Design Changes After Walkthrough 1
2/18/22

1. **Save button or loss warning**
    a. This allows the user to leave and come back to the poll freely and finish it on their own time, or (if we cannot save poll answers mid-completion) at the least warn them that the poll must be completed in one sitting

2. **Ability to close out of pop-ups with button**
    a. A close button on all pop-ups would allow the user to read the provided information at their convenience then be directed back to their current page.

3. **Purpose information shown in pop-up for mobile view**
    a. This feature is to not clutter the screen. A user could skip over important information when there is too much on the screen. The change goes to any blocks of text that hold a lot of text. A simple “learn more” button after a brief introduction will allow the user to read information at their convenience if they feel it necessary.

4. **Color palette changes**
    a. This will make the app more visually appealing and hopefully keep the user interested enough to complete the poll.

5. **Add map to location select question**
    a. This will help the user to select the correct location at the beginning of the poll to gather accurate data. This does not completely eliminate the possibility of the user inputting the wrong location, but will hopefully mitigate the possibility.

6. **Make pop-up buttons look more like buttons (entice the user to click)**
    a. Most of our information is currently being shown to the user in pop-up windows that appear after the user clicks a button. In order for the user to be informed, they must read the information. Therefore, it is important that the user knows that they can click on the buttons and want to click on the buttons.

7. **Progress bar or scrolling bar or question count**
    a. This will allow the user to estimate how long the poll is and how long it will take them to complete.