Mobile App	Run back through the journeys between to identify the user's needs and extrapolate info and functionality that meets these needs.  Determine how to arrange this info/functionality through card sorting exercises	Take the architecture and identify opportunities to deliver the info/functionality in delightful ways. (maps, feeds, etc.)	Wireframe primary flows > User test  Start considering visual identity	> Create high fidelity prototype and create identity + UI kit
Watch App		Consult with the findings from above step.  Determine what info/ functionality the watch app should consist of	Determine architecture and sketch out primary flows >	
Notifications/Mini Interactions	Run back through the user journeys and determine all the opportunities for a notification/mini-interaction.  Articulate the contexts which would prompt these notifications/mini-interactions.  Also while going back through the journey, consider what sort of info/functionality would be needed and best suited for these mini-interactions.	Sketch out the flows of these notifications/mini-interactions >	Create finalized list of the contexts.  Create high fidelity prototypes	