



## Problem

All too often, **dog-care chores** get **pushed** onto **one person** in the family.

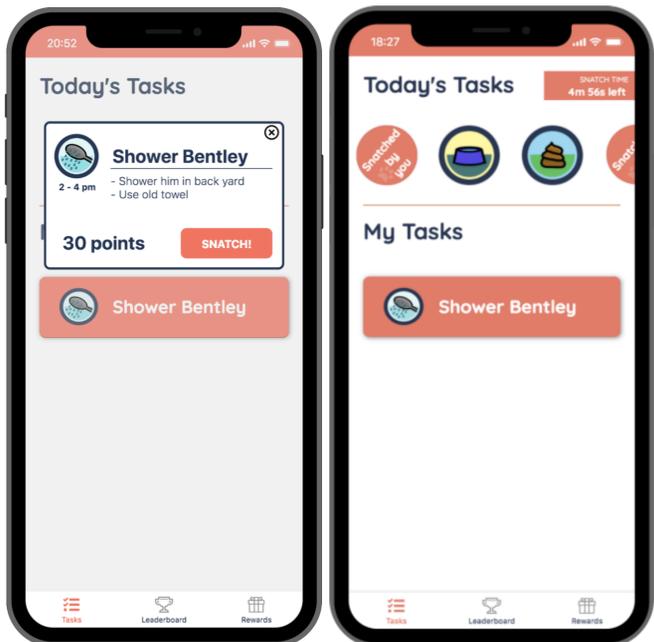


## Solution

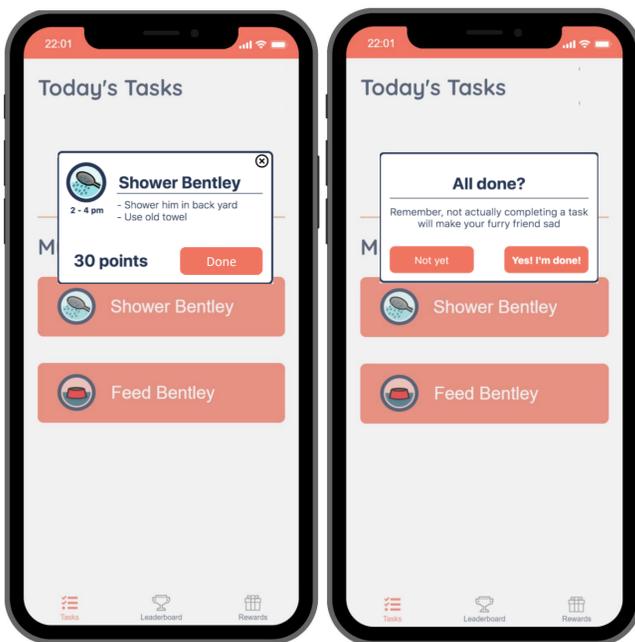
But we can **encourage everyone to participate** by **gamifying** chores into a **family competition**.

## Key Features

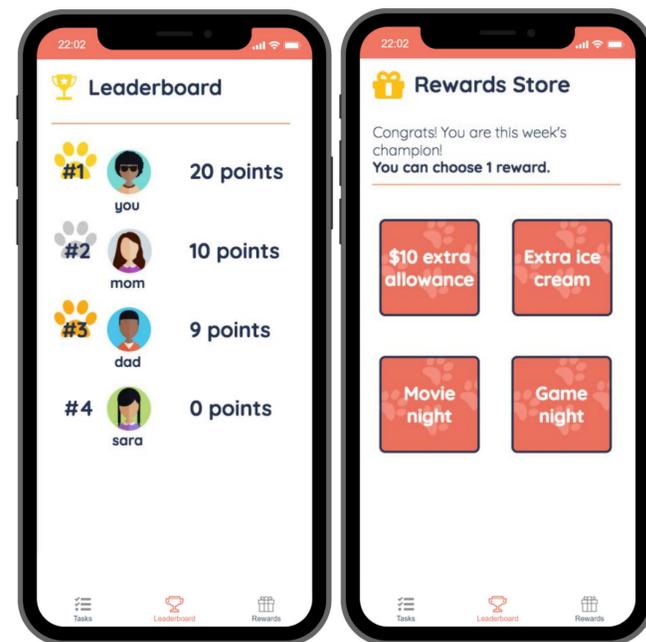
### Snatch tasks



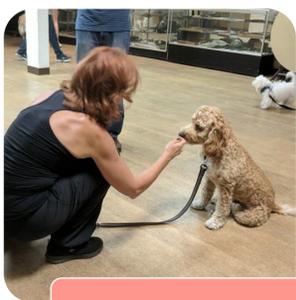
### Complete tasks



### Redeem a reward



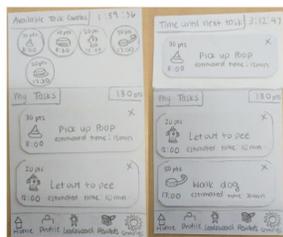
## Design Evolution



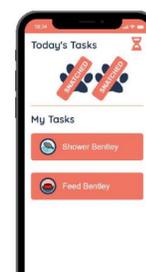
needfinding



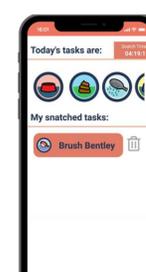
experience prototype



low-fi prototype



med-fi prototype



hi-fi prototype