**4-08-16**

Notes for [MVP Hand sketches](https://drive.google.com/drive/u/0/folders/0B6I_PlZVoOpXUlZZS08wdHRkMms)

* The sketches here are for a non-native experience. I think we could do much better if we could get better touch-control, such as swiping left/right to move between the store/basket, to add items etc. Closer to a tinder-shopping experience.
* Module -> should be renamed Card (similar to Google's use of cards)
* This design uses cards extensively, I think it keeps things clean on mobile and allows for high code reuse.
* There's mentions of "Credits", in a future iteration we can add a reason for people to keep coming back by having credits that only work on the service.
* I think we should remove all mentions of " store, buy, marketplace, shopping, etc". We should have a fun and simple game like experience where people don't think about money.
  + remove dollar/currency symbols, until the last confirmation page?
* We need a theme, colors, a pervasive logo throughout the experience. I'm using ( } ) this thing, but something very more unique would be great.
* Support will likely need to happen via email exchanges.
* One problem right now, users have no way to view past purchased/sign in, store billing/shipping info, etc. Mobile ID and auto registration might fix this.
* I didn't add any app-marketplace specific logos/advertising. Such as prominently showing the name/logo of the owning app. I think we should.
* The create-a-store experience, might work/look alot like the marketplace page used here.