TrukLoads feedbacks #1

* Can you make the "next step" buttons yellow to match the "login" and "submit" buttons – Will be changed to yellow
* I also notice you have a typo on the menu. . . You have company Tracks. It should be company Trucks - Corrected
* What is "Total Hiring" on the dashbaord page? Should this be "Active Drivers"? – The client will give a better text
* I also noticed that on the "Job Sites", "Dump Sites", and "Truck Drivers" pages the user needs to swipe left on an object to see the option buttons. . . . I think it would be better to have the user just tap the item to see the option menus – Same as current options
* It also allows the app user to swipe left on multiple objects. . . I suggest that only one object show the option buttons and then when the next one is clicked the first choice closes the option buttons – Will Discuss
* I also don't think the application is intuitive enough for first time users and we are going to need a option in the settings menu to toggle "overlay help information" as described in the Upwork proposal. <https://www.nngroup.com/articles/mobile-instructional-overlay/> or we should implement a tutorial for first time users <http://www.kryshiggins.com/first-time-user-experiences-in-mobile-apps/> the users are not cell phone or computer savvy. . . they are truck drivers, and contractors. . . . I belive they will need help! – We will implement
* The menu should also include "Contact Us", "Frequently Asked Questions", and "About" page that has links to the "privacy Policy", "Terms of Service", "Company Info", "Website", and "Version Info" – We already have these
* I also don't think we need "Truck Drivers" and "Company Trucks" on the menu. . . Shouldn't it just be "Truck Drivers" and on that page there will be an option for viewing "available" and "company owned", and "hired drivers" – We will implement
* The search radius will be based on which base location? – The address of the account
* The images for Job sites, Dump sites will be single, right? – Sigle Image