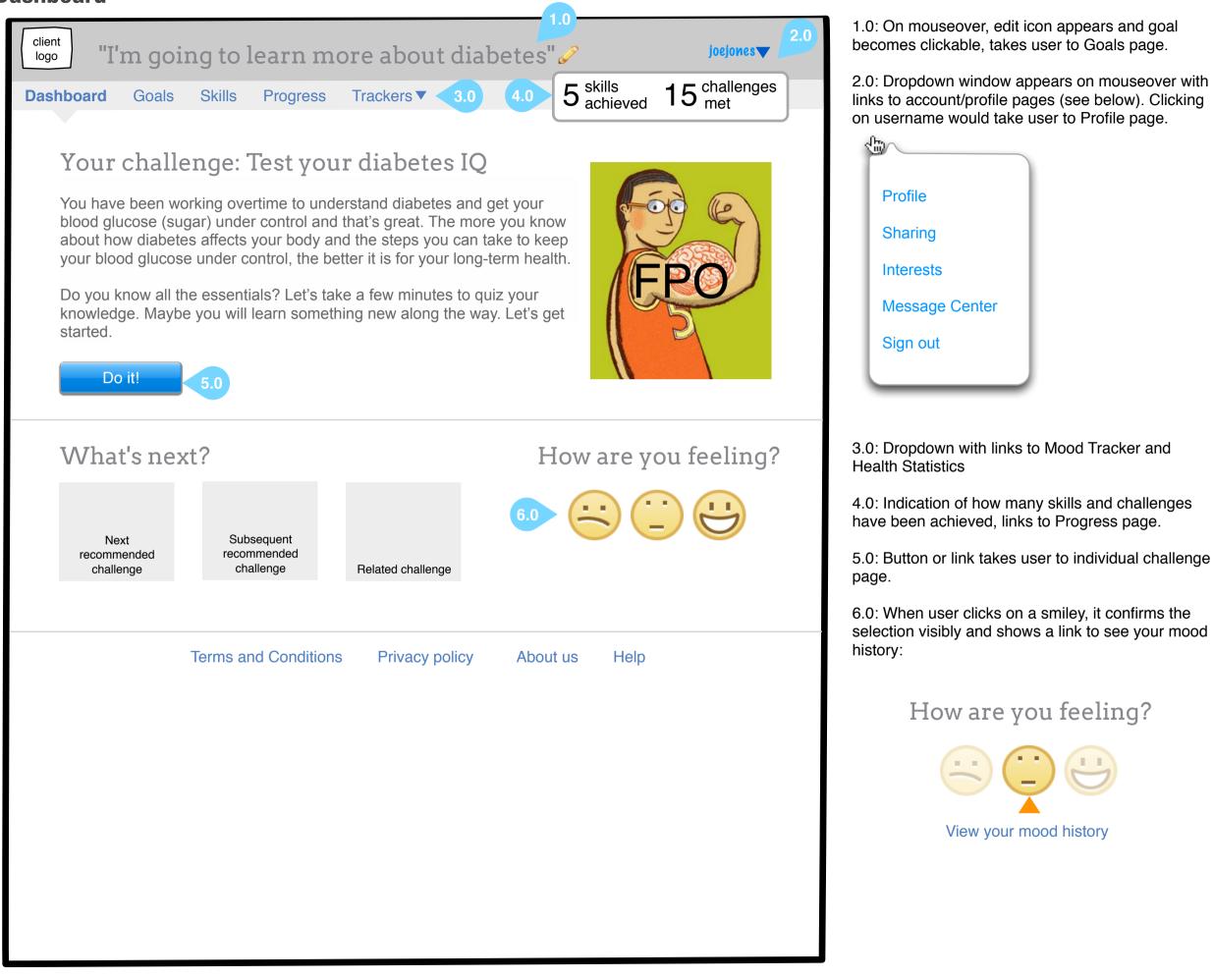
#### Dashboard



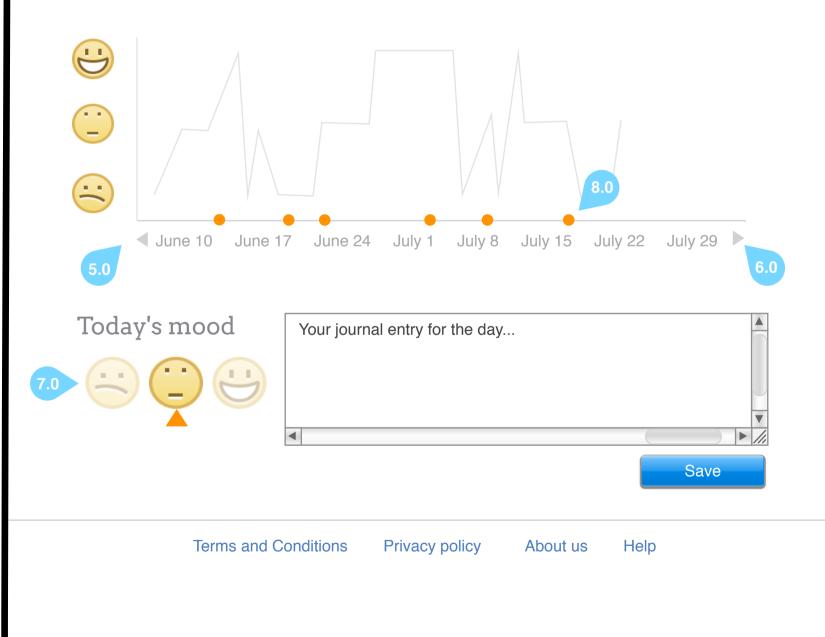
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#### Mood tracker



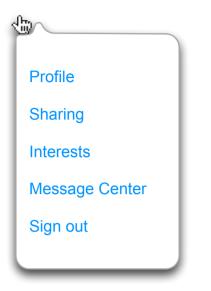
#### Mood tracker

Your Mood tracker is like an emotional timeline. By recording your mood regularly and adding journal entries, you can start to see patterns in what causes good moods, and how to prevent the stress and temptation that often go along with bad moods.



1.0: On mouseover, edit icon appears and goal becomes clickable, takes user to Goals page.

2.0: Dropdown window appears on mouseover with links to account/profile pages (see below).



3.0: Dropdown with links to Mood Tracker and **Health Statistics** 

4.0: Indication of how many skills and challenges have been achieved, links to Progress page.

5.0: Clicking arrow would refresh the graph with the previous period (6-8 weeks)

6.0: Forward arrow would only appear when there is subsequent data

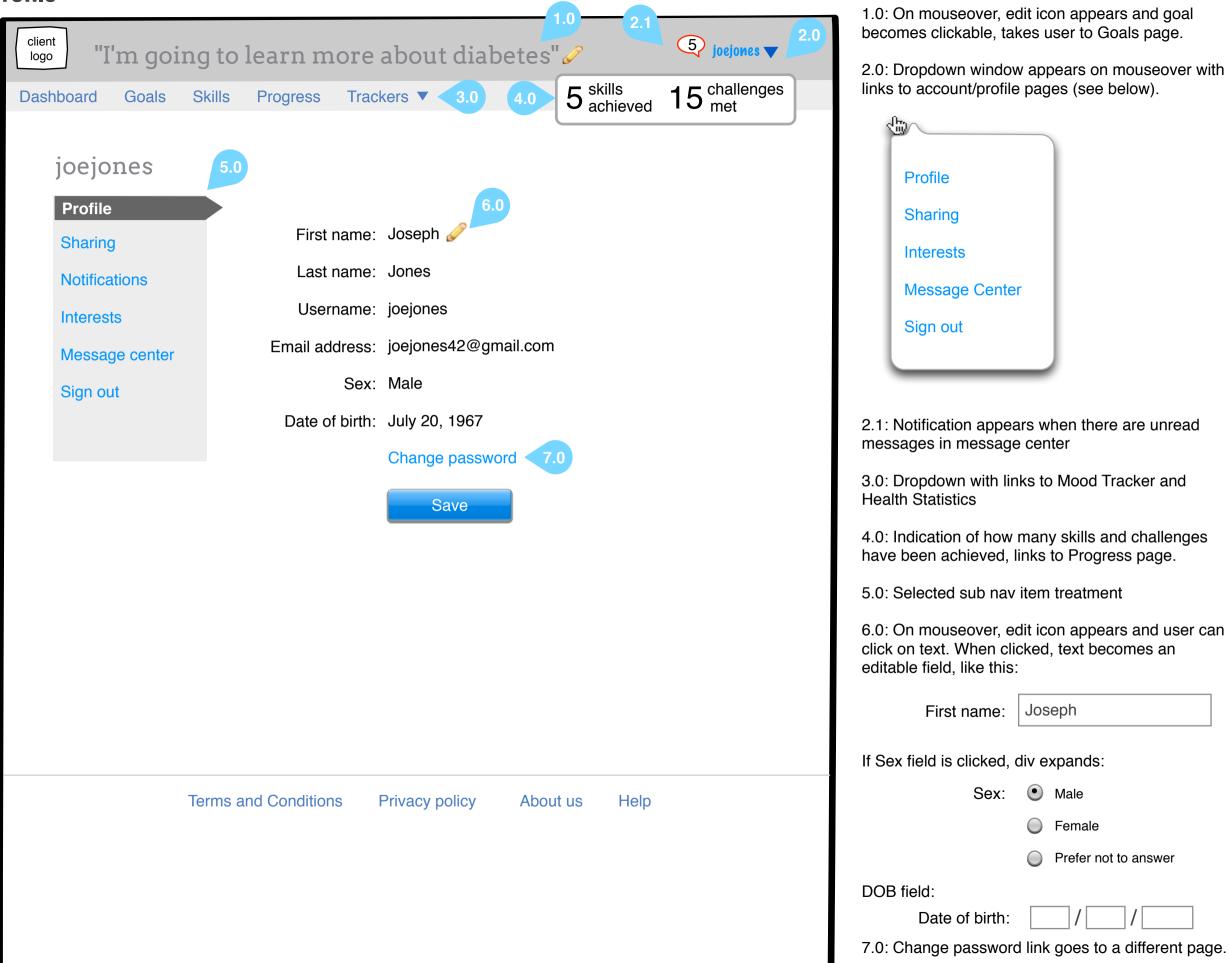
7.0: User can click on a different smiley to change their mood for the day. The tracker point would change as well.

8.0: Dots on timeline denote a journal entry on that day. When the user mouses over the dot, a hoverbox appears with the content of that journal entry:



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## **Profile**



1.0: On mouseover, edit icon appears and goal becomes clickable, takes user to Goals page.

2.0: Dropdown window appears on mouseover with links to account/profile pages (see below).

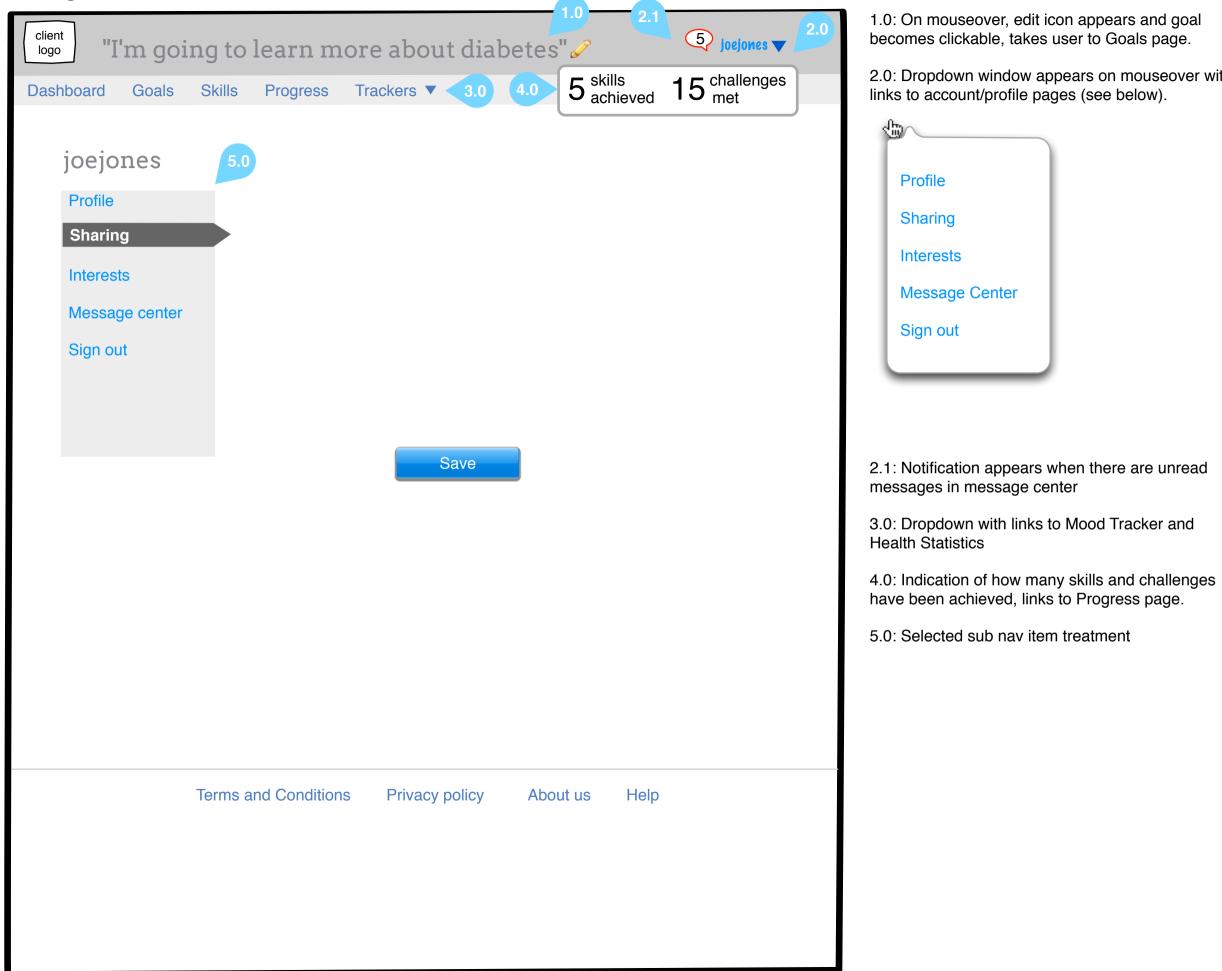
Prefer not to answer

Male

Female

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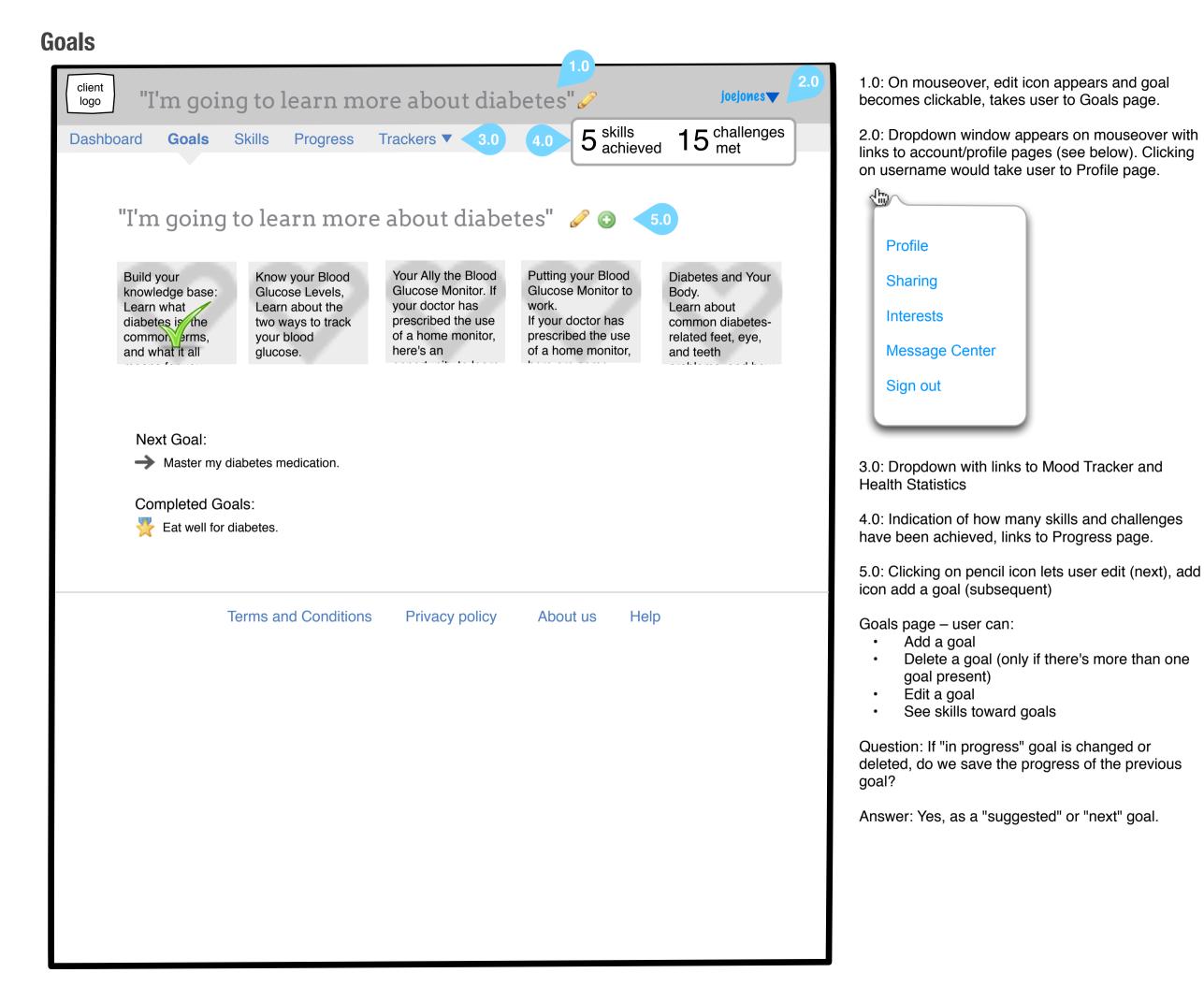
### **Sharing**



1.0: On mouseover, edit icon appears and goal becomes clickable, takes user to Goals page.

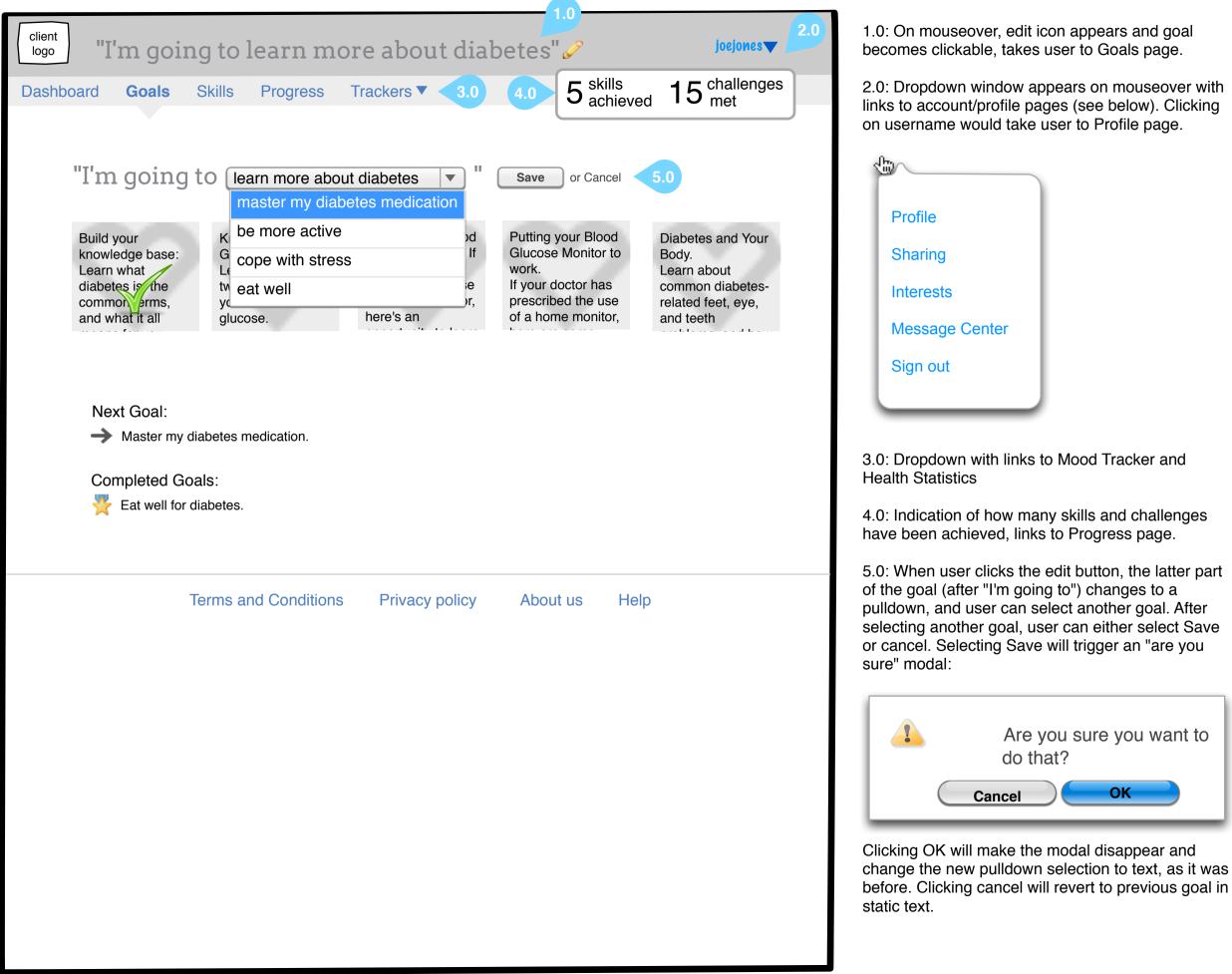
2.0: Dropdown window appears on mouseover with links to account/profile pages (see below).

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# **Edit Goal**



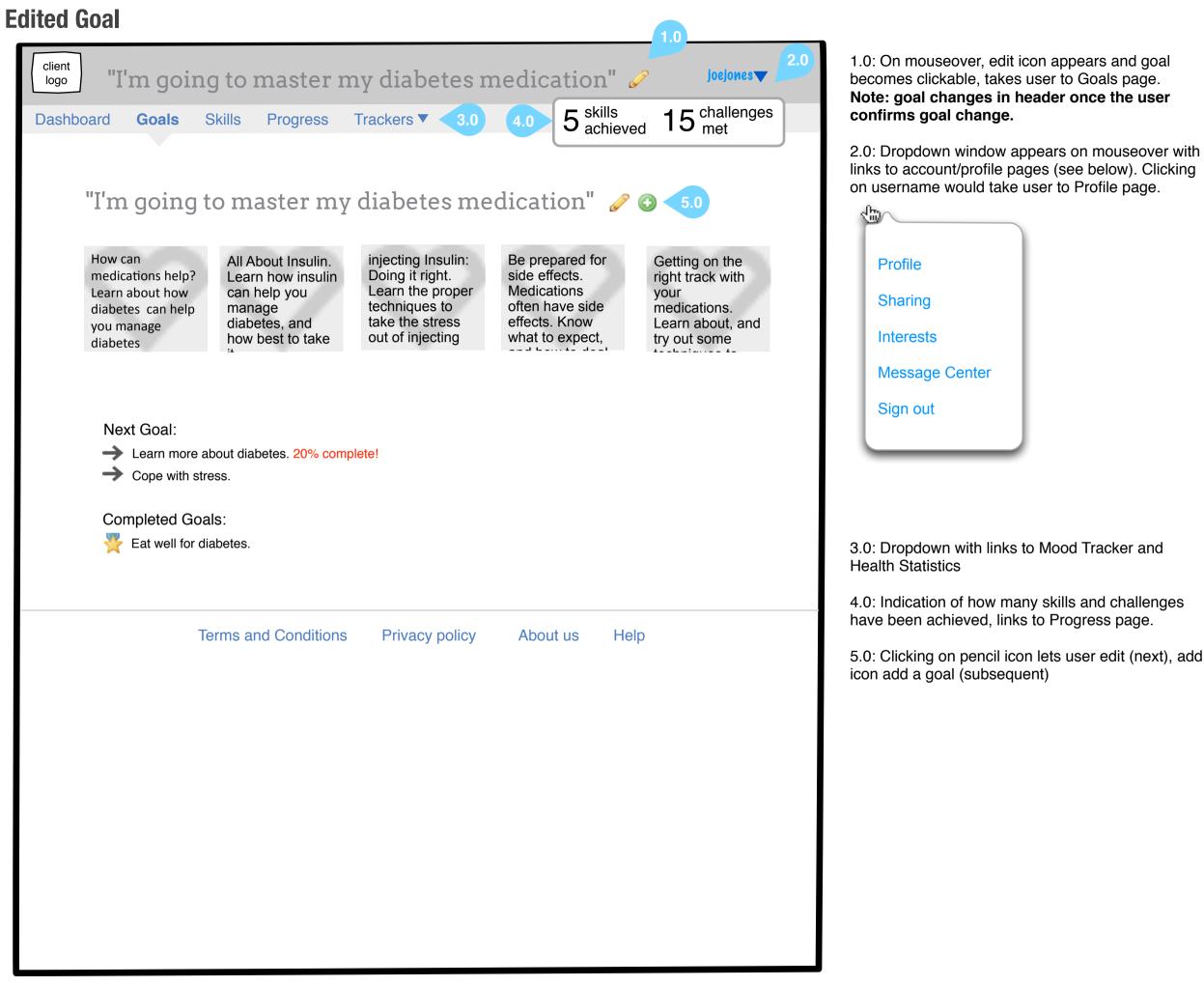
1.0: On mouseover, edit icon appears and goal becomes clickable, takes user to Goals page.

2.0: Dropdown window appears on mouseover with links to account/profile pages (see below). Clicking on username would take user to Profile page.



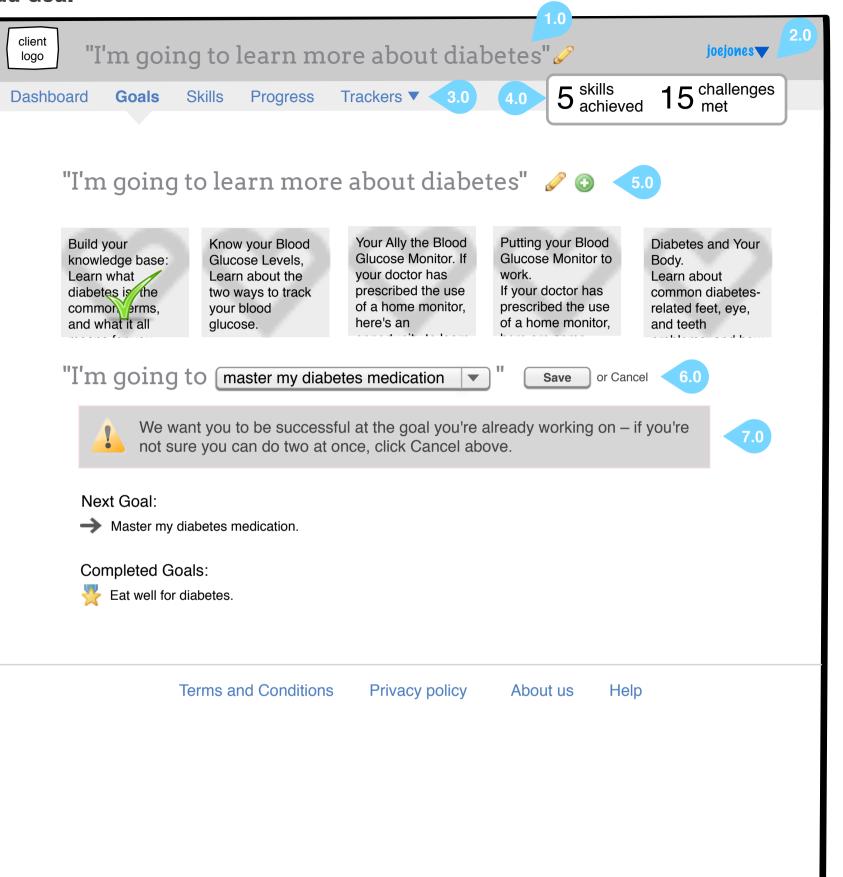
do that?

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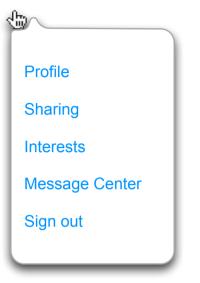
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# Add Goal



1.0: On mouseover, edit icon appears and goal becomes clickable, takes user to Goals page.

2.0: Dropdown window appears on mouseover with links to account/profile pages (see below). Clicking on username would take user to Profile page.



3.0: Dropdown with links to Mood Tracker and Health Statistics

4.0: Indication of how many skills and challenges have been achieved, links to Progress page.

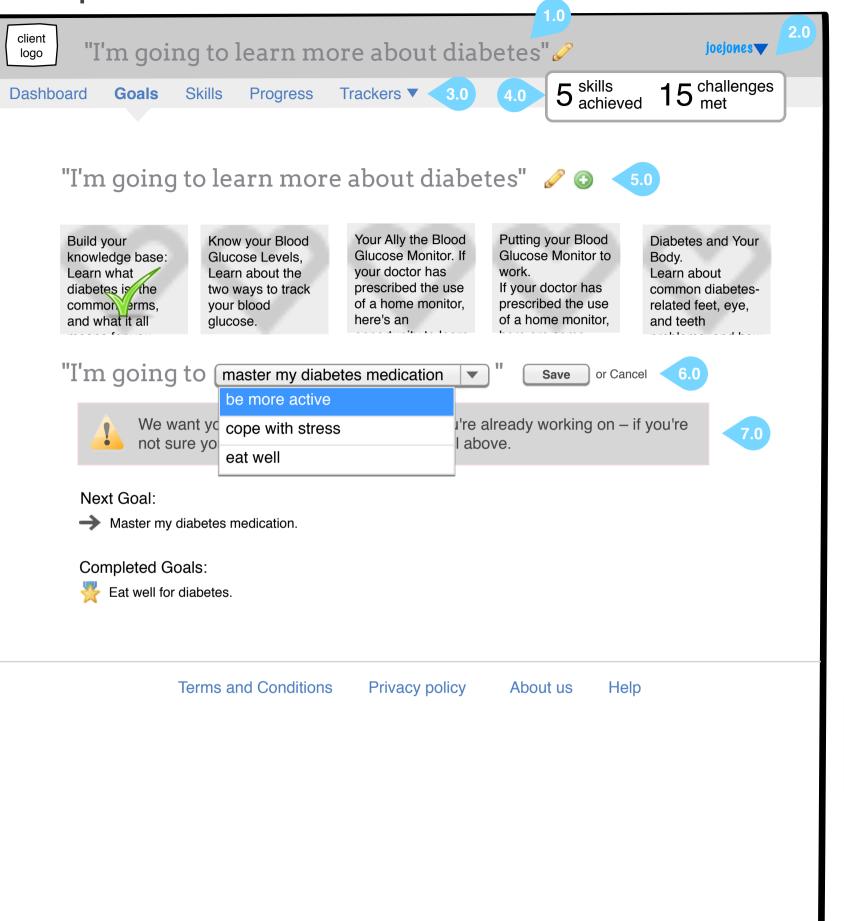
5.0: Clicking on pencil icon lets user edit (next), add icon add a goal (subsequent)

6.0: Clicking add icon inserts new goal with pulldown under the previous goal's skills and above the Next Goal section.

7.0: Level 1 or 2 users would see a "warning" message underneath the new goal selection advising them to reconsider working toward two goals at once (language TBD).

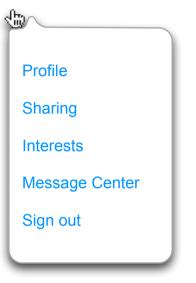
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# Add Goal pulldown



1.0: On mouseover, edit icon appears and goal becomes clickable, takes user to Goals page.

2.0: Dropdown window appears on mouseover with links to account/profile pages (see below). Clicking on username would take user to Profile page.



3.0: Dropdown with links to Mood Tracker and Health Statistics

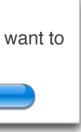
4.0: Indication of how many skills and challenges have been achieved, links to Progress page.

5.0: Clicking on pencil icon lets user edit (next), add icon add a goal (subsequent)

6.0: Clicking Cancel removes the new goal and warning message. Clicking Save shows a confirmation modal:

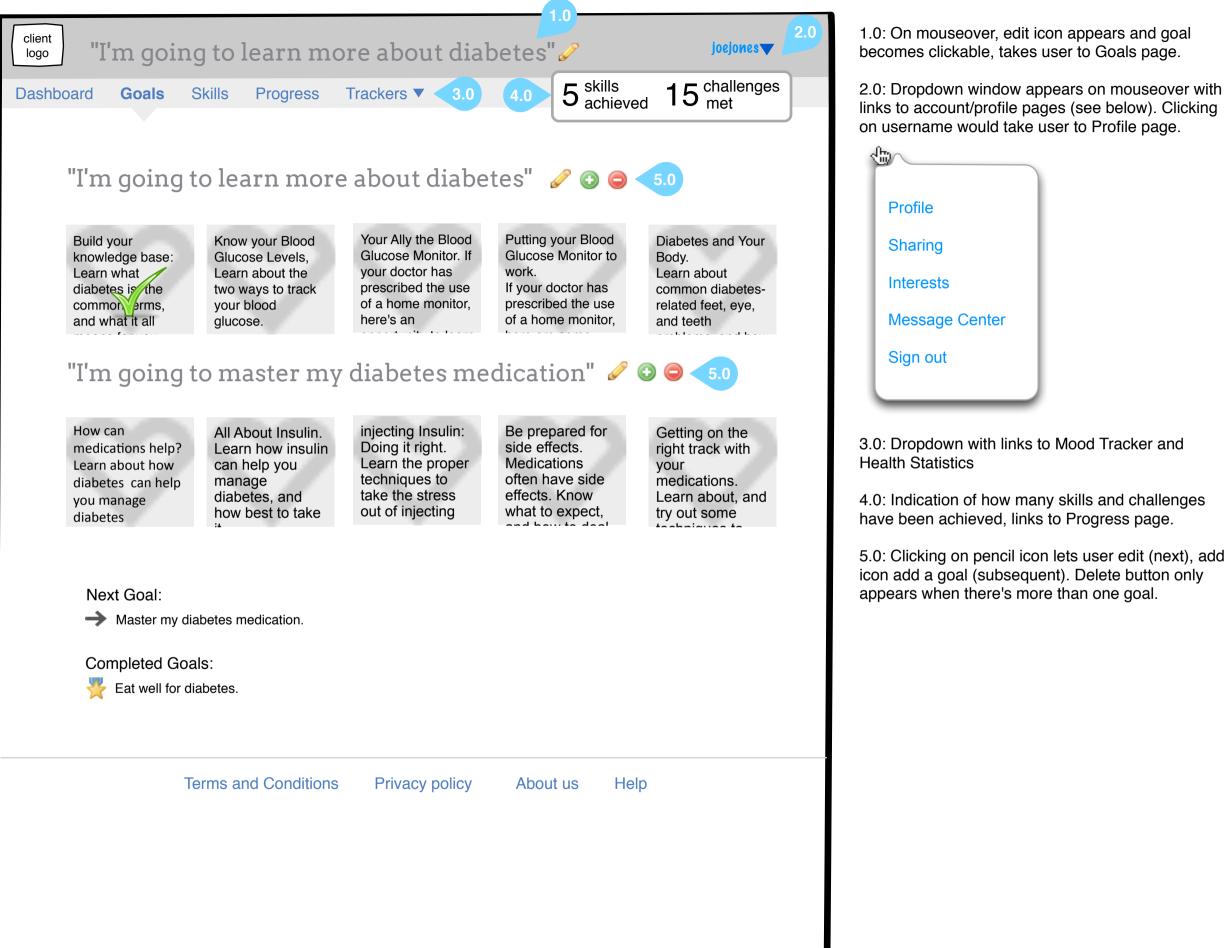
1	Are you do that?	sure you
C	Cancel	OK

7.0: Level 1 or 2 users would see a "warning" message underneath the new goal selection advising them to reconsider working toward two goals at once (language TBD).



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### **Goal Added**



2.0: Dropdown window appears on mouseover with links to account/profile pages (see below). Clicking on username would take user to Profile page.

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