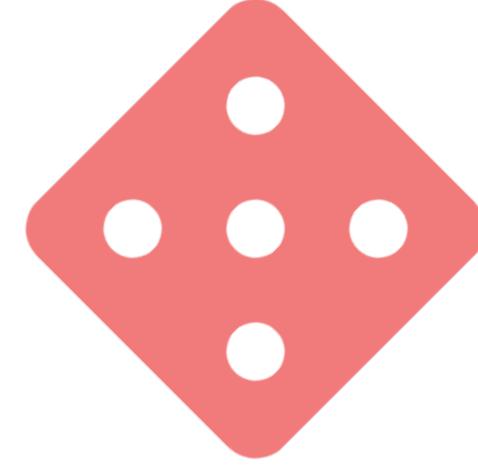


turno



game your tasks: make every **goal** feel like a **turn**, not a toil.

problem

the **daily obstacles** preventing **busy people** from being **active**

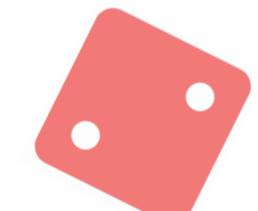
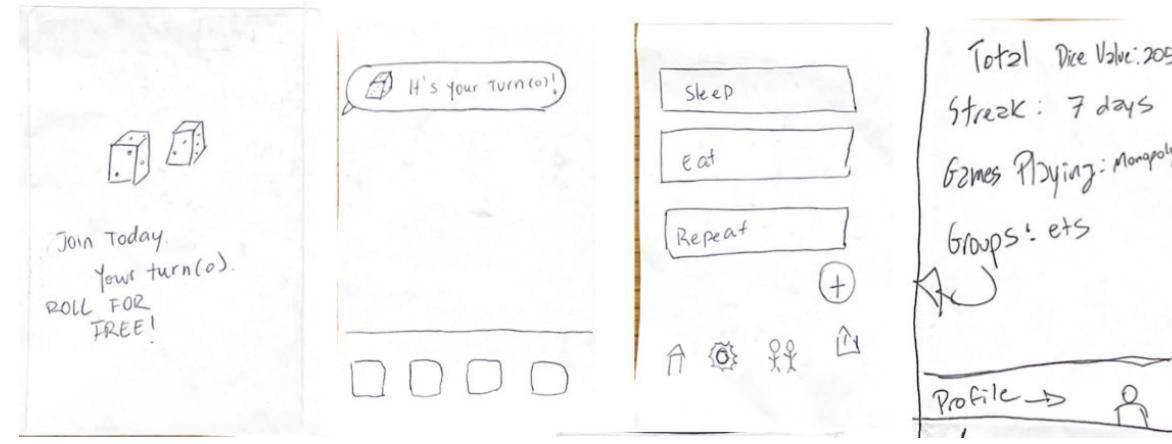
solution

turno is a **randomized activity prompter**. users roll the dice to **overcome decision paralysis & establish long-term habits**

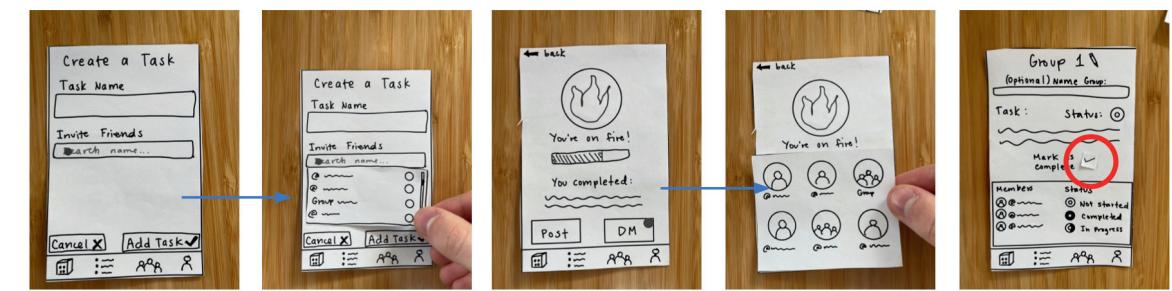
our design process...



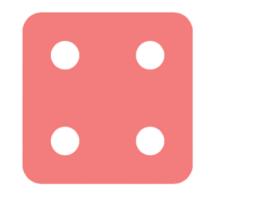
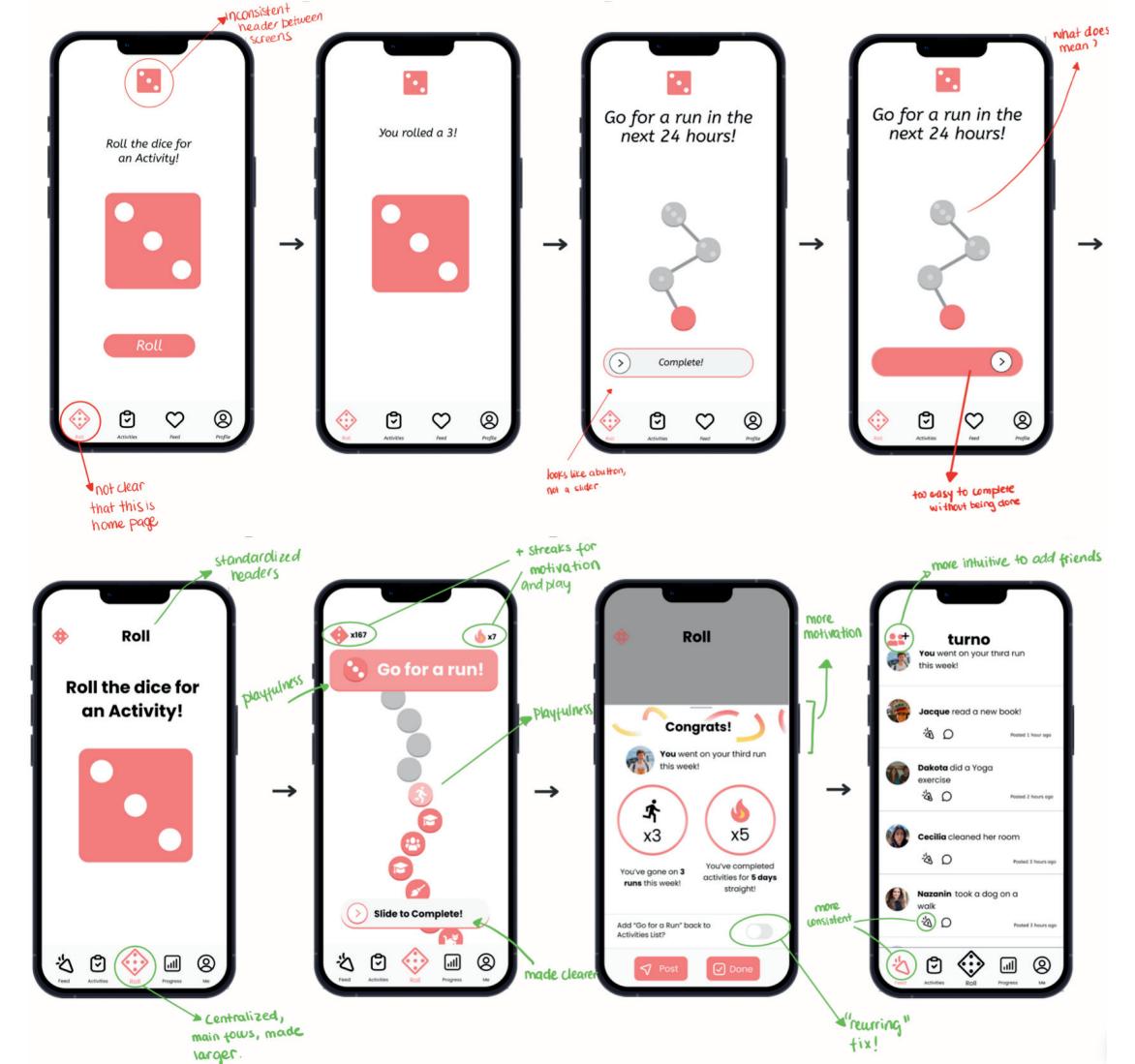
sketching



lo-fi



med-fi



hi-fi

