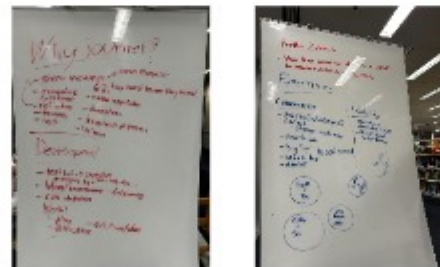


Brainstorming

General Research

[illegible]

Problem Statement: How do we incentivize developers to journal?



- Gamification ideas:
 - Esther: Point system for writing an entry
 - Warren: Streaks, buying aesthetics
 - Making tasks