User Story For MPP

As a Distributor, I should be able to take a prospect somewhere in the app, and show them the money/opportunity in SendOutCards.

As a User I should be able to take away the following:

- > How much does it cost to get started, upfront Cost.
- > What Incentives are offerd.
- > How does the payment Structure work.
- > Overview of what I was presented. (\$ in a nut shell)

The Expierence should be smooth and still get the point acrossed to the prospect.

Current Issues: MPP

- > Too many cards. (Dont know how much info I am about to be given)
- > Takes alot of time. (Users may disconnect emotionally)
- > Prospect feels A little pressure.
- > Distributor has to explain a lot of information (distributor must be trained on what to say) which adds stress to the prospect. 'Do I have to memorize all of this, in order to be successful?'
- > Users Couldnt just stumble on the cards and know what they are talking about.
- > No sense of urgency, user doesnt feel engaged enough in the presentation to want to take action.

Potential Solution: Cards w/annimation

- > Annimated Cards, show interaction and draw the user in to what is being presented.
- > Text on screen, shows user what is being talked about in a brief overview. 'solves feeling like you have to learn a lot in order to be successful' argues less pressure.
- > Action button at the bottom, to engauge the users emotion in the presentation (swipe is also included) argues less pressure.
- > Shortend Presentation, the user feels less pressured, and more excitement.