KinYu Deng, Siyan Chen

1. Project Overview

1.1 Introduction

KEPT - Keep the good. Let go of the rest.
KEPT is an app inspired by the theme MEND. It helps users notice the little things that make them happy and gives them a way to express and let go of negative feelings.
Our idea is that we can't change what has already happened, but we can change how we deal with it. By recording happy memories and letting go of worries, we hope to help users feel a little better in their everyday lives.

1.2 Project Goals

- Create a comfortable space for users to express their emotions without pressure.
- Encourage users to notice positive moments in everyday life.
- Make emotional reflection more engaging through interactive features and playful rewards.
- Show that emotional healing can happen through small, everyday actions rather than major changes.

1.3 Target Audience

- Primary Users: Students and young adults experiencing everyday stress.
- User Needs: A simple, enjoyable way to record positive experiences, express negative feelings, and reflect on daily life.

1.4 Key Features

- Record a Joy: Record a positive moment, optionally add a photo, and collect a music fragment. Seven fragments unlock a surprise record.
- Let it go: Write down negative thoughts, release them through an interactive paper shredder, and receive a comforting reminder.
- Joy Calendar: Revisit happy memories and saved reminders while tracking music collection progress.
- Music Collection: Explore and play unlocked records.
- Joy Wall: Share positive moments with others.

2. Initial Mockups

2.1 Initial Concepts

- We began by sketching the main features and user flows on paper before moving to Figma.
- Our initial concepts focused on two experiences: collecting happy memories and releasing negative emotions through simple interactions.

2.2 Home Page Layout

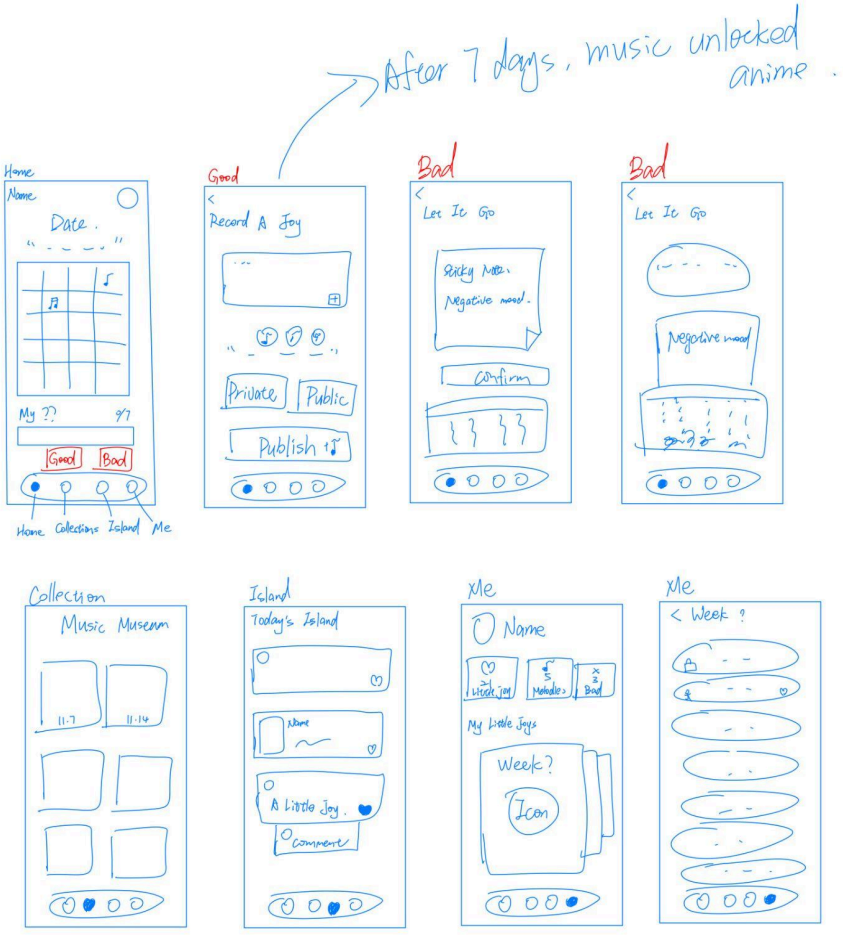
- The home screen included a calendar, a music collection progress bar, and two main buttons: “Record A Joy” and “Let It Go”.
- We initially planned four navigation tabs: Home, Collections, Island, and Me.

2.3 Core Features

- Record a Joy: Users could write a positive experience, add a photo, select a music reward, and choose between private and public sharing,
- Let It Go: Users could write down negative thoughts on a sticky note and feed it into a virtual paper shredder.
- Music Museum: A grid layout displaying music rewards unlocked after seven joyful moments.
- Islands: A community feed where users could view and interact with shared positive experiences.
- Me: A personal space for viewing weekly records and past joyful memories.

2.4 Initial Design Approach

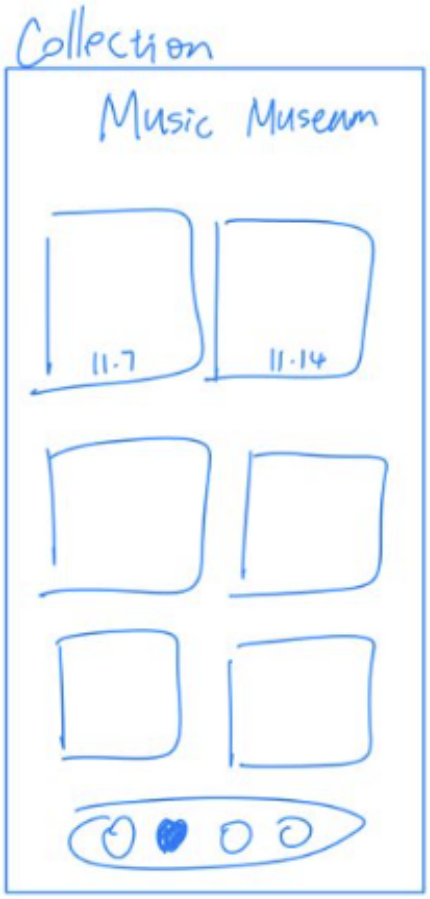
- We use simple hand-drawn wireframes to explore page layouts, navigation, and interactions.
- These sketches helped us organize the app's structure before developing the visual design in Figma.

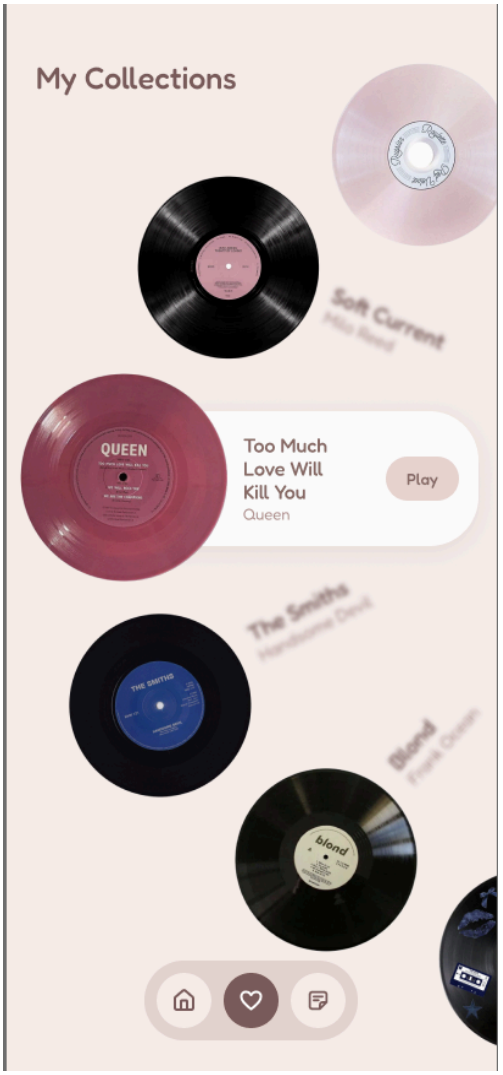


3. Iterations

3.1 Music Collection - From Grid to S-Shaped Layout

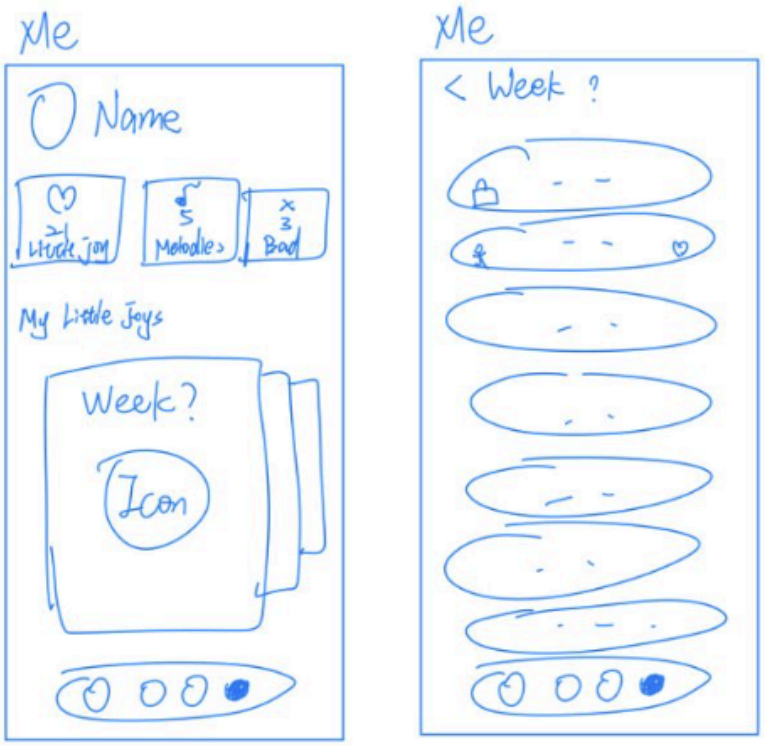
- Initial Design: Our original Music Museum used a simple grid layout inspired by collecting stamps in an album.
- Changed: We later wanted to make browsing music more interactive. Instead of displaying all records in a fixed grid, we arranged them along an S-shaped path, allowing users to scroll through the collection and select different records.
- Why: This layout makes exploring music feel more natural while giving each record more visual attention.

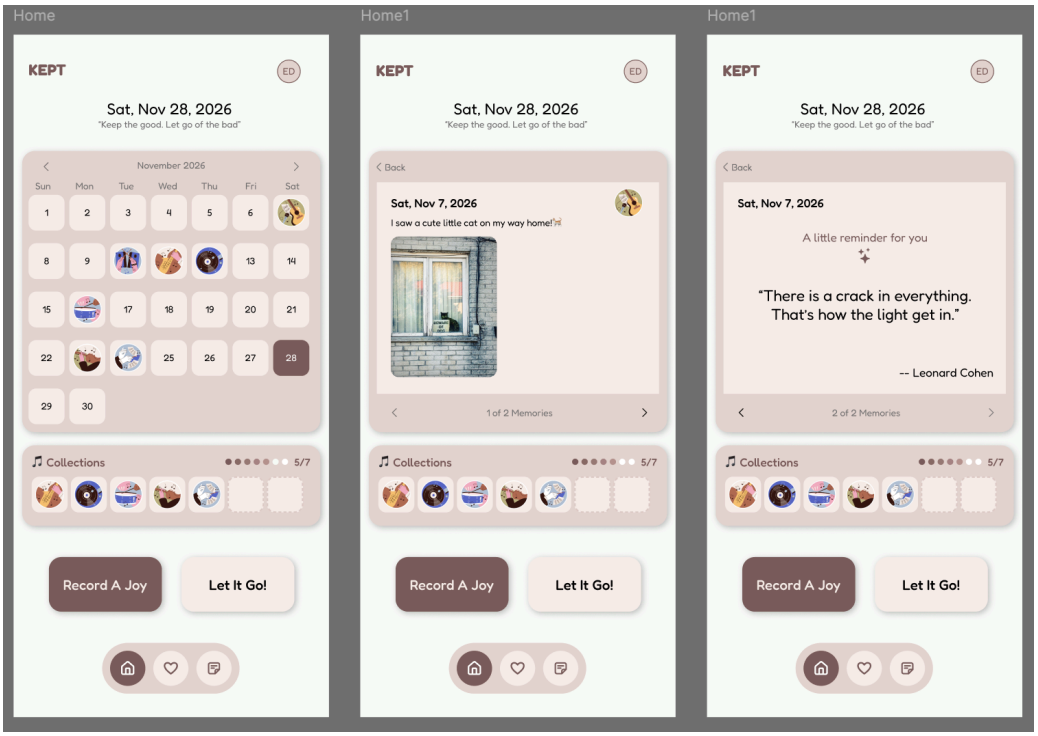




3.2 Personal Page - Integrating Memories into the Calendar

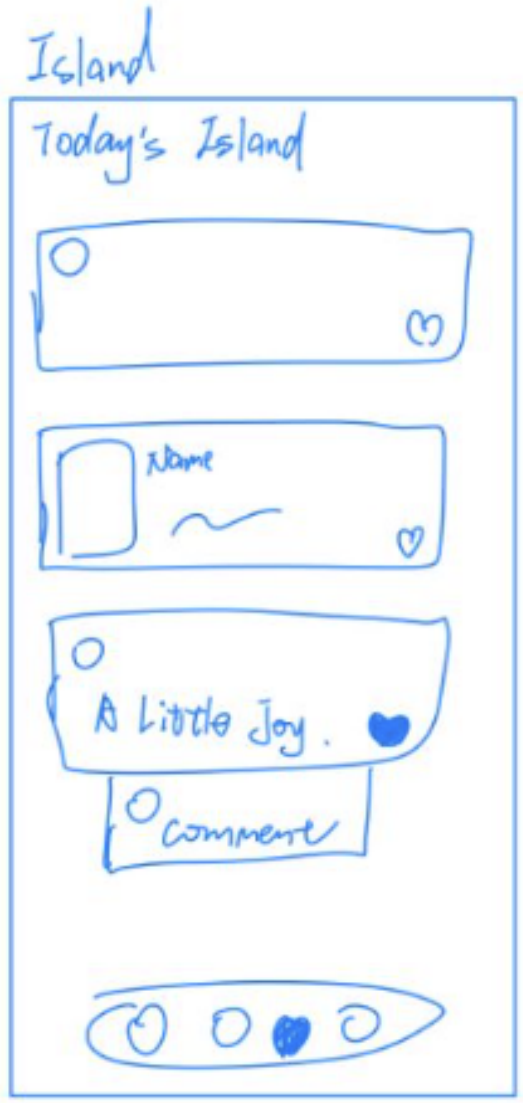
- Initial Design: We originally planned a separate Me page where users could review their weekly little joys and past memories.
- Changed: We moved this feature into the calendar on the Home page. Users can now tap a date to view the joy they recorded that day, including any attached photos.
- Why: We realized that a separate page was unnecessary for this feature. Connecting memories directly to dates makes them easier to find and keeps the navigation simpler.





3.3 Island - From Social Interaction to a Joy Wall

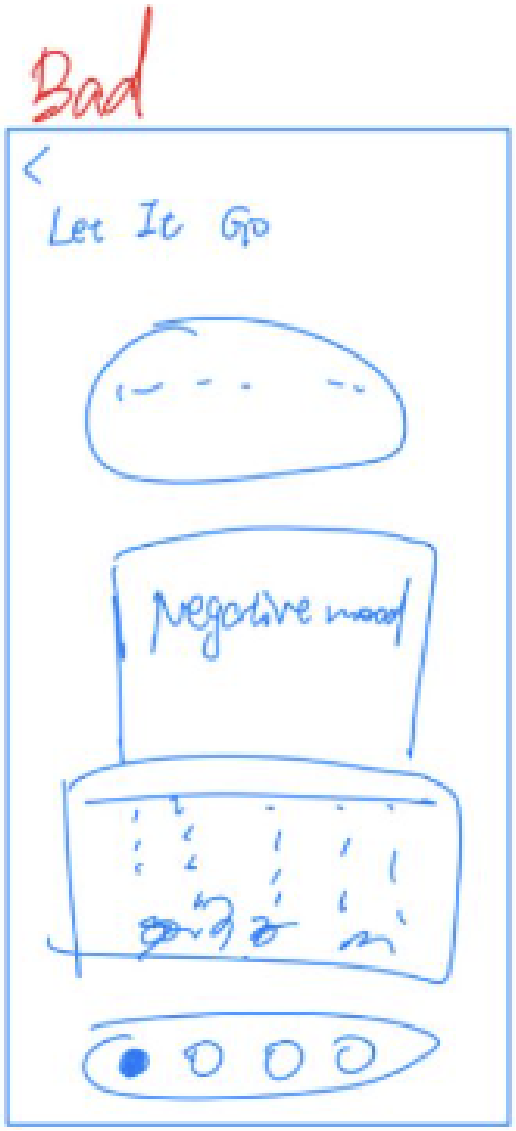
- Initial Design: We first imagined Island as a community space focused on communication, with posts, comments, and interactions between users.
- Changed: We simplified it into A Little Joy Wall, where users can view and give likes to others' positive moments.
- Why: We realized that small everyday joys do not necessarily need discussions. What is more important is the happiness of sharing them, and the little warmth they may bring to someone reading them. Removing unnecessary social features helped us create a simpler space.

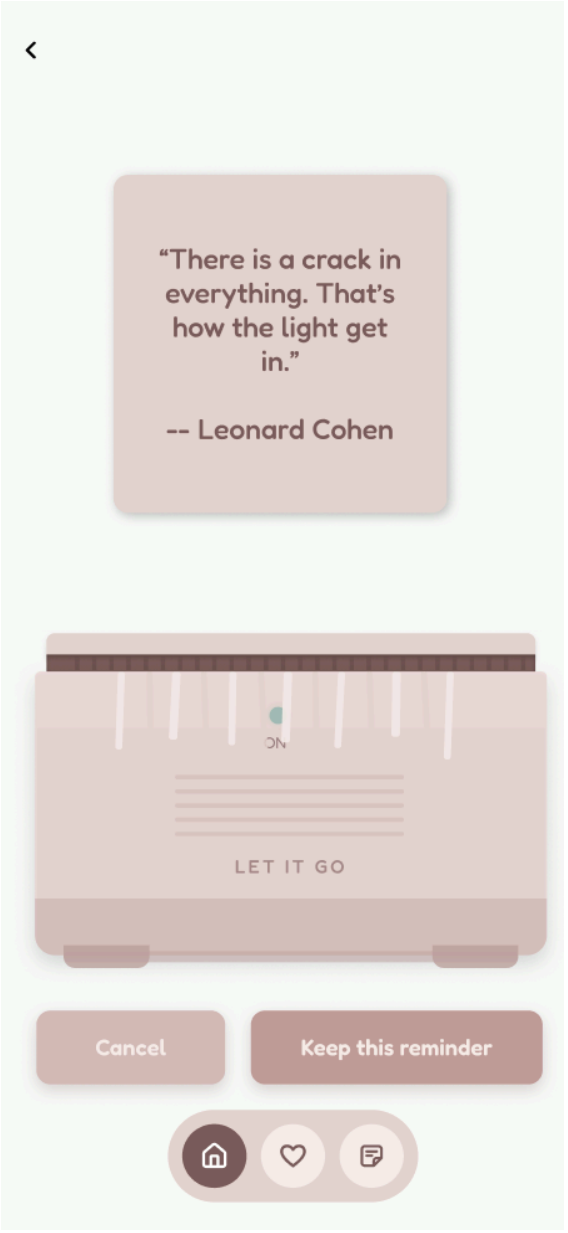




3.4 Let It Go - From Releasing to Remembering

- Initial Design: Our original Let It Go experience ended after users shredded their negative thoughts and received a comforting quote.
- Changed: We added a “Keep This Reminder” option, allowing users to save the quote in their calendar without keeping the original negative thoughts.
- Why: We wanted to connect this interaction more closely to MEND. The past cannot be erased, but users can choose what they carry forward. Instead of keeping the negative experience itself, they can keep a few words of comfort as part of their personal journey.





4. Final Product

4.1 Home & Joy Calendar

- The Home page brings together the Joy Calendar, music collection progress, and two main actions: Record a Joy and Let It Go.
- Users can tap a date on the calendar to revisit a positive memory, including any attached photos.
- The calendar also stores comforting quotes that users choose to keep after using Let It Go. Both types of entries can be revisited, turning the calendar into a personal collection of meaningful moments.

4.2 Record a Joy & Music Rewards

- Users can write down a happy moment, optionally add a photo, and choose whether to keep it private or share it publicly.
- After selecting a music blind box, users receive a collectible fragment. Collecting seven fragments unlocks a surprise vinyl record, without requiring consecutive daily entries.
- Unlocked records are displayed in an interactive music collection, where users can browse and select songs to play.

4.3 Let It Go

- Users can write down what's bothering them on a digital sticky note and symbolically release it through an interactive paper shredder.
- After shredding, a comforting quote appears. Users can choose to save it in their calendar as a reminder, while their original negative thoughts are not stored.
- This reflects our interpretation of MEND: healing is not about erasing the past, but finding a gentler way to carry our experiences forward.

4.4 A Little Joy Wall

- Publicly shared joys appear on a colourful wall of notes, some featuring photos.
- Users can browse other people's experiences and show appreciation through likes, creating a positive space without the pressure of lengthy discussions.

4.5 Visual Design & Interaction

- The final design uses a soft pink and neutral colour palette, rounded buttons, subtle shadows, and paper-inspired elements.
- We focused on simple navigation and playful interactions, including music blind boxes, vinyl record browsing, and paper-shredding animations.
- Through KEPT., we want to show that healing can start with small things, like remembering happy moments, letting go of worries, and moving forward.

Figma File Link:
https://www.figma.com/design/yD3jEq2fATnxnvIHyLi2w7/QUX-Designathon--Mend-?node-id=0-1&t=kV2Us7iBxAwvId3R-1

KinYu Deng, Siyan Chen

Citations:

https://www.magnific.com/free-vector/hand-drawn-naive-music-stickers_33786056.htm#fromView=detail&position=1&uuid=f7001376-c26f-4c54-aa21-619b86ea31b3&track=ais_hybrid&from_element=cross_selling__vector

https://www.magnific.com/free-vector/hand-drawn-naive-music-stickers_33786053.htm#fromView=search&page=3&position=28&uuid=f7001376-c26f-4c54-aa21-619b86ea31b3&track=ais_hybrid&query=music

https://allsvgicons.com/

https://www.flaticon.com/search?word=music%20notes&type=sticker

AI use for:

- app name
- Questions regarding the use of Figma, since we are beginners and this is our first time using it.