The first storyboard I created was too broad and didn't get the message across. I needed to be more specific and show why the character in the storyboard would care about anxiety. Also, I needed to show the interactions of the character with the game in order to show an outcome.

I updated the second storyboard to be more specific for each scenario. I created a backstory for the main character of the story by introducing the character's friend who has a mild level of anxiety. The character then goes through a day of wondering about the conversation he had with his friend. Then it leads him into searching and finding our project, A Daily Walk, and interacting with it. The storyboard then shows the outcome and the character's takeaway. The feedback I received was that there needs to be a message that warns people with anxiety that this isn't an experience they should try.