







Mirror Images:



Lessons:

- Takes effort to simplify designs and lower cognitive load

But this is often the step before a big breakthrough in transformational experience

Sometimes the hardest part is removing components, once they're already in the design

For the Manifesto, I had to abstract from my experience in Sleepy Game Design and also

approaches made the design process work

Learned difference between identifying what elements **make a game work**, versus what

Representation/Feedback:

As a team we often presented where we were in the design process to the rest of the lab

disrupts with other designers to come up with general principles

how users interact with the game

- Both of these are important, but the second one is easy to forget

My approach to using feedback is choosing the pieces that resonate and also lead to

Then, it was important to combine the lab's feedback with our notes to make design

It was important to **first playlist** without talking about decisions, to get more data on

deciSionS

design decisions that stay grounded in the transformational goal/user group

Brush hair



Recommended Bodypart

2, 3, 4, 5, 7

Brush teeth



Recommended Bodypart

2, 3, 4, 5, 6, 7, 8

Cat and cow



Recommended Bodypart

1, 3, 4, 10

Make the bed



Recommended Bodypart

2, 4, 5, 6, 7, 10

Unleash your shoes



Recommended Bodypart

1, 2, 3, 4, 5, 6, 7, 10

Wash your face



Recommended Bodypart

3, 4, 5, 6, 7, 10

Remove makeup



Recommended Bodypart

2, 4, 5, 6, 7

Stretch and Yawn



Recommended Bodypart

4, 8, 9

Meditation pose



Recommended Bodypart




1, 2, 3, 8, 10

Facial massage



Recommended Bodypart

2, 3, 4, 7, 8, 10

No Bent Knees	No Bent Elbows	No Open Eyes	No Bent Fingers	A leg leave ground
 1	 2	 3	 4	 5
No Arms	No Use Hands	Mouth No Sound & No Open	Neck No Turn Head	Waist No Bent Waist
 6	 7	 8	 9	 10

Jumping jacks	Jumping on one foot	Sit on the floor while doing activity	Upside Down bending at waist	Singing
				
Do a Split	While holding your breath	Lunge	Wall sit	Spinning
				



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Software Engineering

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