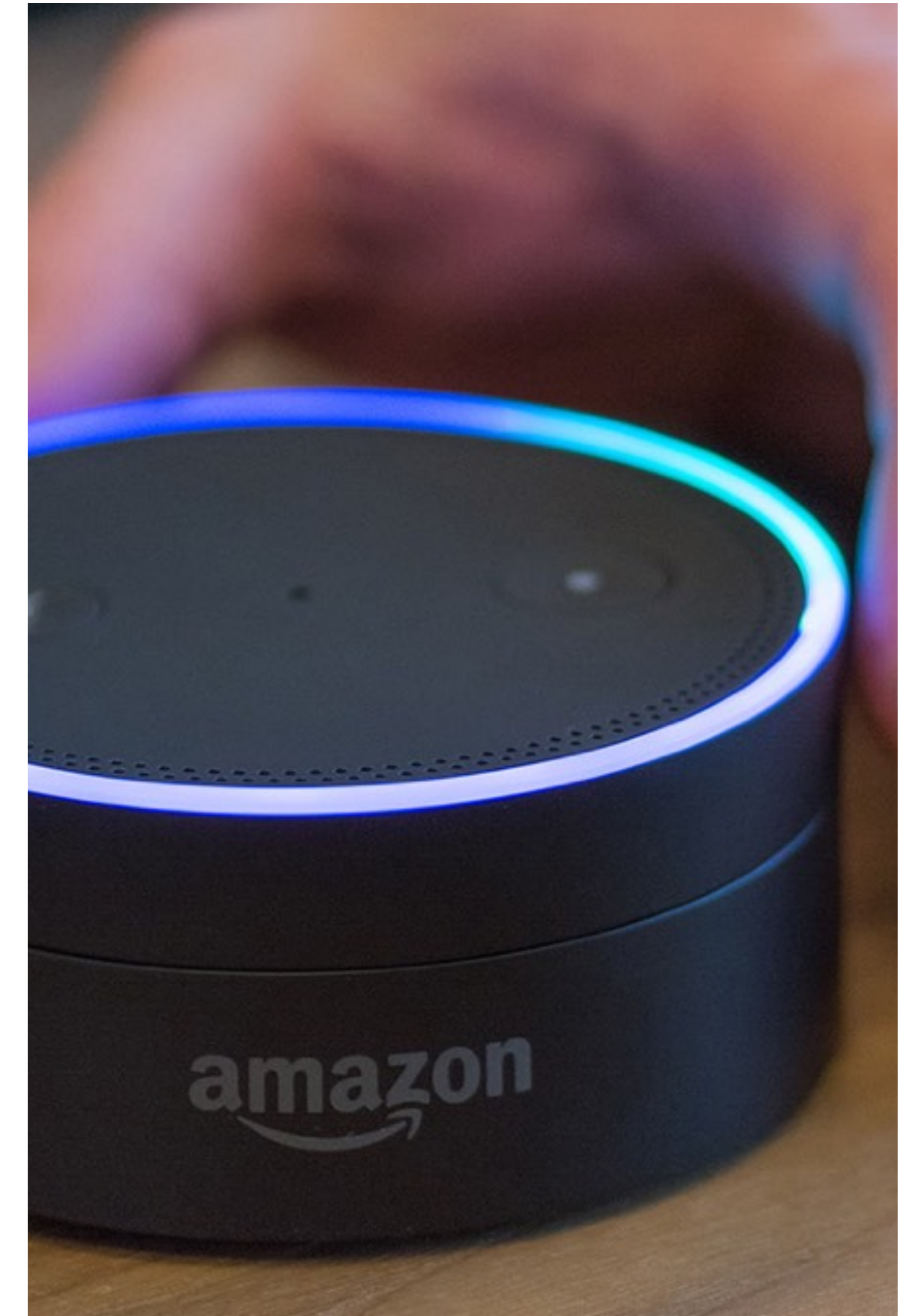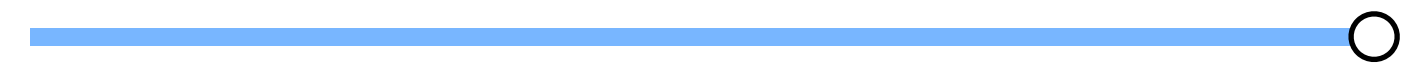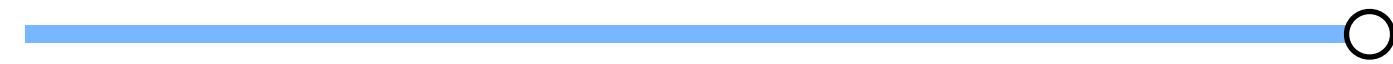# Questions

1. How will other technology forms such as an Amazon Dot, Google Home, or perhaps an LED light display in the home encourage and remind users.

2. How much capital will a user actually put at risk to be earned back on successful adherence?

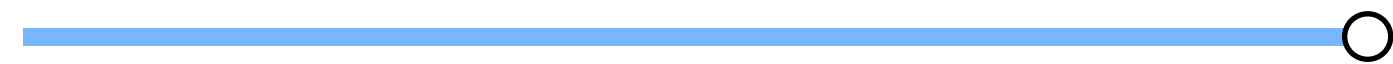3. Would game elements be more effective in motivating users?
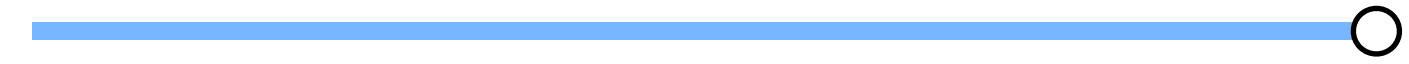
Tentative Iteration Plan

Experiment with physical components

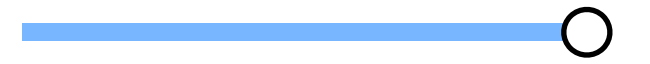Continue to prototype extrinsic motivation

Refine information to prototype intrinsic motivation

Consider more specialized tracks

Scheduling APIs

Payment APIs