too small for users.		As parents may want bigger buttons, compared to the size of the "next" and "play" buttons, the <- and x buttons at the top of the screen are relatively small.	Make Back and exit buttons bigger	A	<input checked="" type="checkbox"/>	Made bigger	
22	H11: Accessible Design	2. Moderate Task	1	The centered format is not super readable		It looks weird and isn't readable	Align the numbers	B	<input checked="" type="checkbox"/>	Added card box thingy	
23	H12: Value Alignment & Inclusion	4. All Tasks	1	How might certain lessons e.g. "1_2" lessons be targeted for an english-speaking families rather than other languages?		We want to make sure our lessons apply across multiple languages that the family may speak.	Do research on psychology and families that can be generalized and don't rely on a Western framework/basis of psychology.	A	<input checked="" type="checkbox"/>	We will change the content	
24	H2: Match b/w System & World	1. Simple Task	1	Buttons use inconsistent verbs ("begin lesson," "start," "play") across tabs.		Inconsistent terminology causes confusion about navigation.	Use consistent verbs (e.g., "Start Lesson," "Continue," "Next Step").	A	<input checked="" type="checkbox"/>	Made more consistent	
25	H2: Match b/w System & World	2. Moderate Task	1	"Play challenges" phrase is vague, especially for immigrant parents who may not understand what playing challenges entails.		Doesn't clearly communicate collaborative aspect.	Rename to "Do family challenges."	A	<input checked="" type="checkbox"/>	Added more clear instructions in how to play.	
26	H2: Match b/w System & World	2. Moderate Task	1	Midsroll this can be a little confusing. The "Start button" is closer to the next lesson than it is to the lesson it actually corresponds with.		As I scroll through the page, sometimes I would associate the "Begin Lesson" button with the NEXT lesson since you can scroll seamlessly through the different pages, the intended layout of a page (1) lesson name at the top and 2) Start button at the bottom] become skewed.	Maybe some slight background color difference or perimeters to set boundaries would work.	B	<input checked="" type="checkbox"/>	Added border line	
27	H4: Consistency & Standards	5. Extra Violations	1	In the Learn tab, "Lessons" is bolded whereas for all other tabs, the titles are not bolded (e.g., "Your challenges" and "Your Scrapbook").		The title not being consistent across tabs is a cosmetic problem that users notice when moving between and across tabs.	Make "Your challenges" and "Your Scrapbook" titles bolded.	A	<input checked="" type="checkbox"/>	Bolded both	
28	H4: Consistency & Standards	5. Extra Violations	1	Inconsistent titles for moving within sections and indicating how many modules are left.		In the Learn tab, "Lessons" has Section _ of _ at the top whereas for the Play tab, the game has simply _ of _	Choose one common header for both sections so it's intuitive how many pages/steps are left to complete a task.	A	<input checked="" type="checkbox"/>	Added "card"	
29	H4: Consistency & Standards	2. Moderate Task	1	Text color in first phone screen of medium task is low contrast to black text next to it.		The letters "green question cards" are in a darker green which are low contrast to the black text surrounding.	Change text color in first phone screen of medium task to match color cards in the preceding card game.	A	<input checked="" type="checkbox"/>	Made it a different color	
30	H4: Consistency & Standards	4. All Tasks	1	Users must remember difference between lesson vs. level		Naming conventions inconsistent with expectations (both sound like progress stages).	Specify how learning and playing games are different especially because lessons and levels seem interchangeable.	A	<input checked="" type="checkbox"/>	Changed card packs to themed	
31	H6: Recognition not Recall	1. Simple Task	1	Unsure what this button does? Its on the reflect page when you click into an image		No idea what this does + it has no functionality	Remove it or give it some function	B	<input checked="" type="checkbox"/>	Will add edit functionality.	
32	H8: Aesthetic & Minimalist Design	3. Complex Task	1	Should make the "green" text more green the same way you make the "red" text noticeably red.		The green text seems boldened but not green. It would be visually appealing and on theme to make it bright green much in the way you made the red text bright red.	Make the "green question cards" bright green (or the same brighter green used in other areas)	B	<input checked="" type="checkbox"/>	Fixed above (duplicate)	
33	H8: Aesthetic & Minimalist Design	4. All Tasks	1	Section headers throughout the app ("Your challenges," "Understanding conflict," "Your scrapbook") are styled identically to body text and labels: same font weight, size, and color. This creates visual confusion about information hierarchy and makes it difficult to recognize section boundaries. Users cannot easily distinguish between section titles and supporting text by scanning. Additionally, when new sections appear (e.g., unlocking challenges), there are no animations or visual transitions to highlight the milestone. The flat, undifferentiated design fails to guide users through the interface or celebrate progress moments.		Visual hierarchy helps to communicate information importance and page structure. Section headers must be visually distinct from body text so users scan efficiently without cognitive strain, especially important for immigrant parents juggling multiple demands. Clear hierarchy signals that content is organized and intentional, building trust. Modern mobile apps use bold typography and subtle animations to (1) guide user attention, (2) celebrate progress (unlocking new features), and (3) create polish and engagement. The current flat design feels static and undifferentiated. Bold headers + animations would make the interface more scannable, engaging, and rewarding, particularly important in a family-connection app where celebrating small wins (completing a lesson, unlocking a challenge) motivates continued use. I imagine people might want to repost memories to Facebook or Whatsapp, but there's not functionality at the moment to easily export photos.	Enhance visual hierarchy and add motion by implementing fade-in animation (0.5s) when section headers appear, implementing slide-up animation when new content unlocks. Example: When Level 2 unlocks, new challenge card fades in with subtle motion. Then, also combine bold headers + background distinction + animations.	C	<input checked="" type="checkbox"/>	We will add animations in our high-fi	
34	H3: User Control & Freedom	1. Simple Task	0	No "Save" or "Share" function for photos			Add a share or save image button.	B	<input checked="" type="checkbox"/>	Added share (duplicate)	

