Task step	Knowledgeable? Motivated? Believable?	Comments/suggested fixes
a. Enters park	OK	
b. Finds a flower they want to identify	OK	
c. Opens Wild for Alberta Wildflowers app	OK	This assumes that the user knows how to open apps on their smartphone and has already downloaded the app. This might not be true for the elderly or younger kids. This issue is separate from our system.
d. Navigates to flower identification screen	Knowledge might be low	Brent may be a little unsure based on the wording that the "START ID" button is what he need to press to start the identification process. **Suggested fix**: Change text on button from "START ID" to "Identify a flower" to improve clarity.
e. Takes a picture of the flower	Knowledge might be low	The white circle button that takes the photo might not be self-explanatory, or the button turning red when the picture is being taken might make Brent think a video is being recorded. **Suggested fix:** Use a button with text "Ready to take photo" instead of the white circle so that there is no question as to what the button does.
f. Waits for flower to be identified	OK	

g. Discovers name, rarity, edibility	OK	This is displayed right away on the "congratulations, you found ___" screen after the photo has been analyzed.
h. Pins identified flower to map	OK	
i. Views other users who found the flower at this location	Knowledge might be low	Brent might not realize that the image next to the pin can be tapped to get to this screen as it is missing features that would indicate that it is a button. **Suggested fix**: Include a text box that indicates the image can be clicked to see who else found the flower at this location or add features to the image that would indicate it is a clickable button.
j. Go back to the "congratulations, you found ___" screen to view other options	Motivation might be low	This step involves pressing the back button twice (once to go back to the map, one more to go back to the "congratulations, you found ___" screen. Brent might feel that pressing backwards twice is tedious. **Suggested fix**: Instead of having all the options (pin to map, learn more, add to favourites) only accessible from the congratulations screen, a small menu (either at the top or bottom) could appear with all the options, so that wherever the user decides to go first, the other options remain visible and accessible
k. Go to "learn more" page to read interesting facts	OK	
l. Go back to the "congratulations, you found ___" screen to view other options	Motivation might be low	This is the same as step j.

m. Adds the identified wildflower to "My Flowers" (journal)	OK	
n. Reads more about a wildflower within "My Flowers"	Knowledge might be low	Similar to step i, Brent might not have an issue realizing this is a button for drop down menus, but other users with less knowledge might not realize the image in the journal can be tapped to access additional information about that flower. **Suggested fix:** same as step i.
o. Goes back to home screen	Knowledge might be low Motivation might be low	Similar to step j, this involves Brent pressing the back button once to get to the "congratulations, you found a __" screen, and from there they can access the home button. He might find this tedious. He might not even realize/remember there is a home button on the "congratulations" screen (and assume he must repeatedly use the back buttons to get to the home screen). **Suggested fix:** Add a header menu for navigation (as suggested in step j) and include a home button.
p. Continues on walk	OK	