

LOG DAILY SYMPTOMS

TRACK HEALTH OVER TIME

CHECK ON FRIENDS

GROW YOUR GARDEN

# LUCIDLY

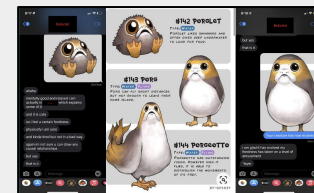
DAILY SELF-HELP WITH FRIENDS



## DESIGN PROCESS:

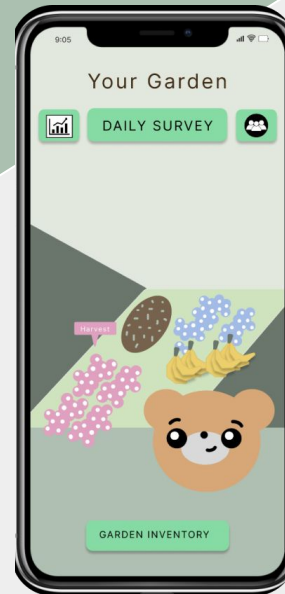
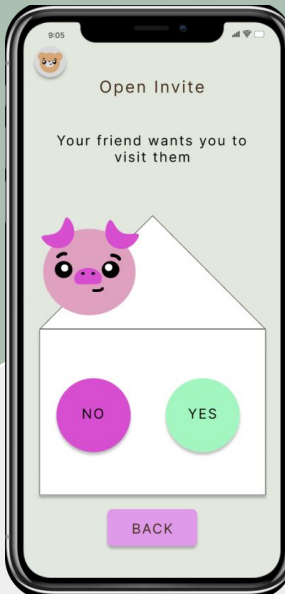
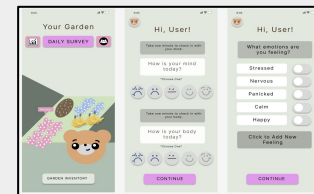
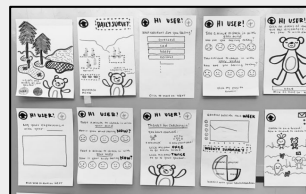
1. Needfinding

2. Testing



3. Low-Fi

4. Med-Fi



## PROBLEM

How can users feel **confident & enjoy** self assessment & tie this to **community**?

## SOLUTION

An idle game where the user answers **daily** questions about their wellbeing to earn rewards, expand their gardens & get health insights **over time**. Users visit **friends'** gardens to chat & share rewards.