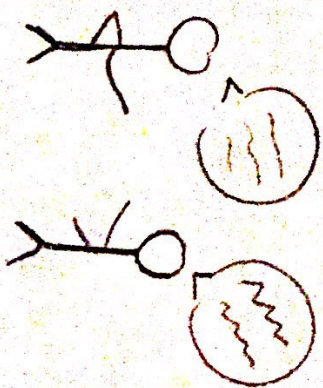


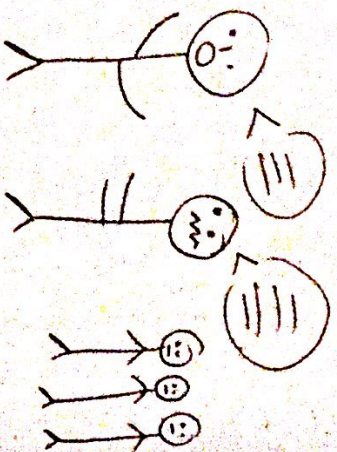
# Idea

Allocated time for fruitful discussion.



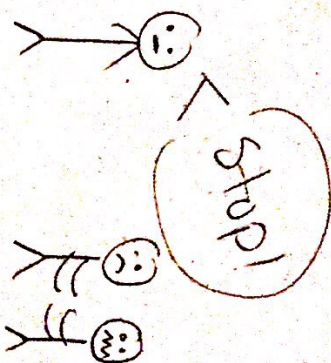
Keep reducing time if an argument happens

# Error



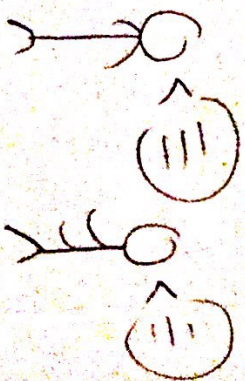
People tend to waste a lot of time arguing over things instead of moving on to next thing.

# Metaphor



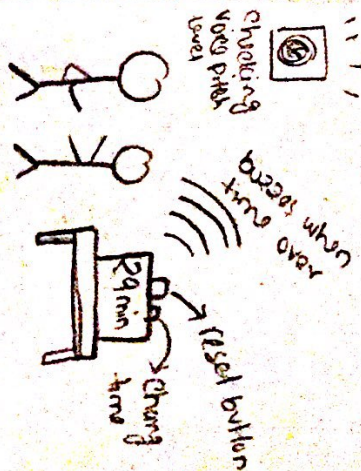
Your friend telling you to stop arguing!

# Scenario



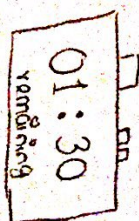
Ben and Bob have been deciding on the UI changes on their product but they also need discuss product strategy so they allocate 30 min of their meeting time for this discussion.

# Model



# Display

while discussion:

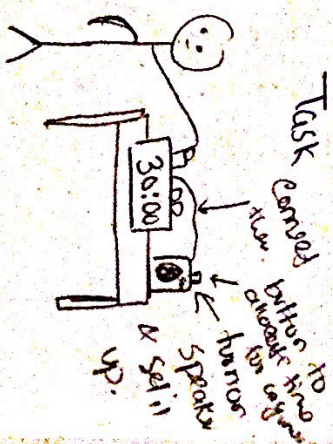


1st argument



reduced by 5 min

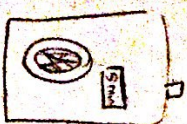
# Control



button on clock to set timer. buttons on speaker to allocate finality time.



1. Reset button  
2. Discussion time button



1. button to allocate finality time.