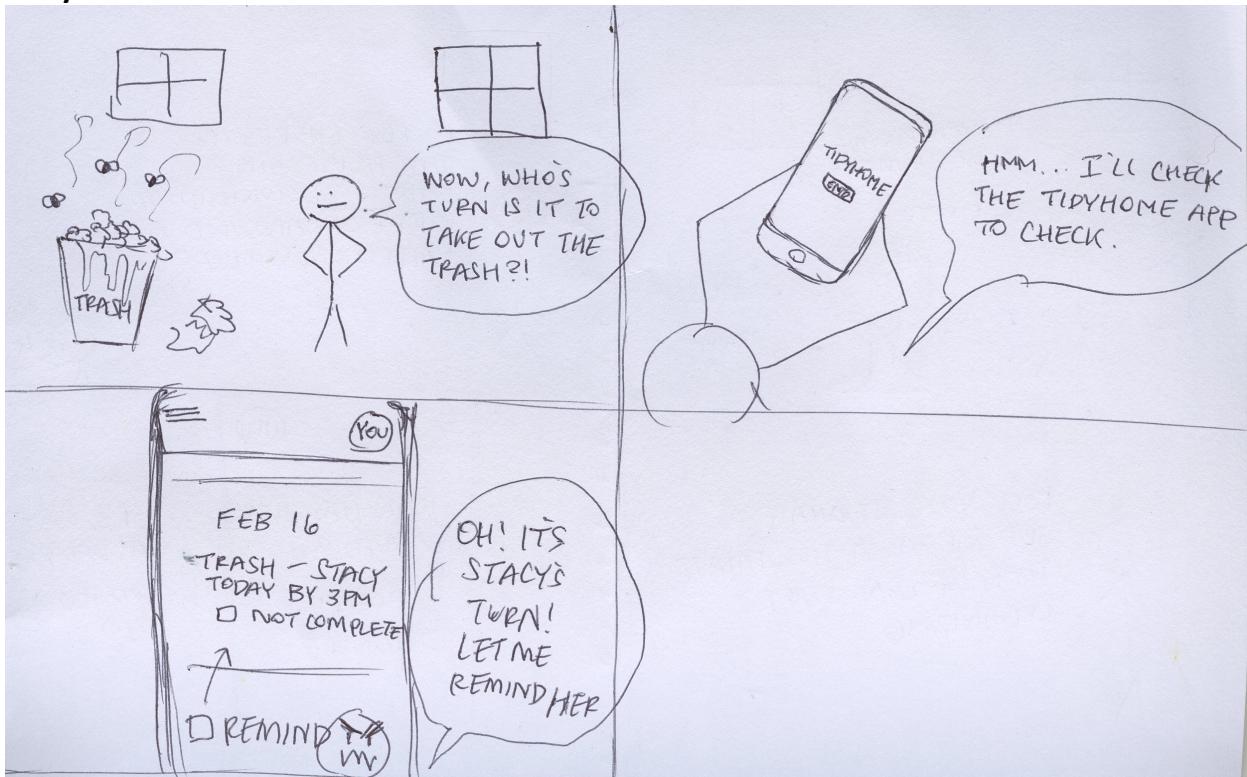
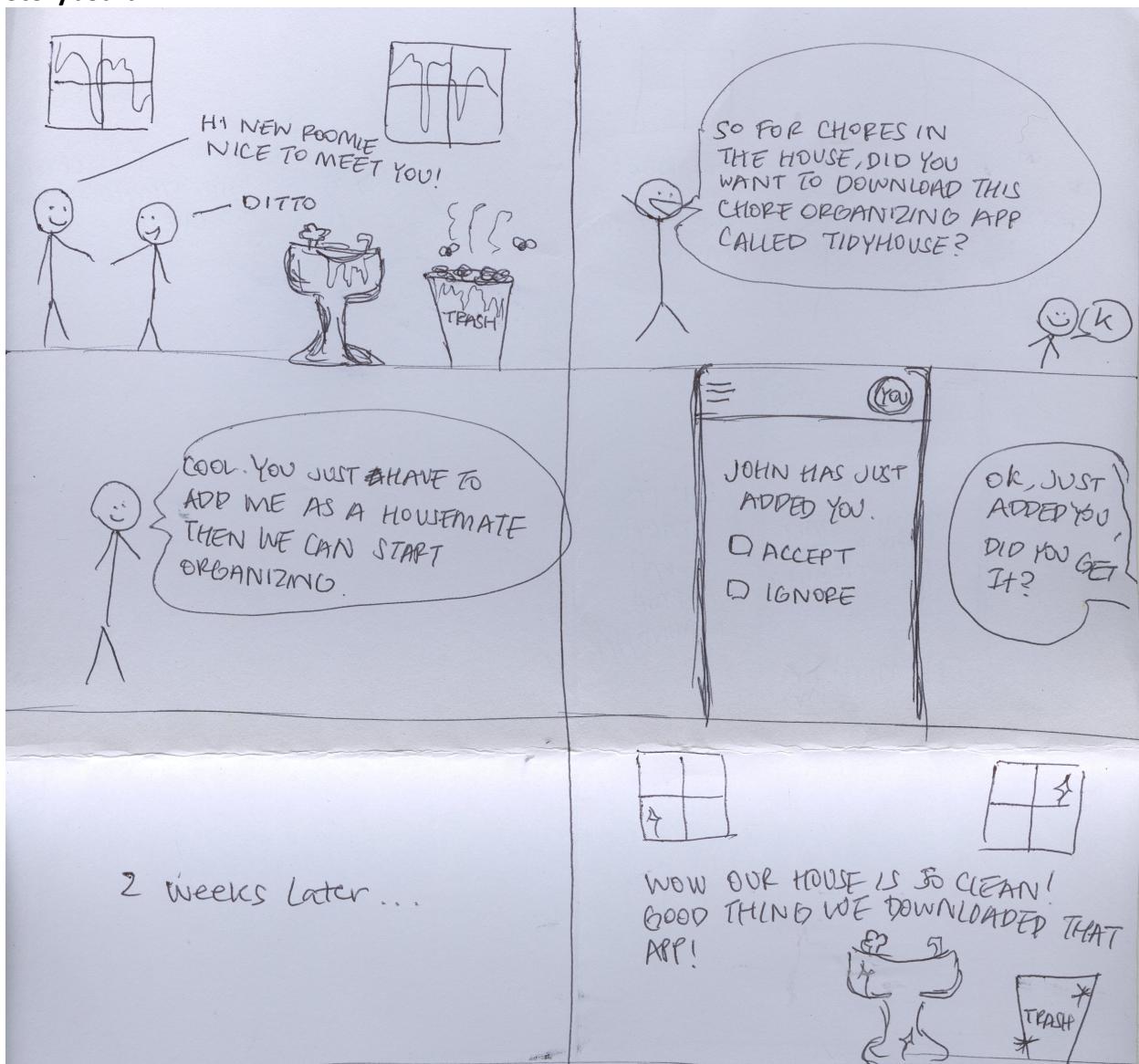


Storyboard 1



A typical scenario where a user would be using TidyHome to check whose turn it is to take out the trash. The user sees that it is Stacy's turn to take out the trash, thus clicking "remind" to notify the other housemate of their duty. Interface design and reminder features were the biggest questions when reviewing storyboards. Is clicking "remind" really a friendly reminder to a housemate that is late on chores? Or perhaps is it just another passive aggressive pull away from direct communication?

Storyboard 2



This is a scenario between 2 housemates meeting for the first time. One housemate who is already a TidyHome user suggests the other to get on board. They exchange friend requests and thus start setting up chores. Two weeks later and the home is all clean. One suggestion was to add a scan code to add friends, rather than manually typing out their username. This feature would mimic the bar code feature from Snapchat or Line. The user would take a picture of the other person's scan code, and would instantly be added to their friends list.