

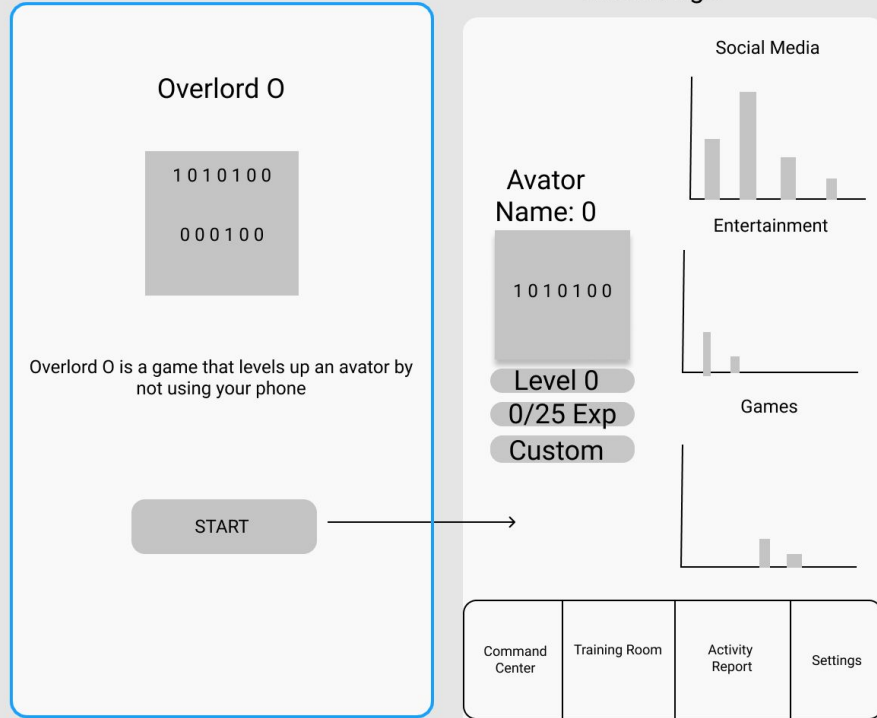
Wireframe Rework

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Screen Time Usage App Big O

- This is a game-like mobile application that promotes not using your phone.
- By not using the phone the user collects exp to level their avatar.
- If they lock the apps or play short mini-games that promote mindfulness they can earn more exp.
- The primary way to earn exp is to lock the highly used apps.
- If your trying to find away to not use your phone and get a small reward this is the app for you.

Launching the App

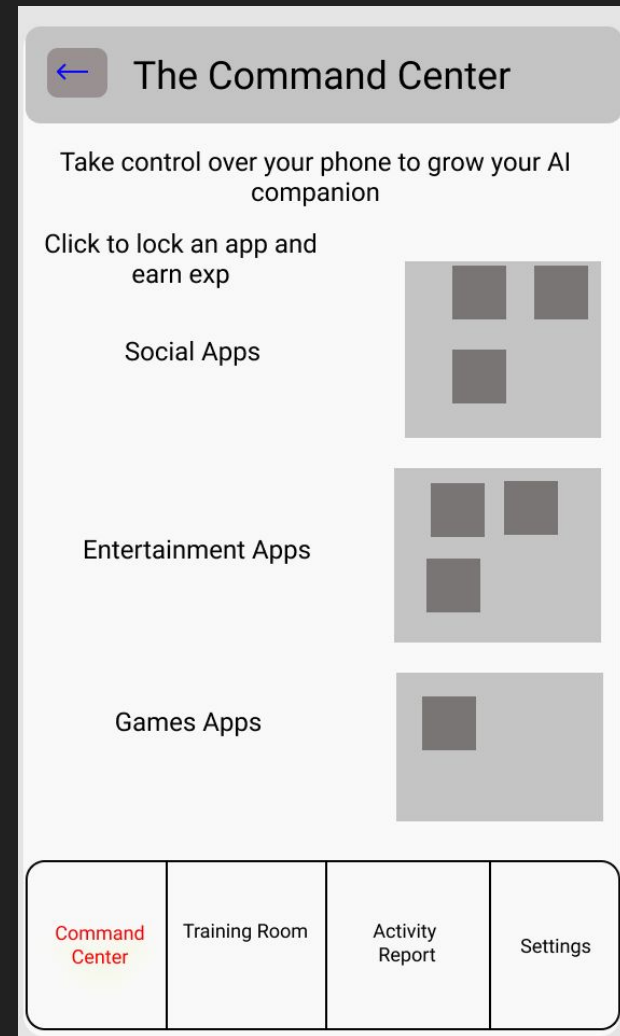


Homepage

- Once the user begins the app they can see the avator they are leveling up.
- It gives a general activity report of apps being used.

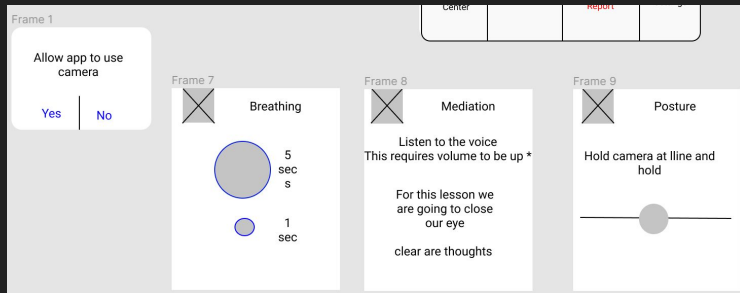
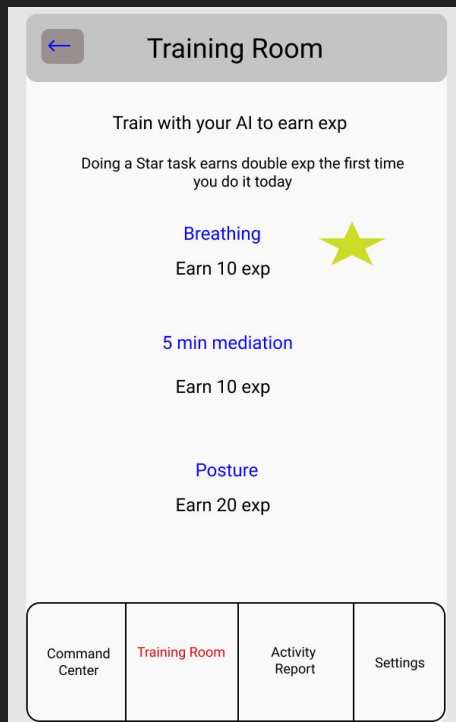
Command Center Page

- Here the users will take control over their phones apps and have the ability to lock them
- The users taps the app and begins the lock
- When the user wants to end the lock the double tap the same app to unlock
- If the app is the most used of the genre they earn double exp if stated on the Activity Report page



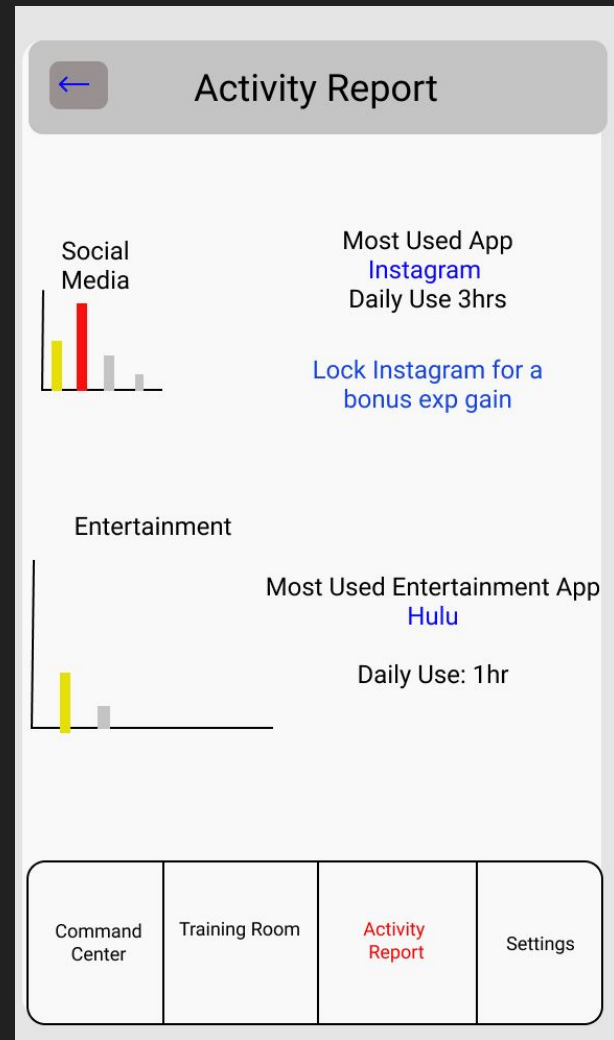
Training Room

- Training is a secondary way to level up and earn exp
- The user plays these simple mindfulness games to earn exp
- One of these games will have a star and will give bonus exp on first time daily on the app



Activity Report

- Here is where users will get a high detailed summary of their phone usage
- It will show them peak times and which apps are the cause
- If the app is in a red zone it will offer bonus exp to lock



Settings

- Here users will get additional features to help control their screen time use.
- These features promote better sleep and a more hands on approach to screen time usage.

