Our final prototype is built in Figma, and it can be found here. Tap anywhere to begin. Clickable components will be highlighted in blue.

Our three user tasks are as follows:

1. Log your emotions in your journal, and write a journal entry.
2. Explore your personalized wellness resources.
3. Send an audio message to your friend.

We have also implemented several features beyond these three tasks, such as a message inbox, so feel free to explore further.

Figma has some limitations. For example, for our emotion selection flow, we envision that the circle of emotions along the two axes would be accessible via a pinch-and-zoom interaction. Figma does not support pinch-and-zoom, so we simulated that interaction with tap interactions instead. Other limitations include not being able to make portions of components clickable (e.g. ability to click on a single leaf on the mood tracker) and having the entire screen swipe instead of only the horizontal scroll bar in the onboarding.

We have mentioned in our onboarding step that the “resources” aspect becomes more personalized based on app activity (i.e. by journaling). We envision applying NLP and ML to recommend wellness resources and events based on journal entries. To illustrate this in our app, we also added a frame in the journal section which shows the third leaf colored in after the journal entry is completed with a little notification that the roots have been updated, to signal the AI component of our app.