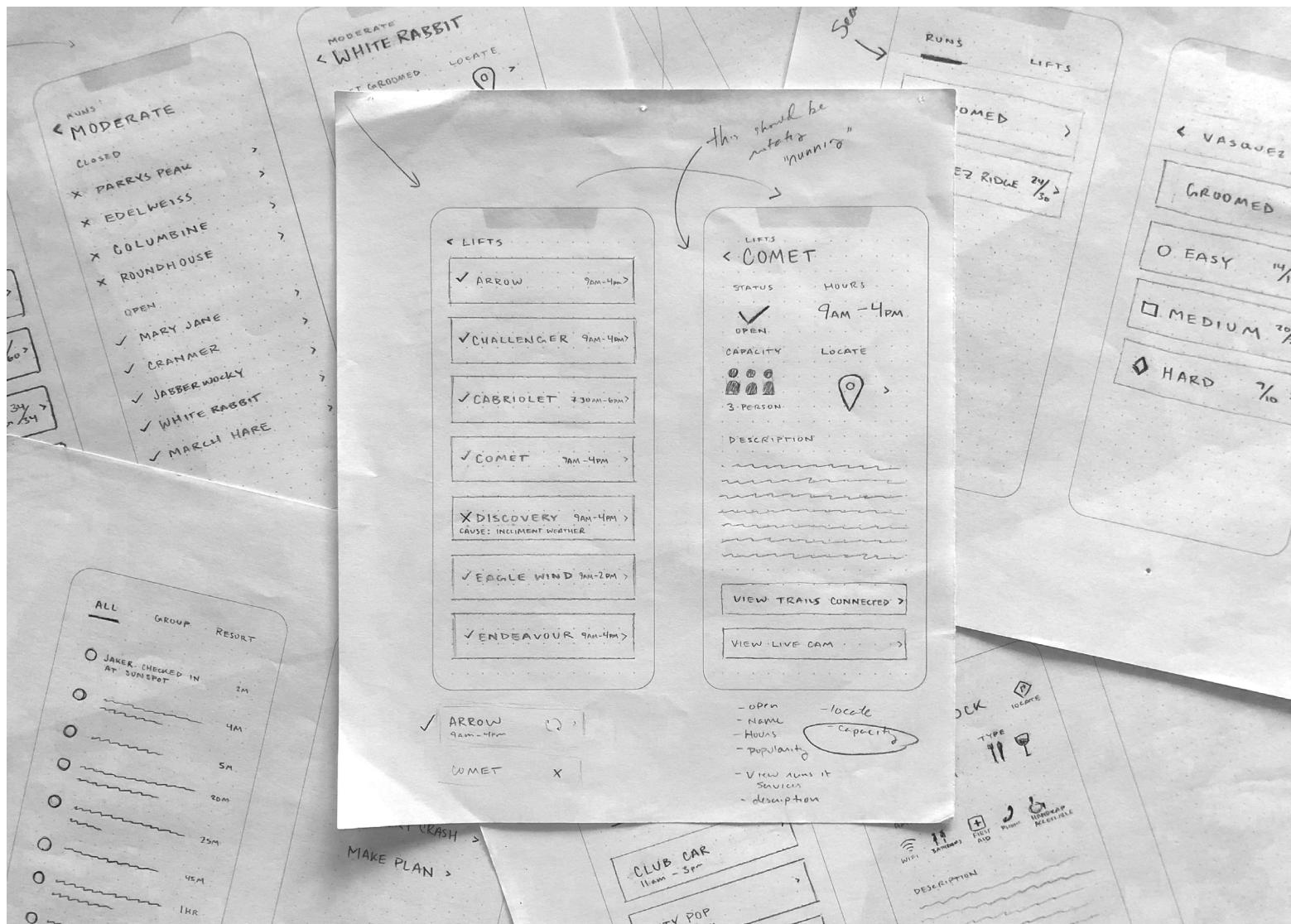


I took the ideas from the previous step and turned them into the precursors of a product, in the form of wireframes.





From there I built the screens in  
Sketch and then turned them into  
prototypes using Proto.io