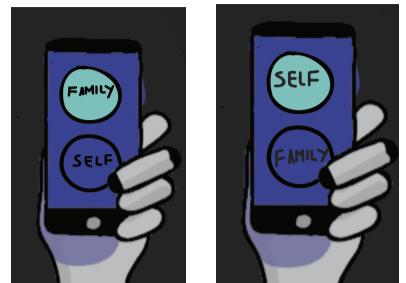




Sam want to regulate excessive spending.

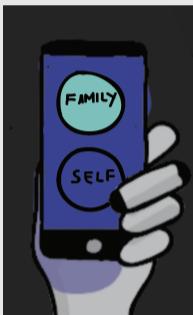


Sam sets up the bluetooth and the shared account.

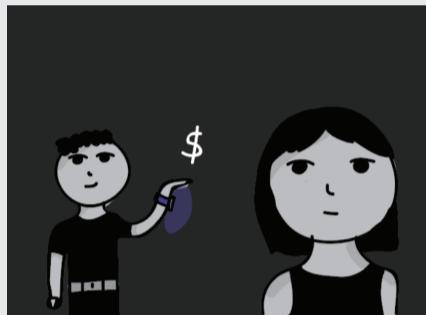


Sam has a choice between self regulating and family regulation.

Sam picks family.



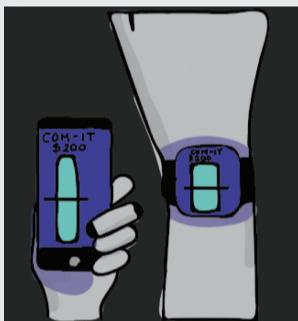
Sammy downloads the application and signs in with family



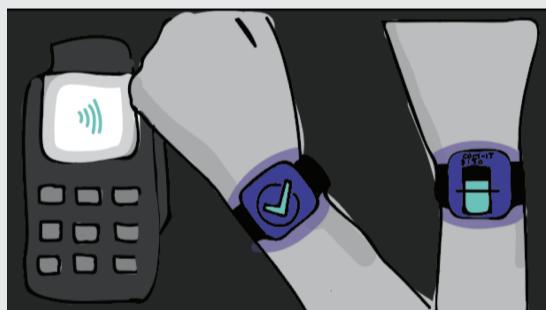
Sam wants to gamble and asks sammy to transfer money



Sammy opens up the com-it applications and sends money to Sam



Sams visual bar updates with the money with transferred money.



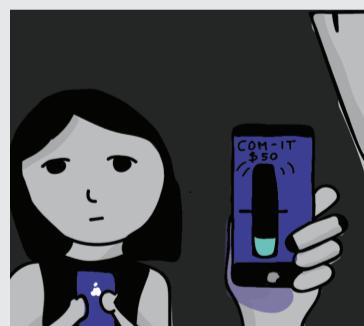
Sam takes cash out at the bar.



Sam continues to gamble, watching his limit.



The com-it vibrates every 15 mintues, reminders Sam about his limit.



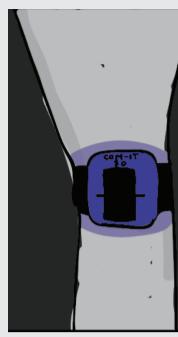
Sammy can watch Sam's activity in real time.



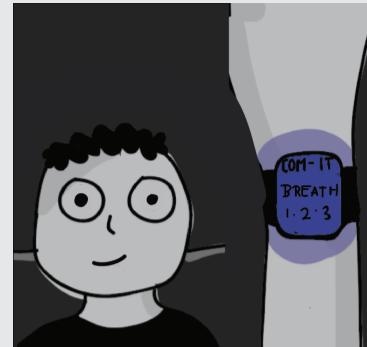
Sammy sends a message to Sam off the application.



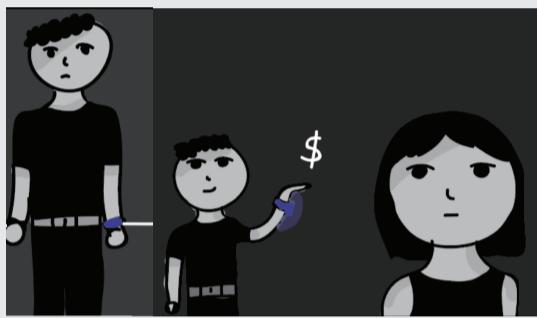
Sam receives the message.



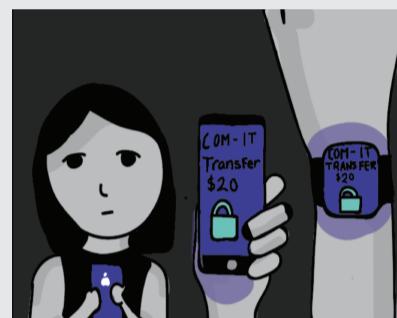
Sam has used up all his com-it limit.



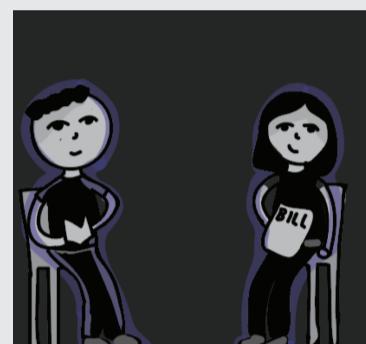
Sam gets angry, the com-it monitors his heart rate giving him mindfulness techniques.



Sam walks home to Sammy. Sam asks Sammy to transfer more money.

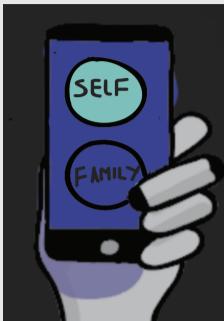


Sammy attempts to transfer more money, but transfers lock for 24 hours.



This forces Sam to find something else to do.

Sam picks self



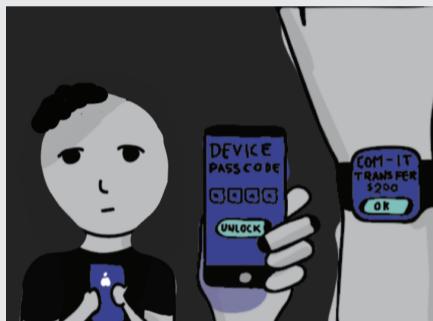
Sam logs into self regulation



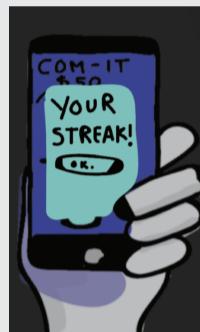
Sam fills out goals and name.



If sam isn't using this application for the first time, a notification is sent telling sam a fun fact based of his streaks.



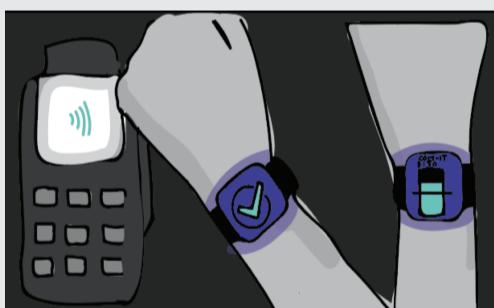
Sam wants to gamble so he transfers money - he opens transfer and send it to the wearable.



If Sams new activity goes against his goals or breaks a streak - a notification pops up



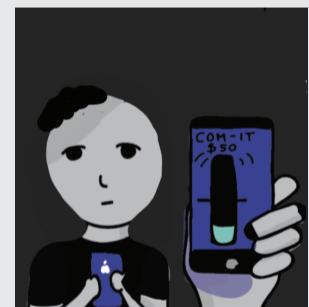
Both the application and the wearable show the visual display.



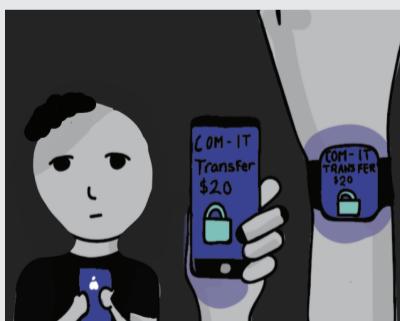
Sam wants to get money out to gamble, cash out is in activity forcing sam to look at his activity before he gambles



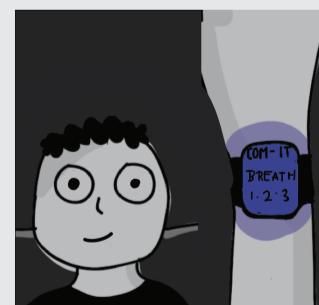
The goals and activity constantly update on both the App and the wearable.



The com-it vibrates every 15 mintues, reminding Sam about his limit.



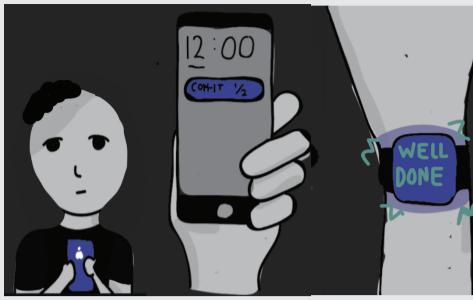
Sam runs out of money. He cant transfer more due to the 24 hour lock



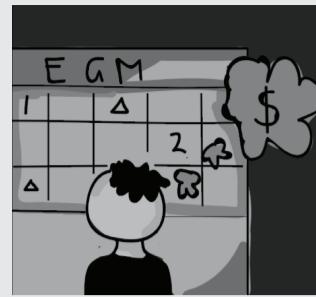
Sam is angry but the wearable gives him mindfullness techniques.



At any point Sam can go back onto the application and check his goals



If sam has been doing well with his goals he gets a congradualtory message.



Sam can now gamble with self control.