

# Cope App Case Study

## Mobile App Design

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### Problem

The challenge was to create an MVP for a new startup that focuses on mental health.



### Client

Cope enables mental health help seekers track their symptoms, medication, and overall mental condition.



### Solution

Design decisions that focus on making the app easier for mental-health seekers to use.



### Next Steps

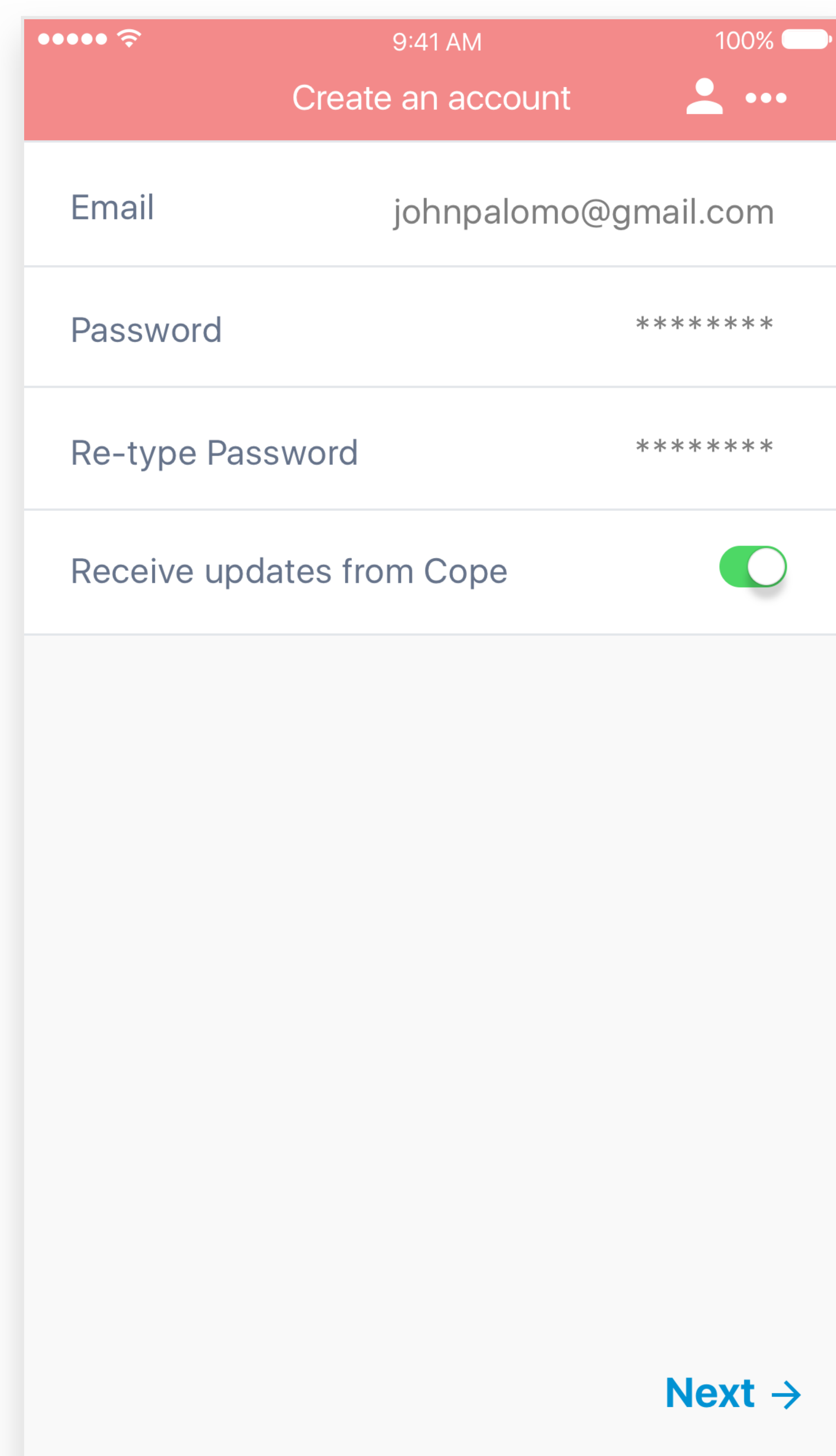
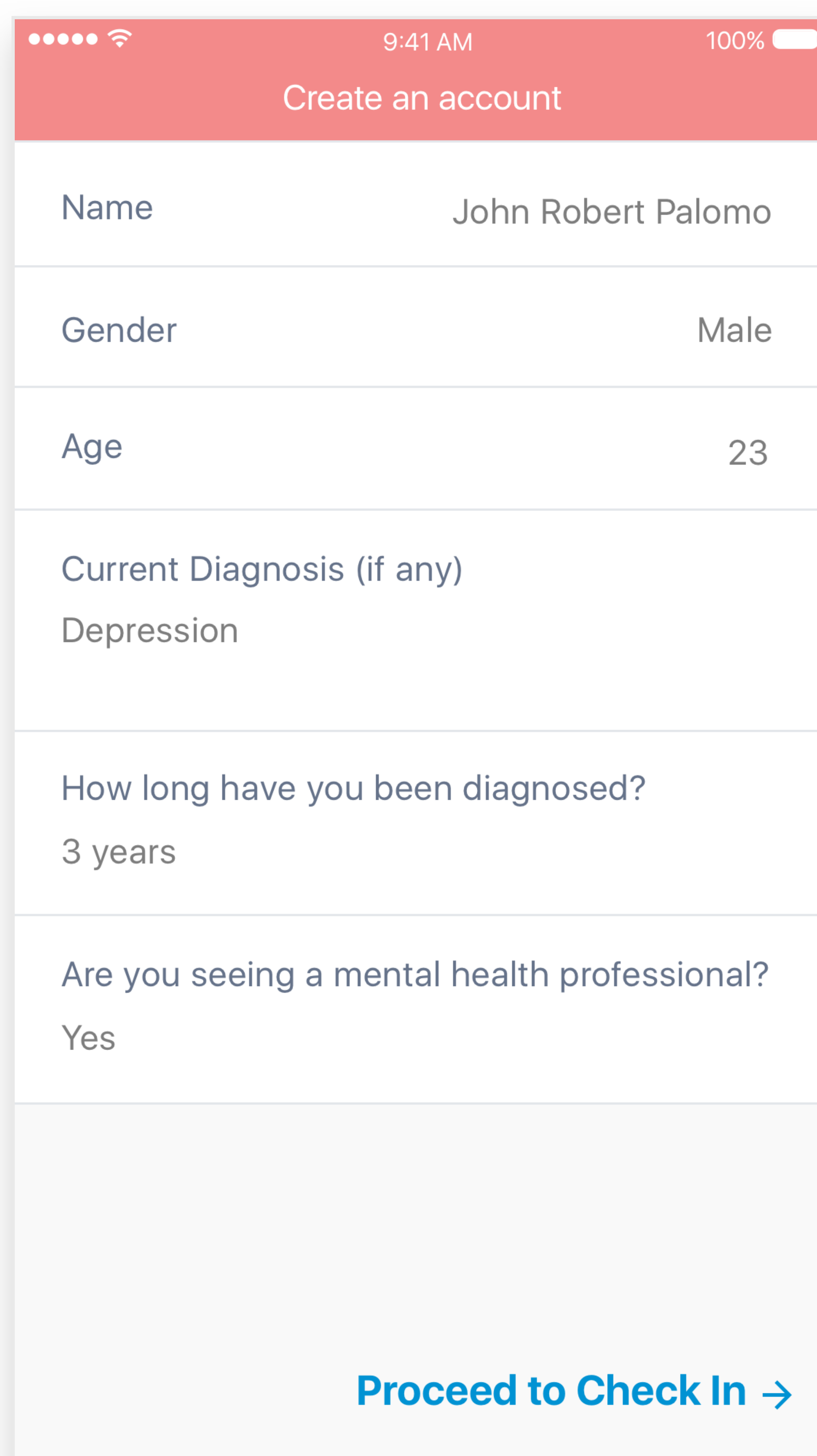
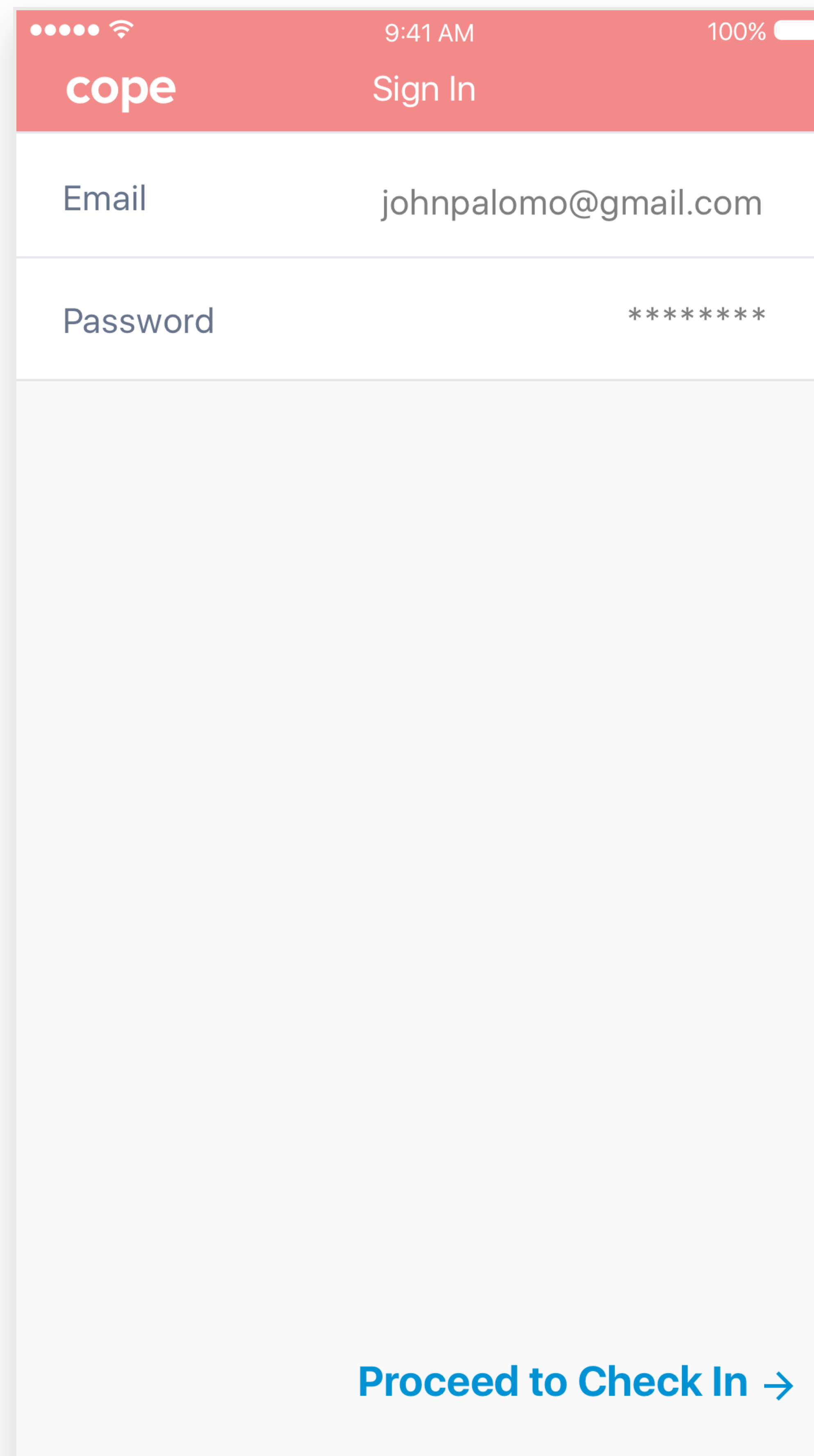
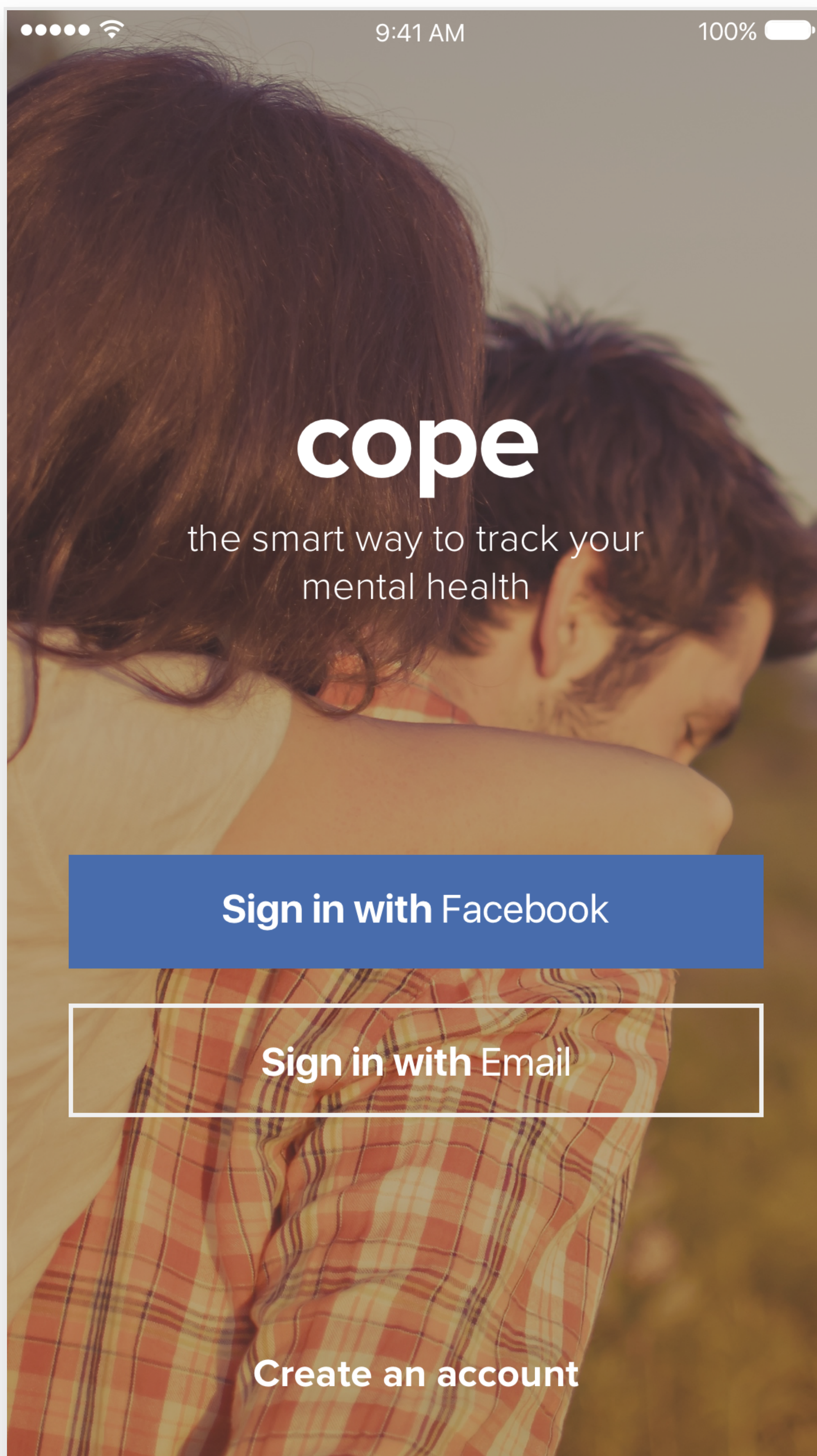
Beta testing the application and gathering direct feedback from users.



# Onboarding Screens

## RATIONALE

Cope is a mental health platform. Making it easy to sign in was an obvious design decision, along with making it easy to collect important mental health information from the user.

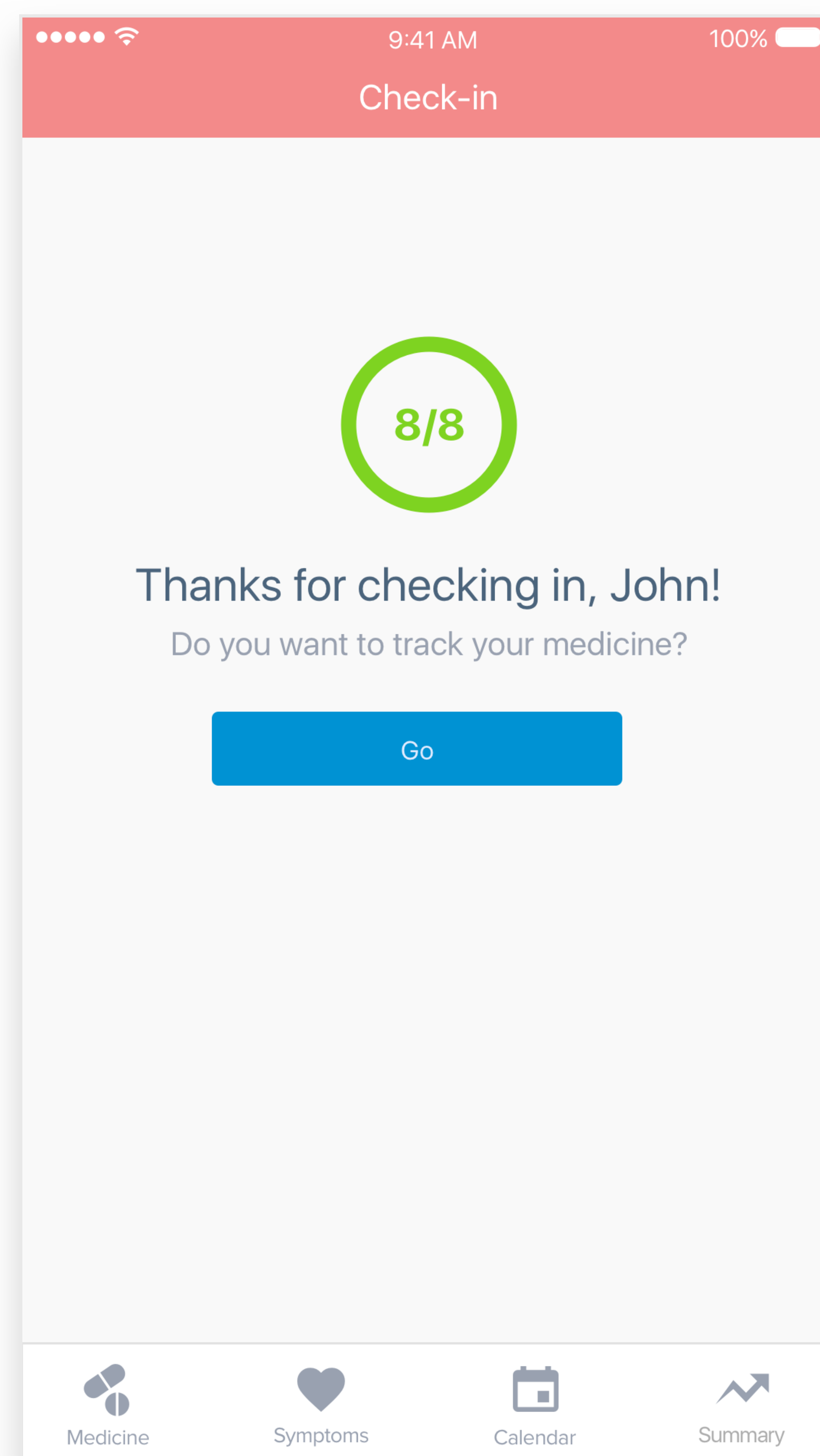
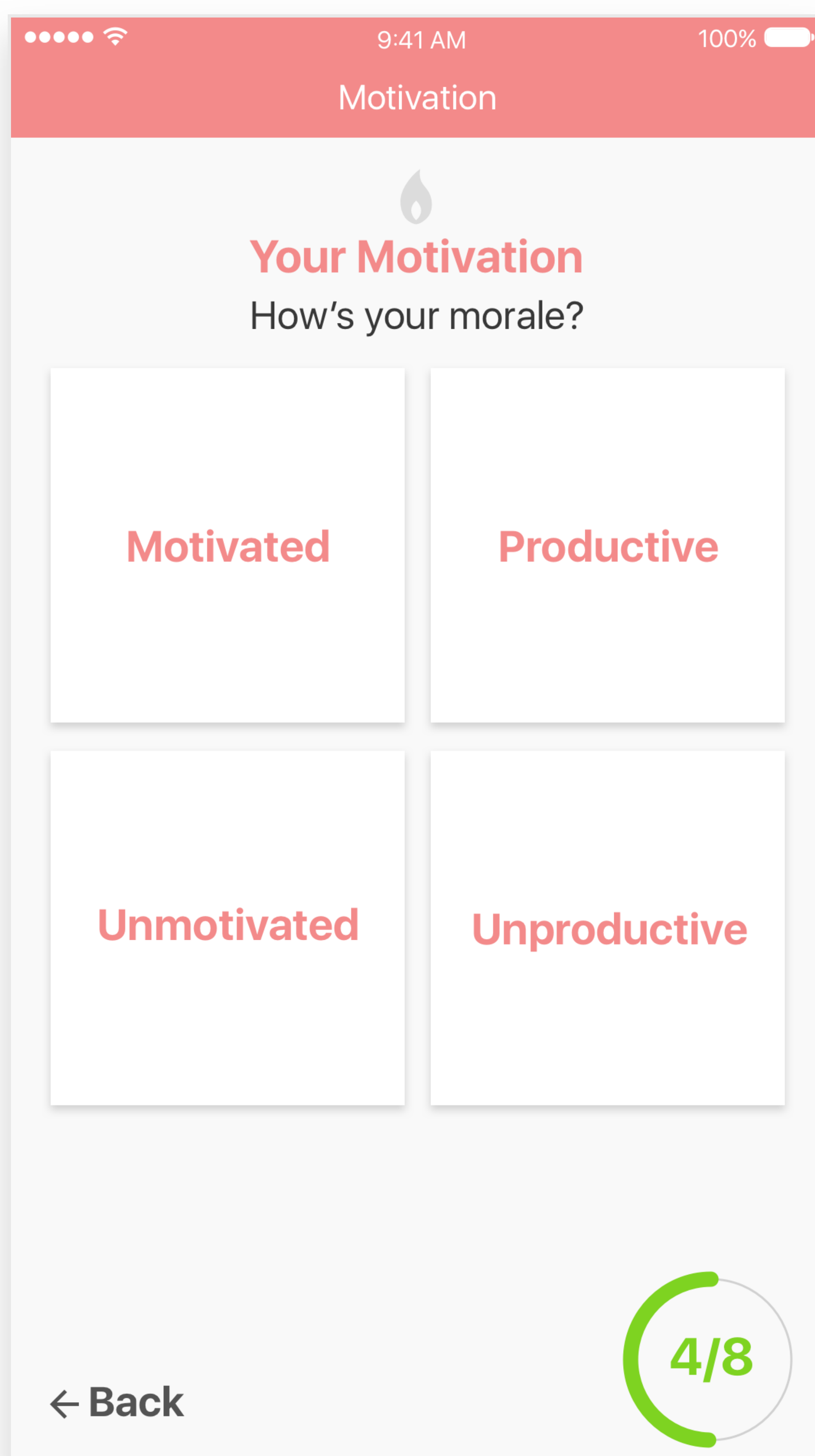
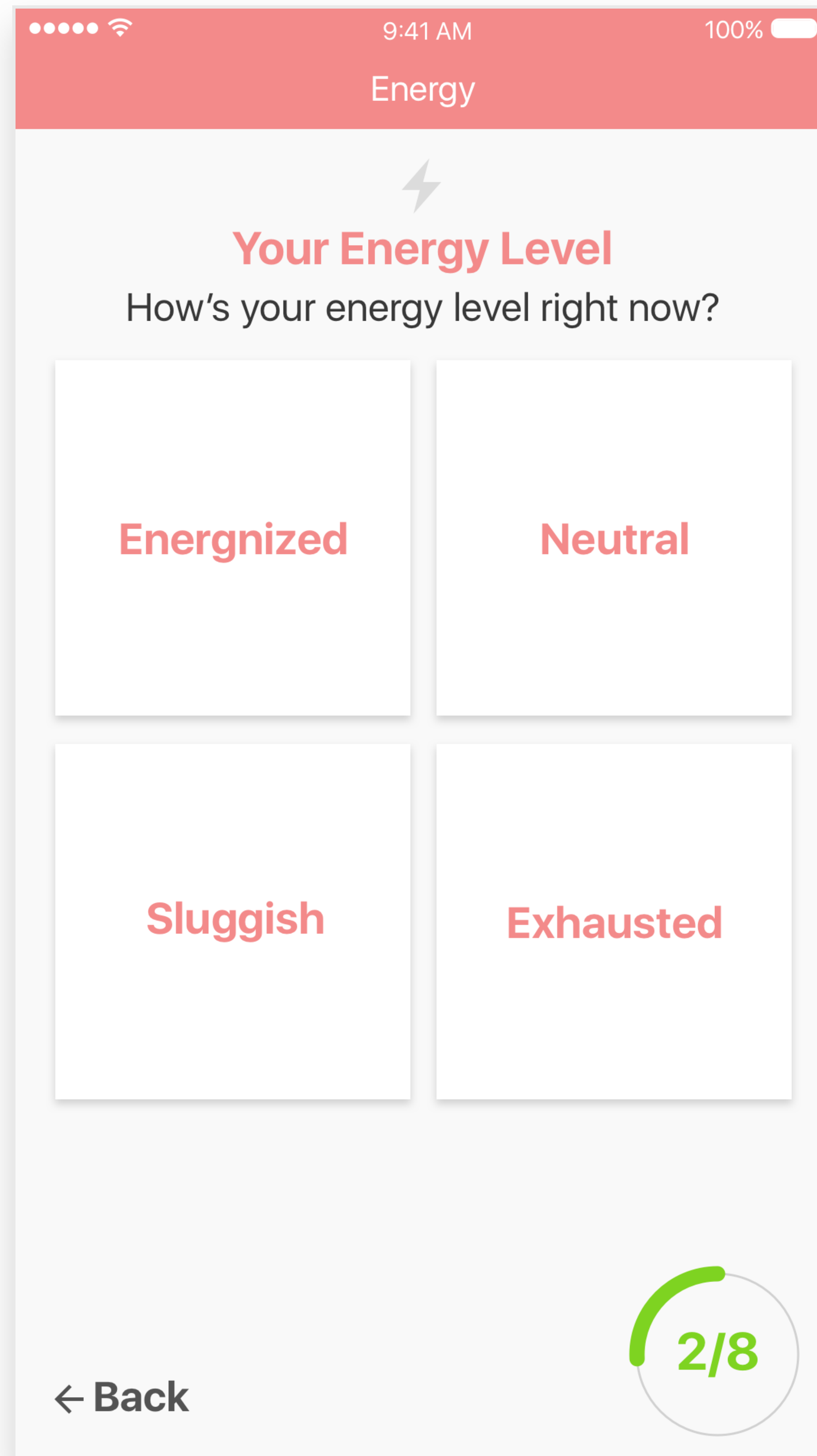
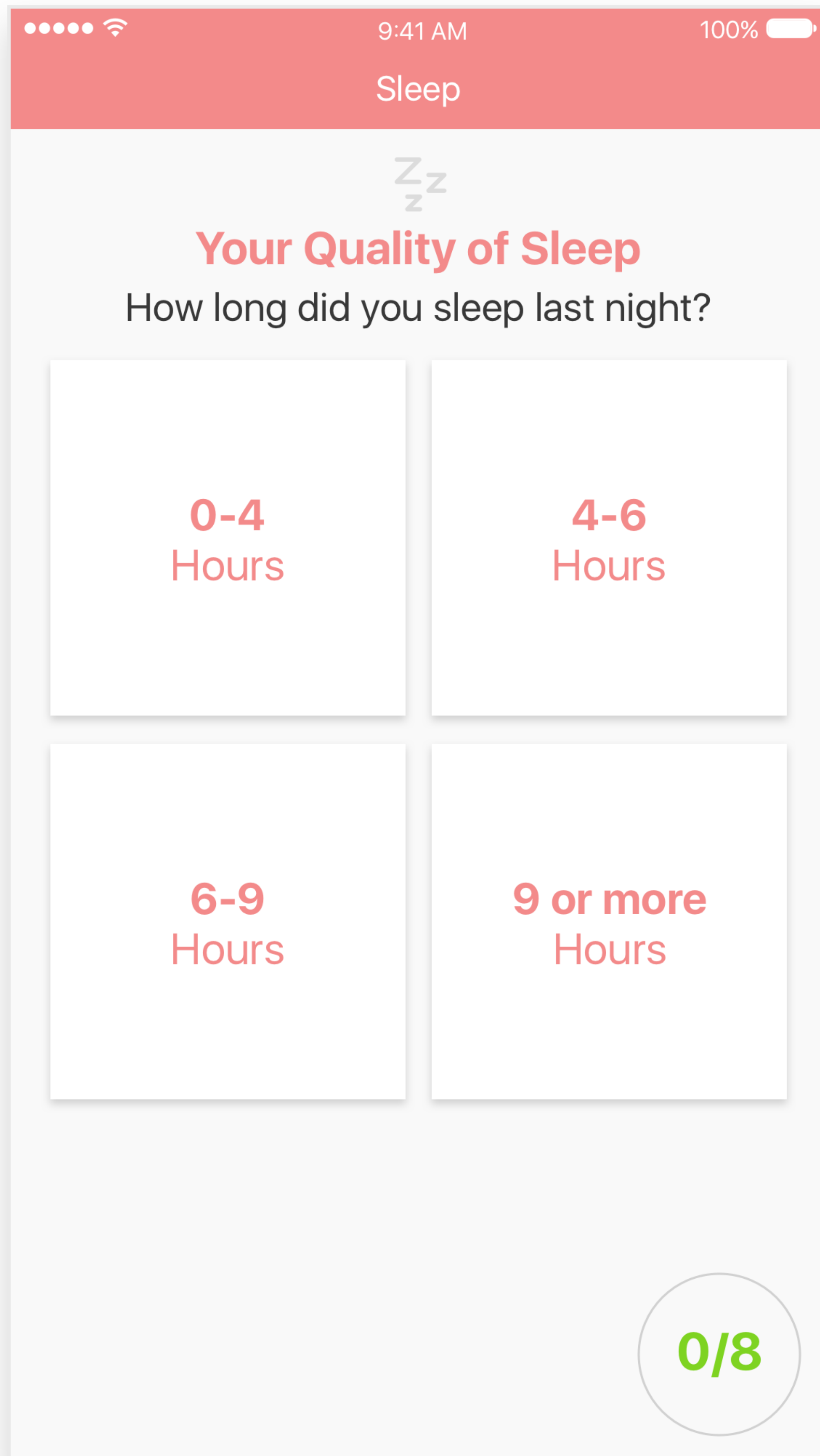




# Symptom Check-in

## RATIONALE

Large tappable areas make it delightful for the user to finish the survey, while the addition of progress bars serve as positive reinforcement to complete it. A call to action at the end shows the user what's the next step.

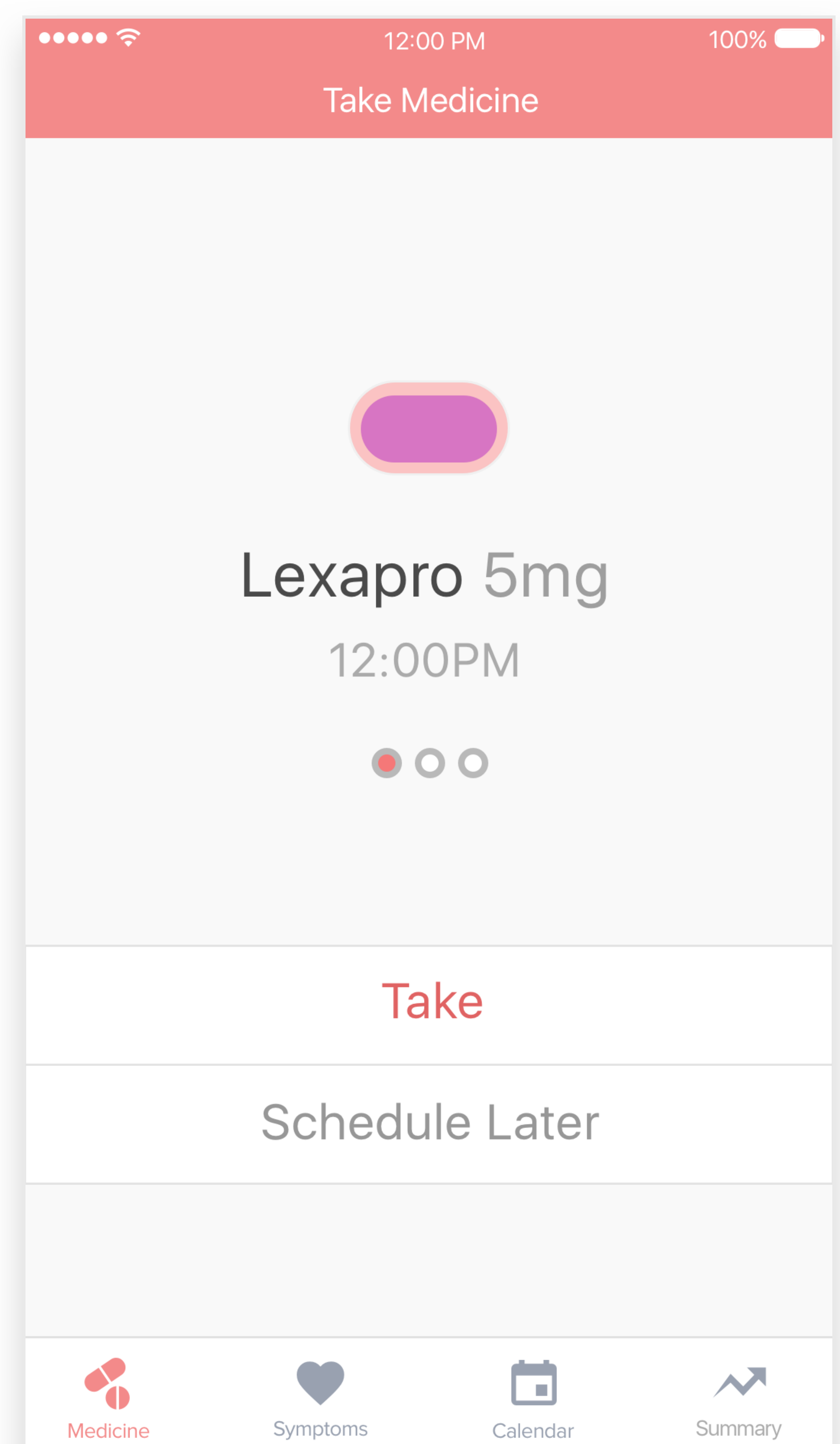
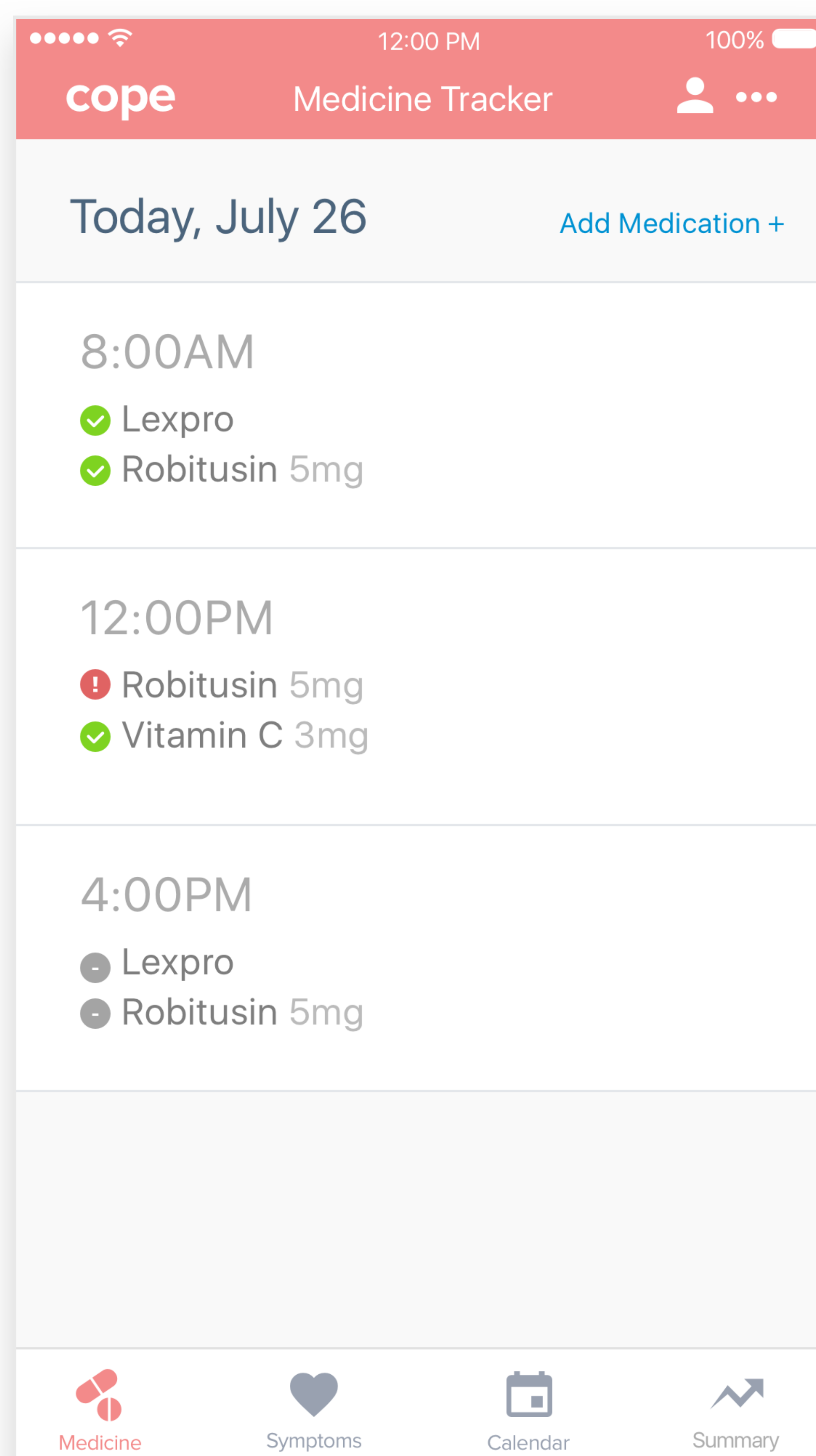
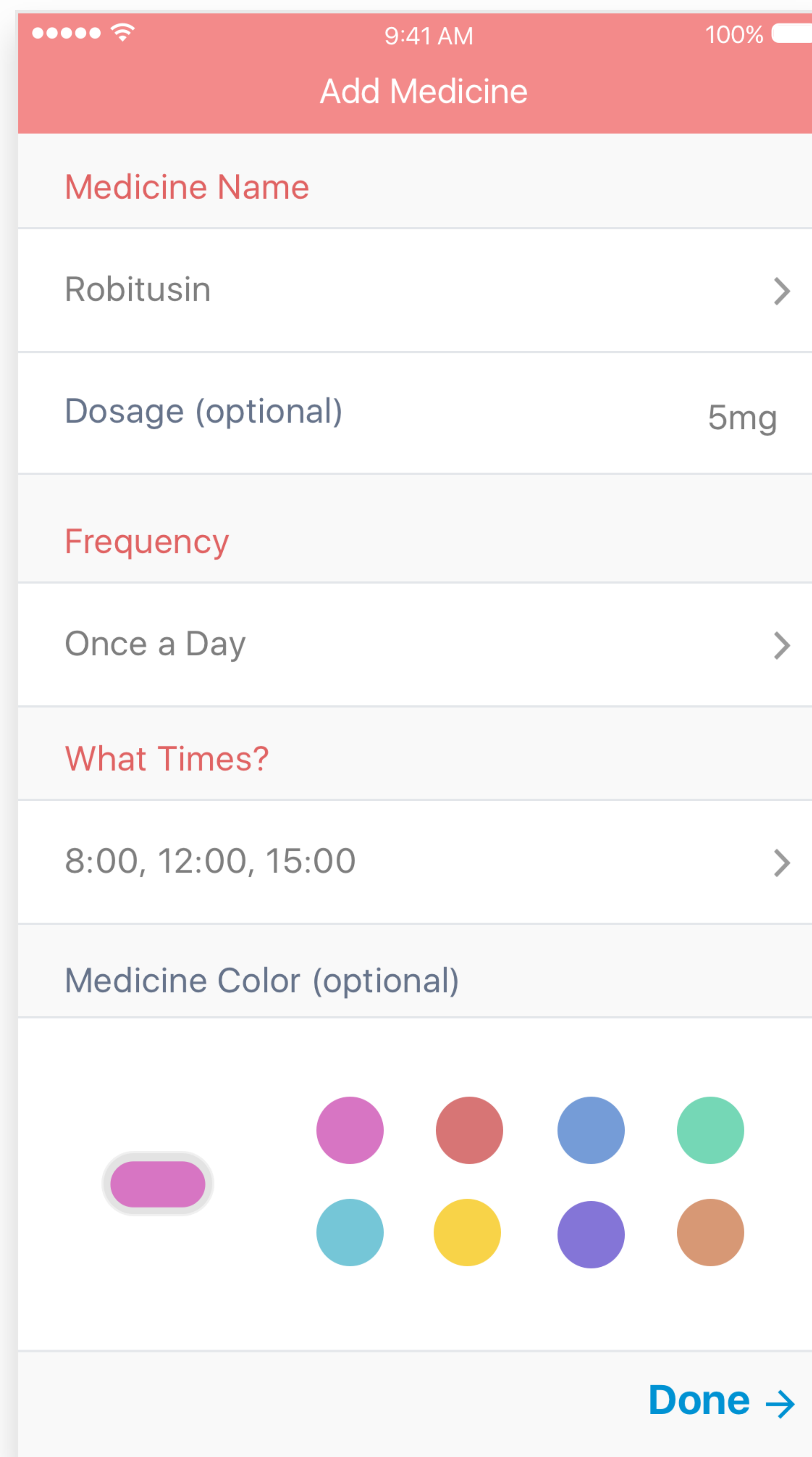
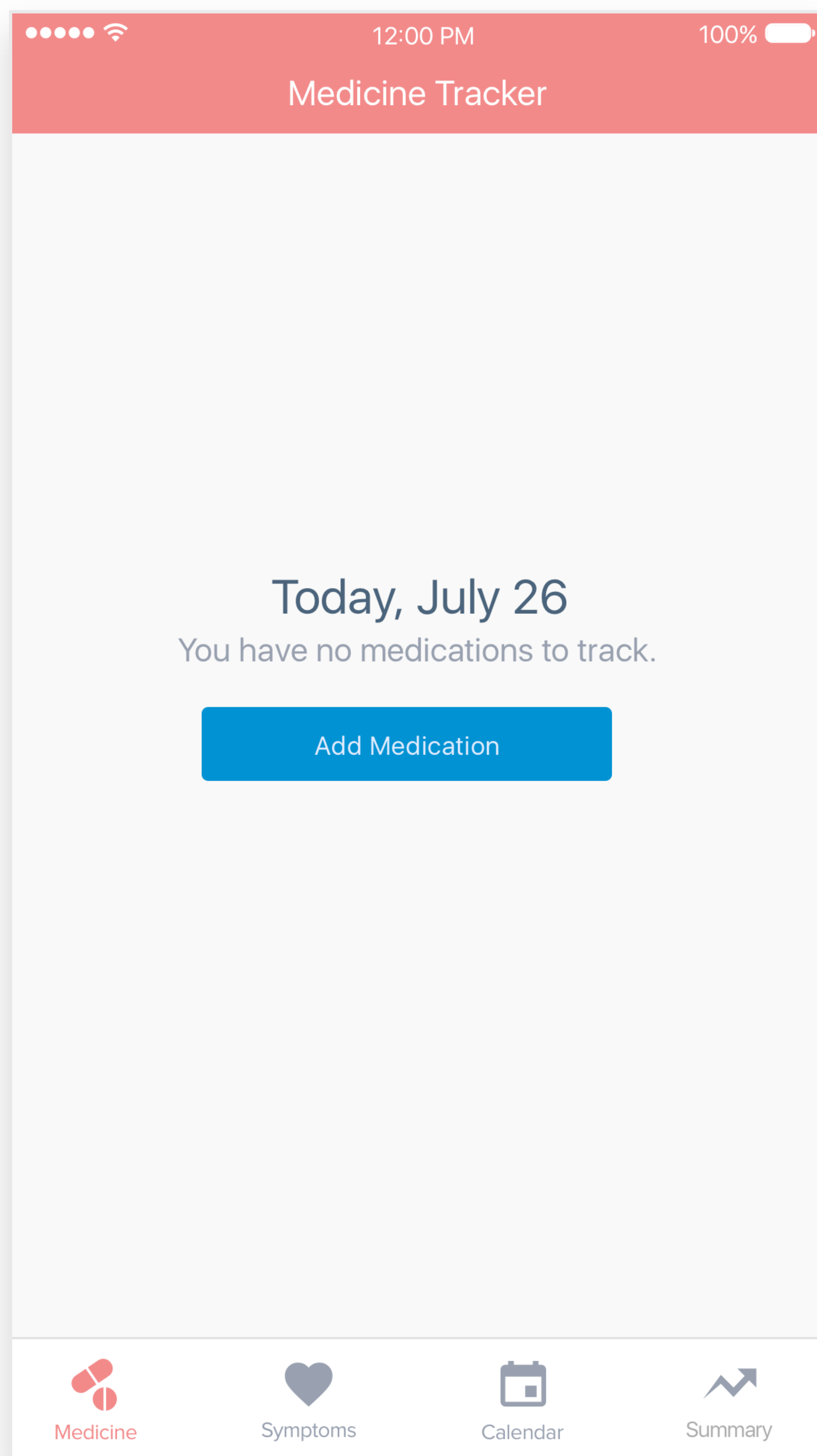


# Medicine Tracker

http://copenow.co

## RATIONALE

We made adding medication an easy task for the user, and added an empty state. Tracking medicine taken in the day is done at a glance. Take Medicine screen can be finished in a few taps.

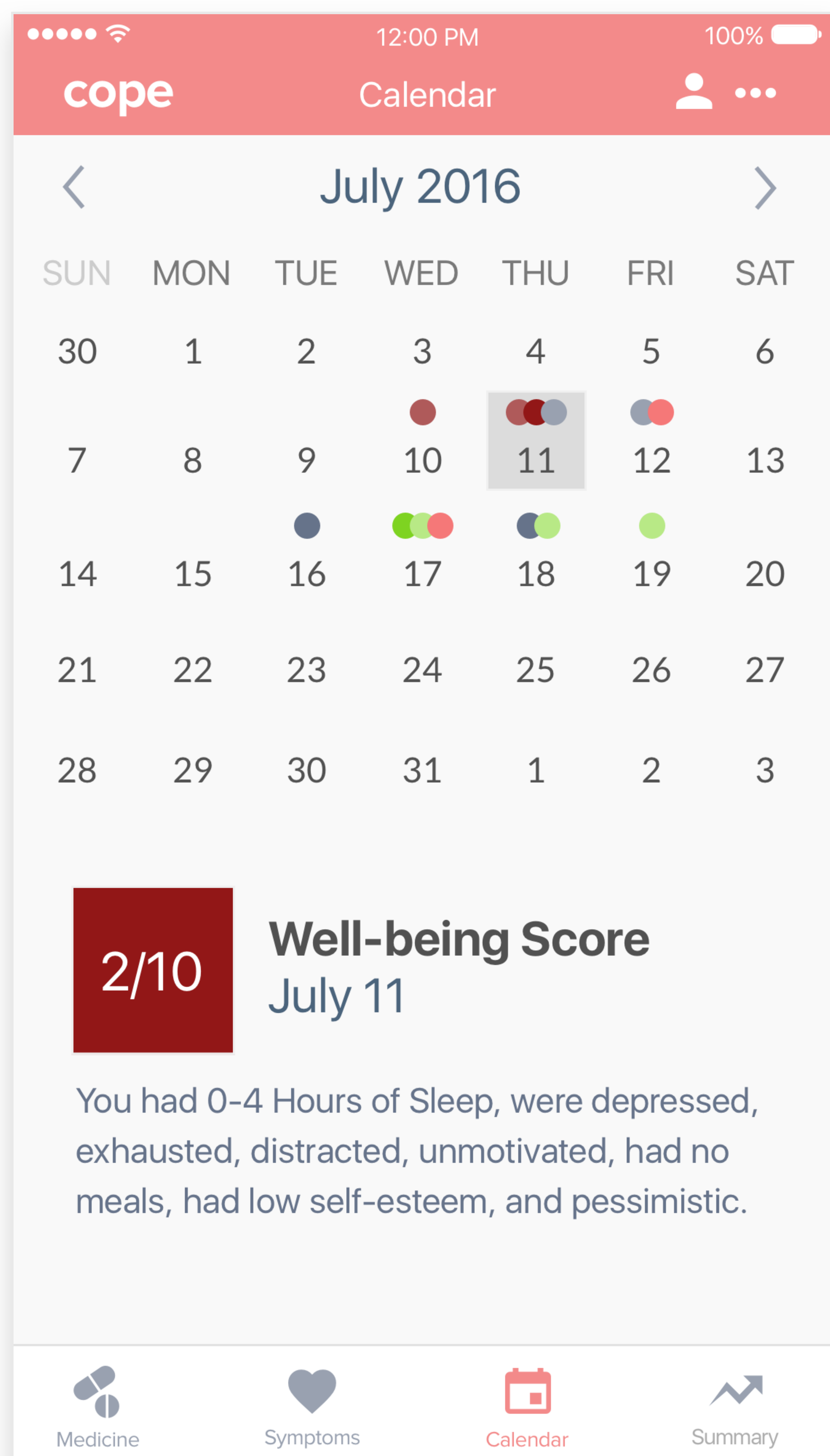
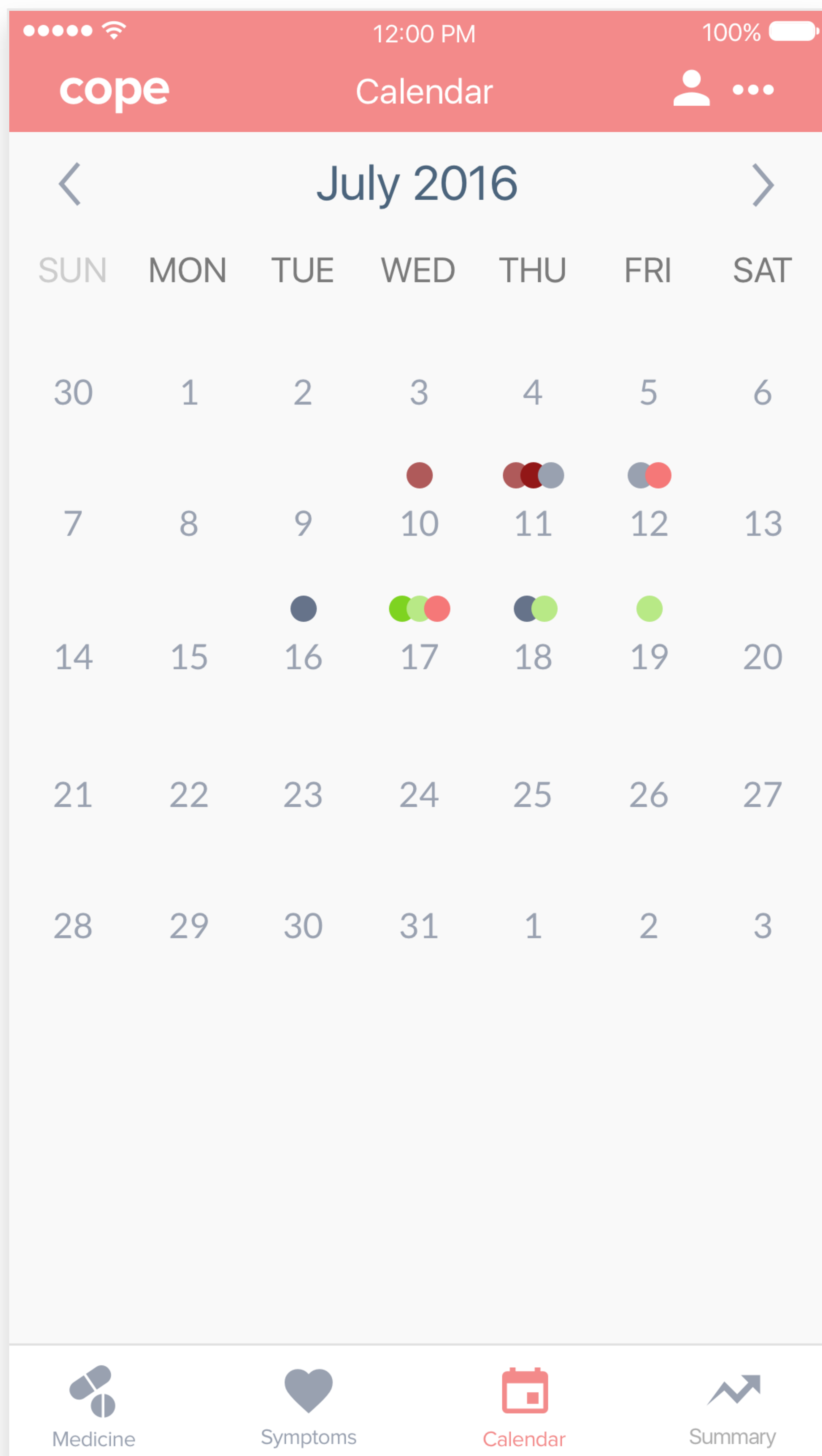




# Calendar View

## RATIONALE

Multiple check-ins could be done throughout the day. The results of the check-ins for symptoms could be seen at a glance—the color coding helps the user track his progression regarding his well-being through the calendar.



# Summary

## RATIONALE

The summary page crunches all the data input from the user, and calculates his total wellbeing score. It was designed to see if there are significant benefits from taking medicine. The user can easily see which areas she may improve from.

