

Matters Of The Heart

Role: Project Manager

Matters of the Heart is a single player, narrative, and multi-screen game. The player enters a dramatic storyline that spans the game into a two levels. The mental challenges presented will spark a chain of events. The player must confront risks and consequences of their choices. The scoring is reflective of the player's level of maturity in their decision making.

MATTERS OF THE
HEART



Challenges



Challenge 1

Create a Game



Challenge 2

No Game
Development Exp



Challenge 3

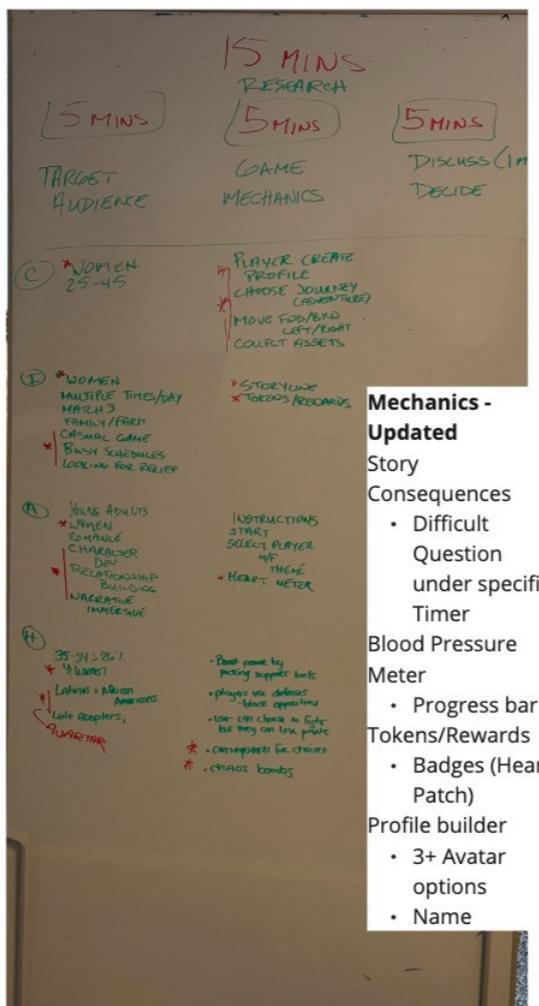
Unsure Who is Our
Player (End-User)

Game Concept Generation

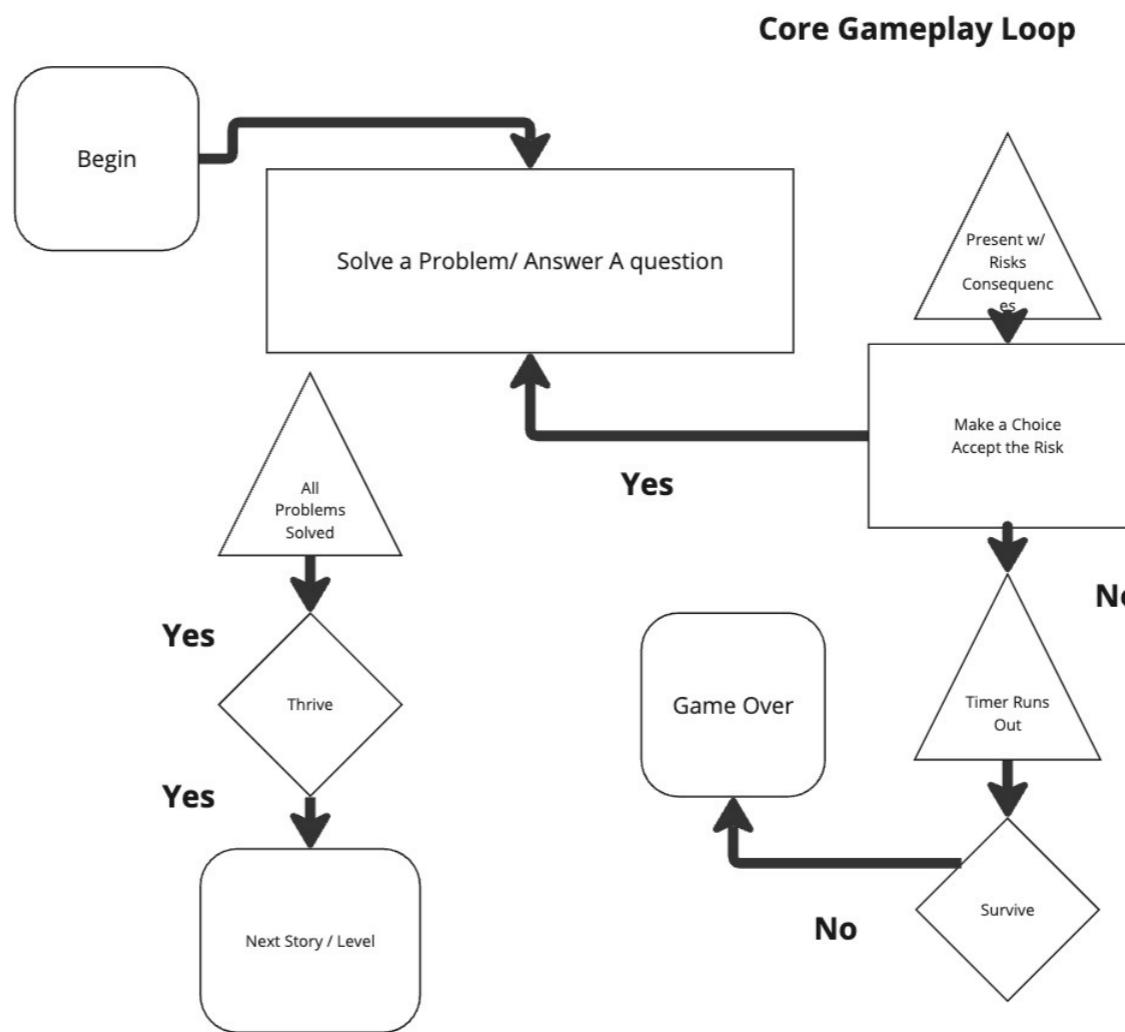
Summary

You and your best friend have been friends for years & hang out all the time. You're at the park playing games and see that your account has been hacked. The catch is, you realize it was your best friend.

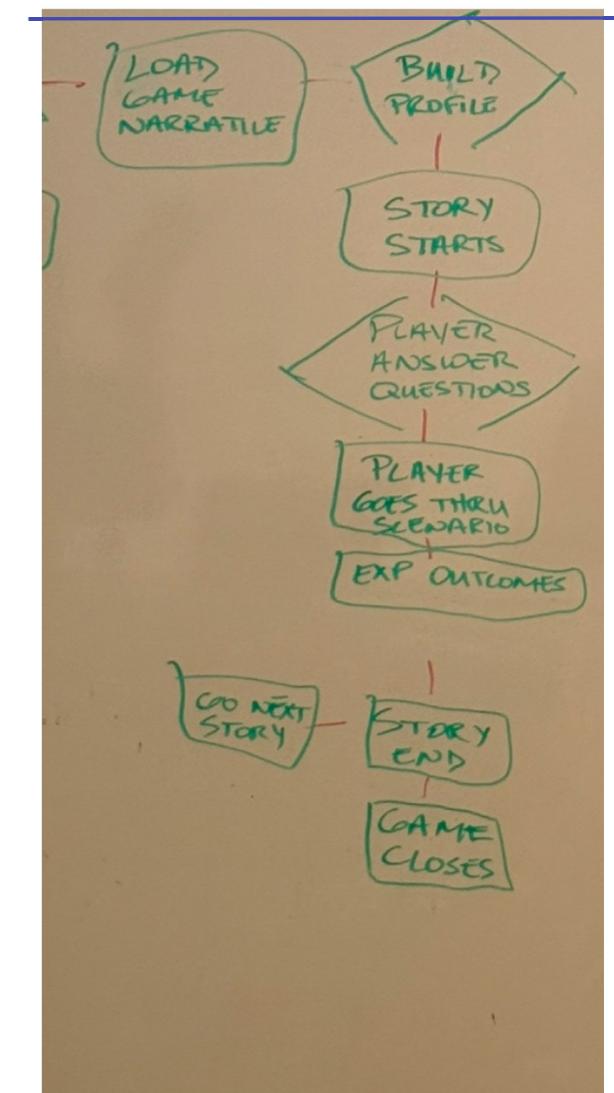
Mechanics



Core Gameplay Loop



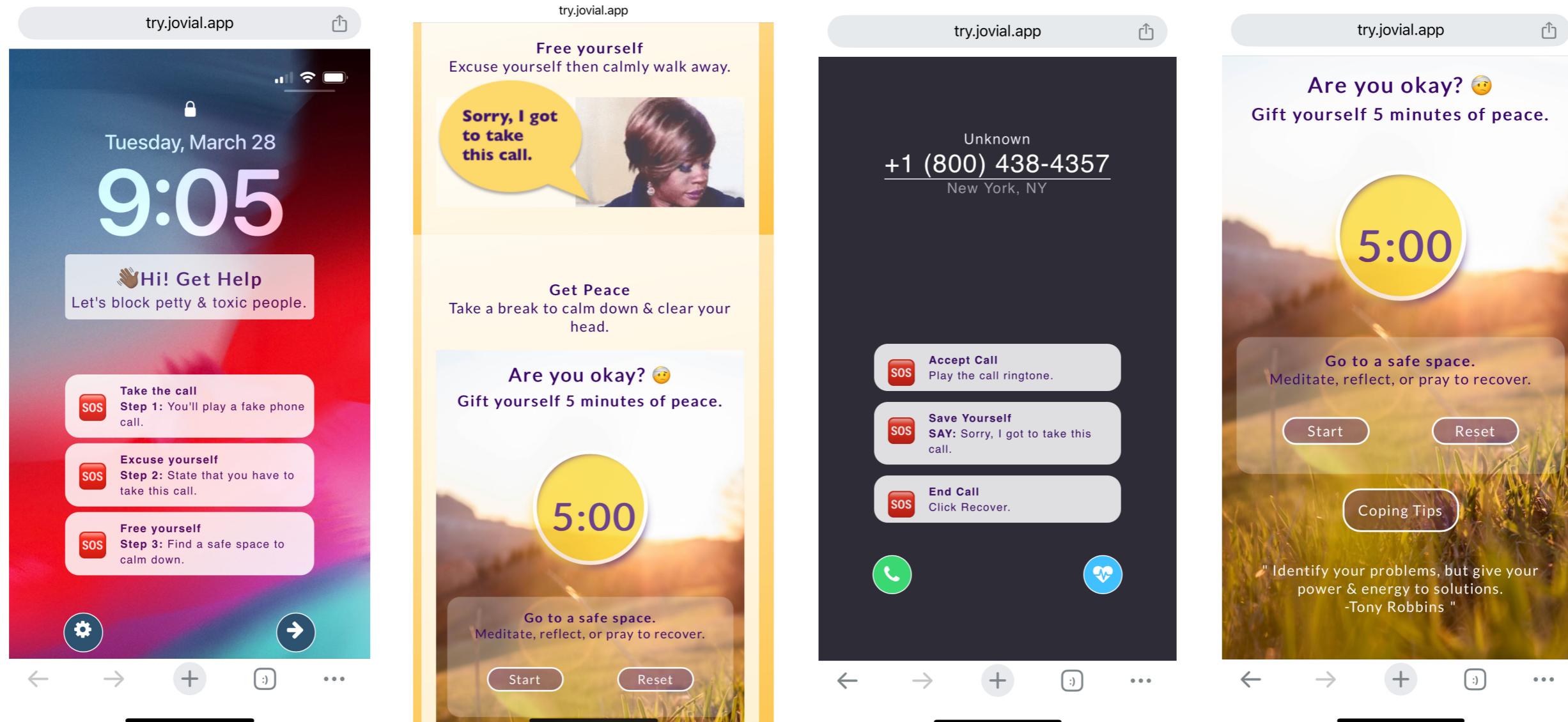
User Flow



Helen Griffin, Jr.

Technical Project Manager

Platforms: Mobile Web



SOS

Role: Project Manager, Developer

Avoid unhealthy reactions from toxic triggers or problematic people. SOS by Jovial is your 1-click rescue from bad habits, impulses, & toxic triggers.

Keep your emotional well-being intact when issues pop up.

Join a fake video call to excuse yourself from unhealthy situations.

Take back your time & serenity.

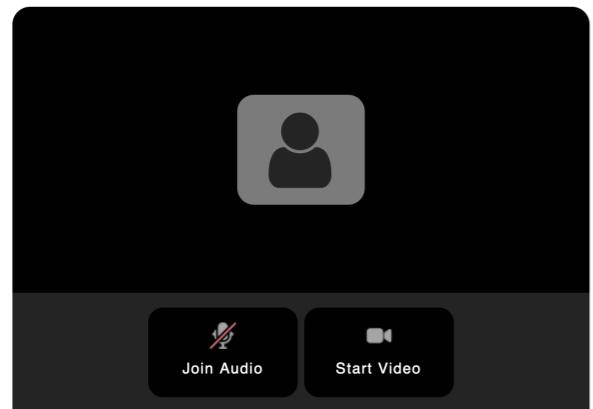
You'll use these quiet moments for self-reflection, relief, or rest.

Icons are found in the [Wireframe Library](#)

Easily swap out icons & colors to fit your specific need



Platforms: Chrome Extension



Avoid Petty & Toxic People

Agenda: Protect Your Well-being

Step 1: Say you have to take this call.

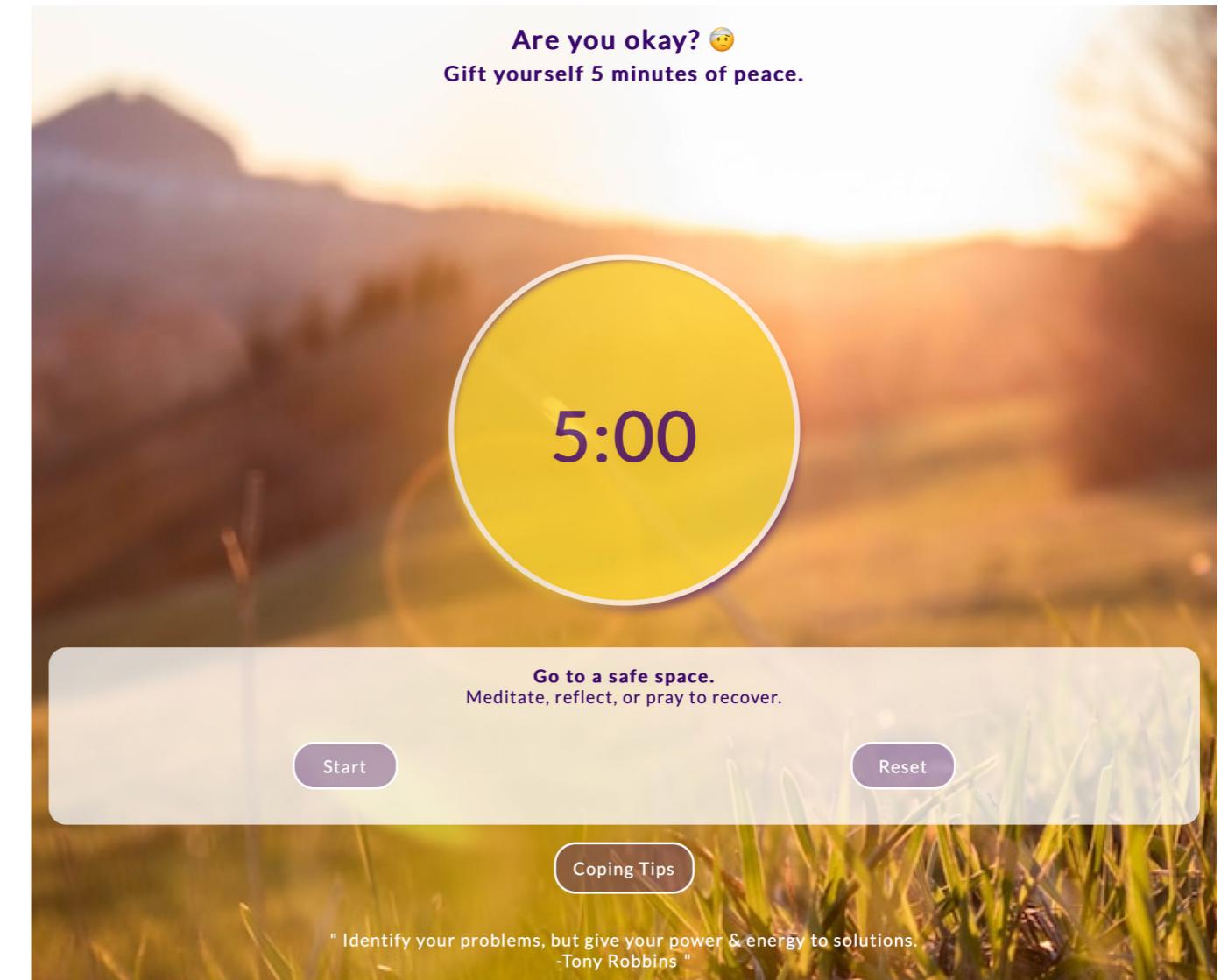
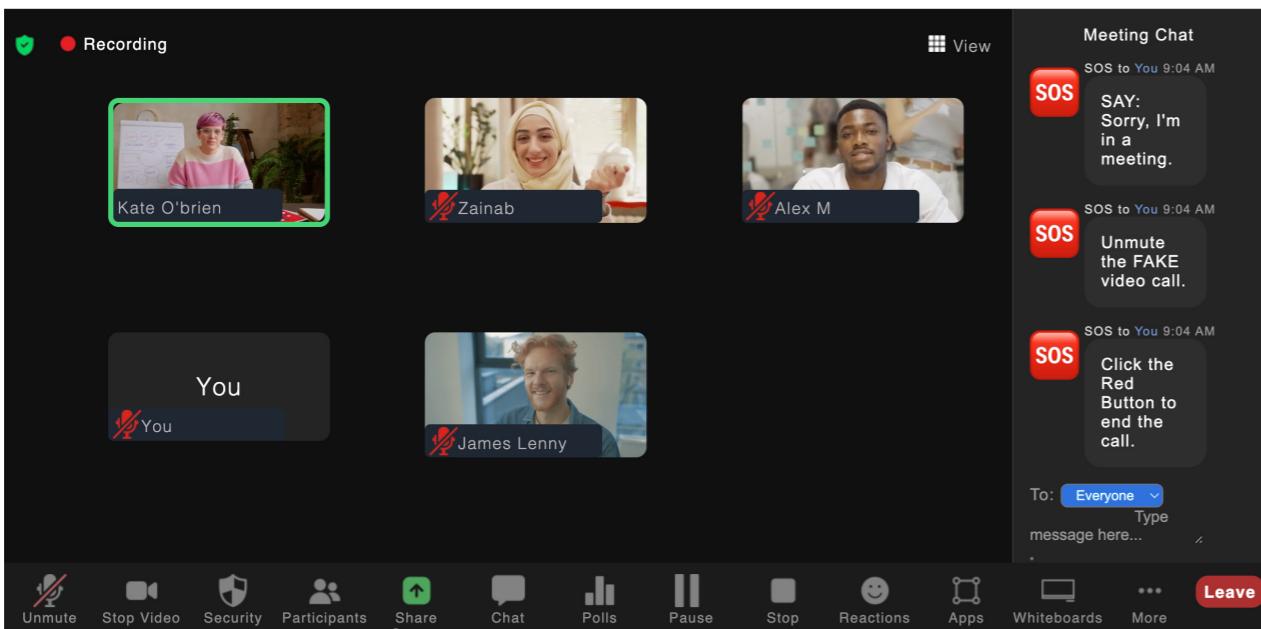
Step 2: Join a fake video call.

Step 3: Go find a safe space to calm down.

Join SOS

Setup

By clicking "Join SOS", you agree to block emotional triggers.



Challenges



Challenge 1

Burnout Caregivers



Challenge 2

Toxic Relationships



Challenge 3

Depression

Contact Information

Helen Griffin, Jr.

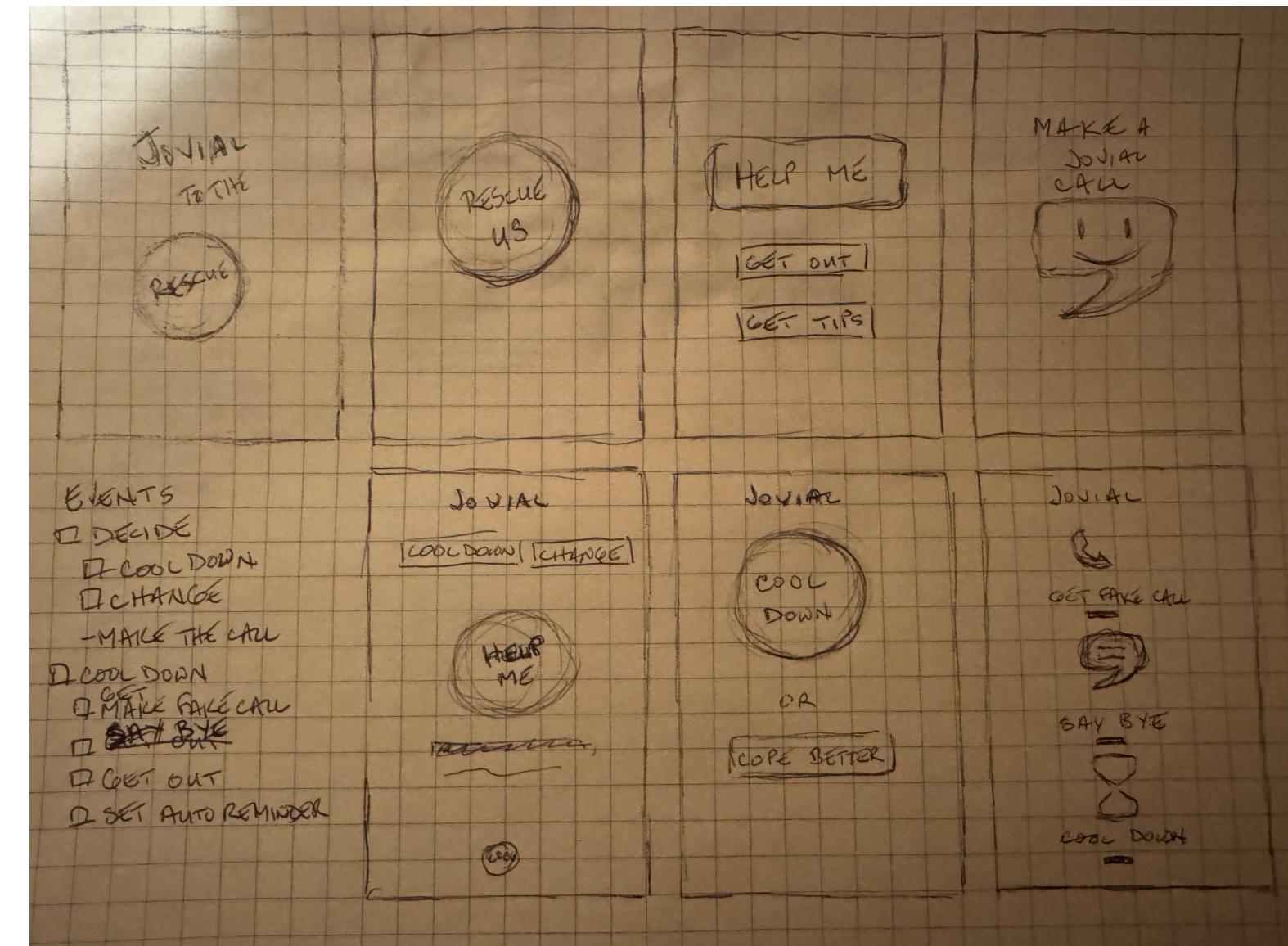
**hire@helenjr.dev
(313) 314-1696**

helenjr.dev



UX Research

SIMPLE LOVABLE COMPLETE PROTOTYPE		
I EVENT	<input type="checkbox"/> CHECK-IN	<input type="checkbox"/> FIGURE STUFF OUT
- THINGS THAT I MISS	<input type="checkbox"/> POST-THERAPY	<input type="checkbox"/> CROSS ROADS
I LIFE/LIFESTYLE	<input type="checkbox"/> AHA/MOMENTS	<input type="checkbox"/> FAMILY
I AUTONOMY/FREEDOM	<input type="checkbox"/> SITUATION WORSENS	<input type="checkbox"/> CAREER
I SECURITY	<input type="checkbox"/> EASE UP	<input type="checkbox"/> INNER PEACE
I PRIVACY	<input type="checkbox"/> CHANGES/GROWTH	<input type="checkbox"/> SELF-REALIZATION/FULFILMENT
- PET PEEVES	<input type="checkbox"/> MINDSET	<input type="checkbox"/> RELATIONSHIPS
I ANNOYANCE	<input type="checkbox"/> P.O.V.	
I INTERFERANCE	<input type="checkbox"/> NEW OUTLOOK	
- THINGS I MISS	<input type="checkbox"/> ROUTINE/HABITS	<input type="checkbox"/> EMOTIONAL MANIPULATION
I JOY	<input type="checkbox"/> PRIORITIES	<input type="checkbox"/> NARCISSIM/NARCISSISTS
I CAMARADERIE	<input type="checkbox"/> COMMITMENTS	<input type="checkbox"/> OVERBEARING PARENT
- SETBACKS	<input type="checkbox"/> MONEY INVEST TIME	<input type="checkbox"/> CODEPENDENCE
- FAILURE	<input type="checkbox"/> RESPONSE	<input type="checkbox"/> NEGATIVITY
- UNFULFILLED DREAM	<input type="checkbox"/> NOTHING	<input type="checkbox"/> MISTRUST
I CAREER	<input type="checkbox"/> IGNORE	<input type="checkbox"/> CRITICISM
I ROMANCE/LOVE/SEX	<input type="checkbox"/> ATTEMPT	<input type="checkbox"/> CRITISM
I GOAL	<input type="checkbox"/> CHANGE/STOP	<input type="checkbox"/> UNHELPFULNESS
I PURPOSE	<input type="checkbox"/> ASK FOR HELP	<input type="checkbox"/> DISAPPOINTMENT
I IDEA	<input type="checkbox"/> DELEGATE	<input type="checkbox"/> REJECTION
- HURT FEELINGS	<input type="checkbox"/> DEPRIORITYZ	<input type="checkbox"/> DEMANDS
I INSULTS	<input type="checkbox"/> WELLBEING	<input type="checkbox"/> MANAGE
I MISTREATMENT	<input type="checkbox"/> ENERGY	<input type="checkbox"/> TEMPERAMENT
I EMBARRASSMENT	<input type="checkbox"/> HEALTH	<input type="checkbox"/> STRESS
I ABUSE	<input type="checkbox"/> ATTITUDE	<input type="checkbox"/> RESPOND
- HARDSHIPS	<input type="checkbox"/> FUN	<input type="checkbox"/> INSECURITY
I ADVERSITY	<input type="checkbox"/> JOY	<input type="checkbox"/> REACT VS
I POVERTY	<input type="checkbox"/> BOUNDARIES	<input type="checkbox"/> NEGATIVE THOUGHTS
I FINANCES	<input type="checkbox"/> DEFIN/SET	<input type="checkbox"/> PESSIMISM
I DISASTER	<input type="checkbox"/> UNCOVER VALUES	<input type="checkbox"/> EXPECTATIONS
I GRIEF	<input type="checkbox"/> MORAL COMPASS	<input type="checkbox"/> MINE CAREER
I BAD LUCK	<input type="checkbox"/> DIFF BTW	<input type="checkbox"/> FAMILY
I EMERGENCY	<input type="checkbox"/> IDEAL, REALISTIC	<input type="checkbox"/> WORK
I SAFETY	<input type="checkbox"/> BREAKDOWN	<input type="checkbox"/> PRIORITYZE
I HAVEN/HOME	<input type="checkbox"/> EXTERNAL FACTORS	<input type="checkbox"/> CORE NEEDS/ASK
- STRAINED RELATIONSHIPS	<input type="checkbox"/> RESOURCES	<input type="checkbox"/> MULTIPLE REQUESTS
I MARRIAGE/ROMANTIC	<input type="checkbox"/> ENVIRONMENTS	<input type="checkbox"/> PREP-WORK/FOLLOW-UPS
I PARENTS	<input type="checkbox"/> CONTEXT	<input type="checkbox"/> ADDITIONAL RESOURCES/TIME
I SIBLINGS	<input type="checkbox"/> RESPONSIBILITY	<input type="checkbox"/> ENERGY LEVELS
I FAMILY	<input type="checkbox"/> CO-DEPENDENCE	<input type="checkbox"/> IMPORTANCE/URGENCY
I BOSS/CO-WORKERS	<input type="checkbox"/> DISCIPLINE	<input type="checkbox"/> CAPACITY
	<input type="checkbox"/> ENFORCEMENT	<input type="checkbox"/> TIME ENERGY INTEREST
		<input type="checkbox"/> NEED
		<input type="checkbox"/> STATUS QUO/DISRUPT
		<input type="checkbox"/> RISKS
		<input type="checkbox"/> TRADEOFFS
		<input type="checkbox"/> CONFLICTING GOALS/CALENDAR
		<input type="checkbox"/> SOCIAL/EMOTIONAL PRESSURE

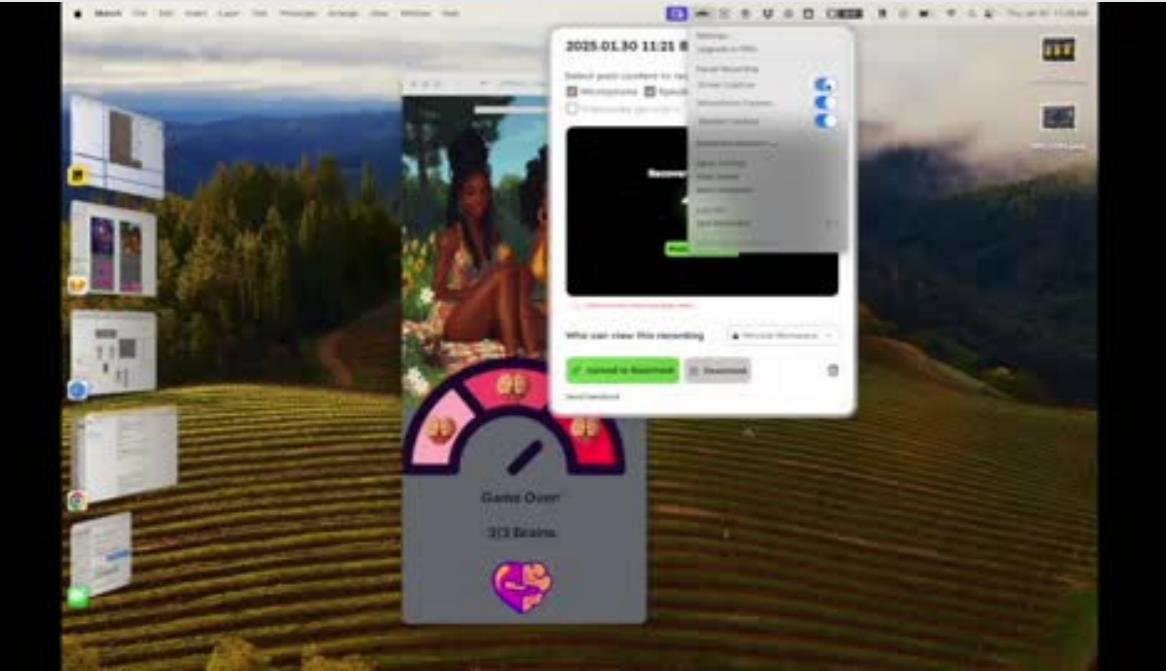


Demo: iPad

App Demo: <https://www.loom.com/share/1905e01bac9348fbb7f9cbd3f8ea41d6?sid=f562a452-56bd-4ed0-98b5-bc05decd3e03>



SOS: Simulator - iPad Pro 11-inch (M4)
Loom



usebacktrack.com

2025.01.30 11:21

Backtrack

The transcript captures a feedback session where two individuals, one of whom might be named Gabby, are discussing a video game in development. The conversation focuses on the game's design elements, including navigation, color schemes, and storytelling...

User Feedback

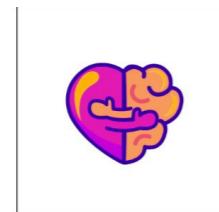
User Feedback: <https://usebacktrack.com/share/1vsigCiJ>



Simulator - iPhone 16 - 25 February 2025
Loom

Design Process

Core Gameplay Loop



Matters of The Heart

Typography

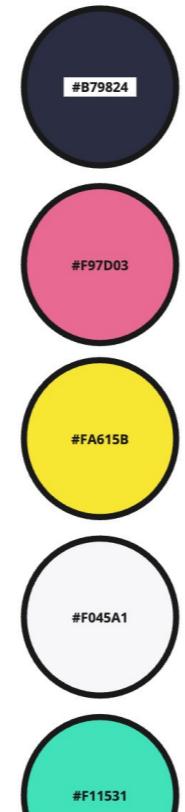
FONT NAME(S)

HEADING TEXT: **TAN Songbird**

SUBHEADING TEXT: **Fredoka**

BODY TEXT: Glacial Indifference

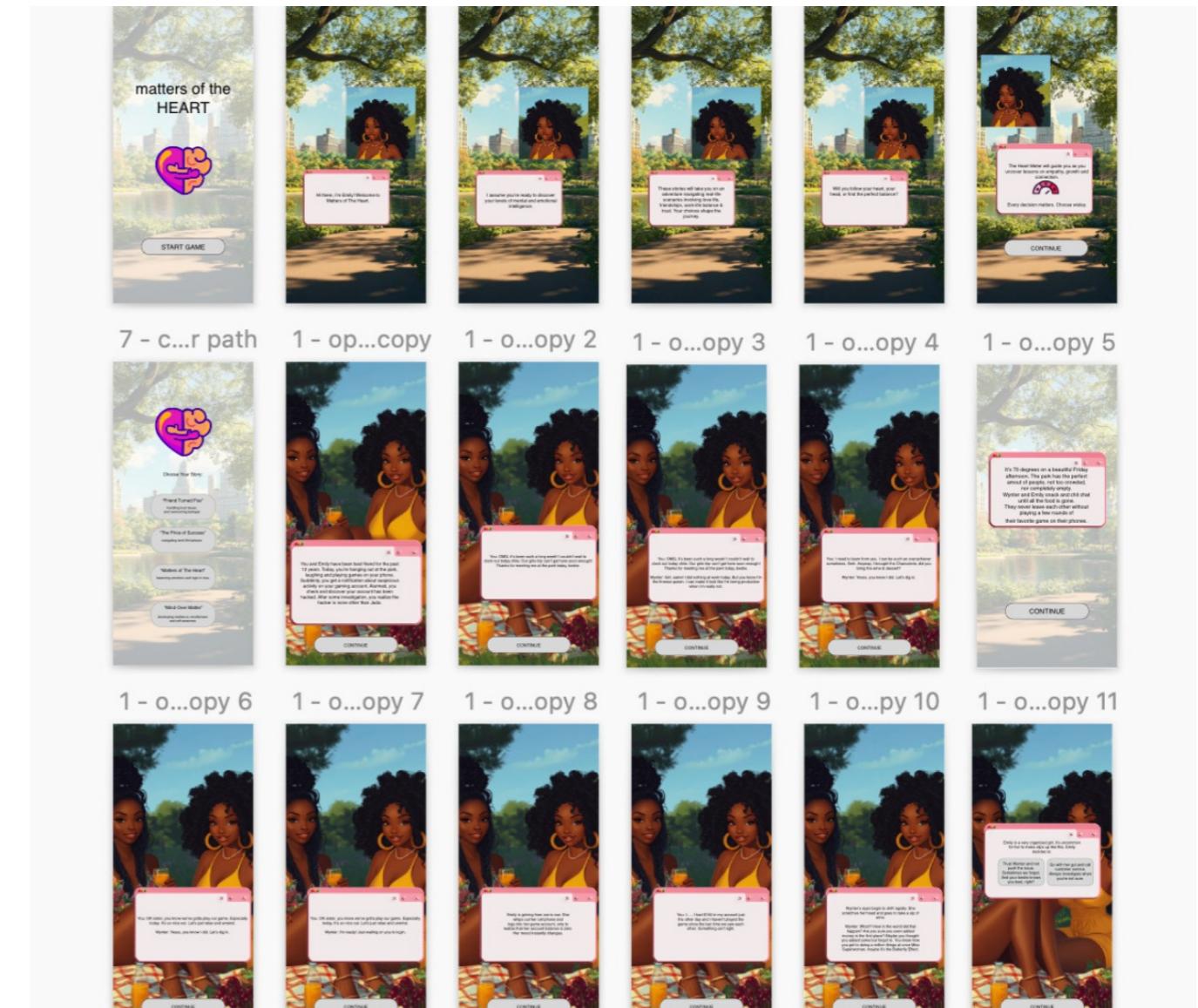
Color Palette



UI Elements



User Flow





DESIGN DOCUMENT

By: Ladies First

Introduction

Game Summary

Matters of the Heart is a storytelling and emotional intelligence in various social situations.

Inspiration

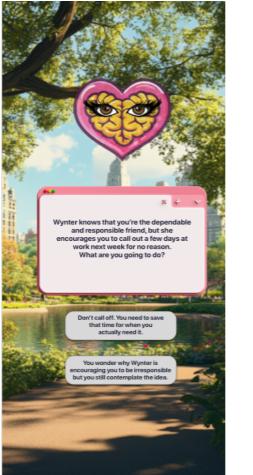
Storytelling Competitors

Episode - Choose Your Story

Episode is the main inspiration for building a storytelling game. The realistic graphical character design.

Netflix Stories - The Perfect Couple

The Perfect Couple inspired what not do in a storytelling game. Each chapter story has a choice where the player is reading and not interacting.



Controls

The game progresses by tapping on the continue button and multiple-choice answers.

In-

Accessibility

Matters of the Heart made specific choices to be an inclusive game. Our designers used large buttons and fonts for easy navigation and readability. We used Sim Daltonism to stress test how color-blind friendly the Matters of the Heart.

Demo + Design Doc

App Demo: <https://www.loom.com/share/33ab8c5da3394023a93e2ba2fb6752c6?sid=5a0af4de-8d2b-429c-9639-89136062a594>



Simulator - iPhone 16 - 25 February 2025
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