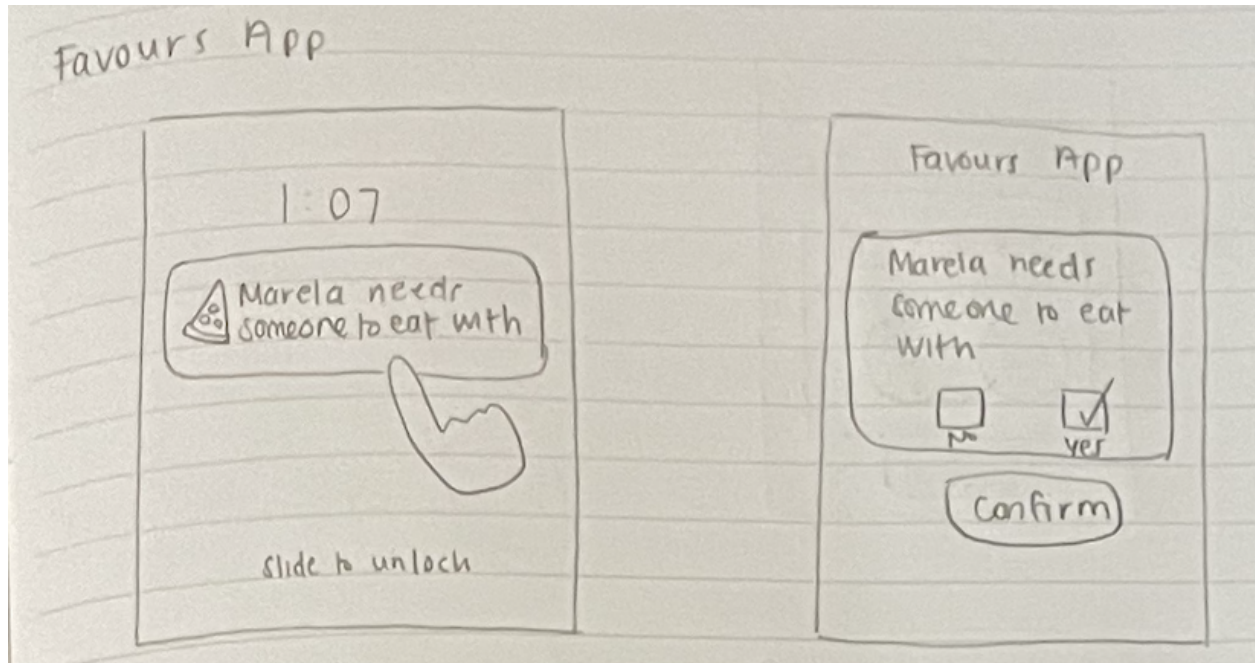
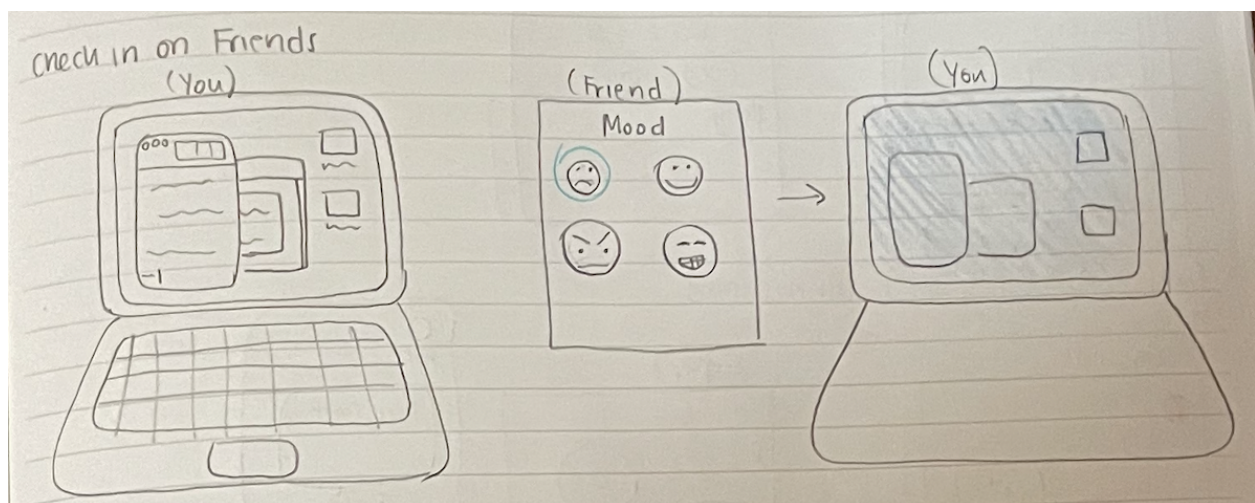


Initial

1. A user who has a spontaneous favour can signal their friends through their notifications. The friends who are willing to participate would click the notification, get redirected to the Favours app, and then confirm or reject the favour.

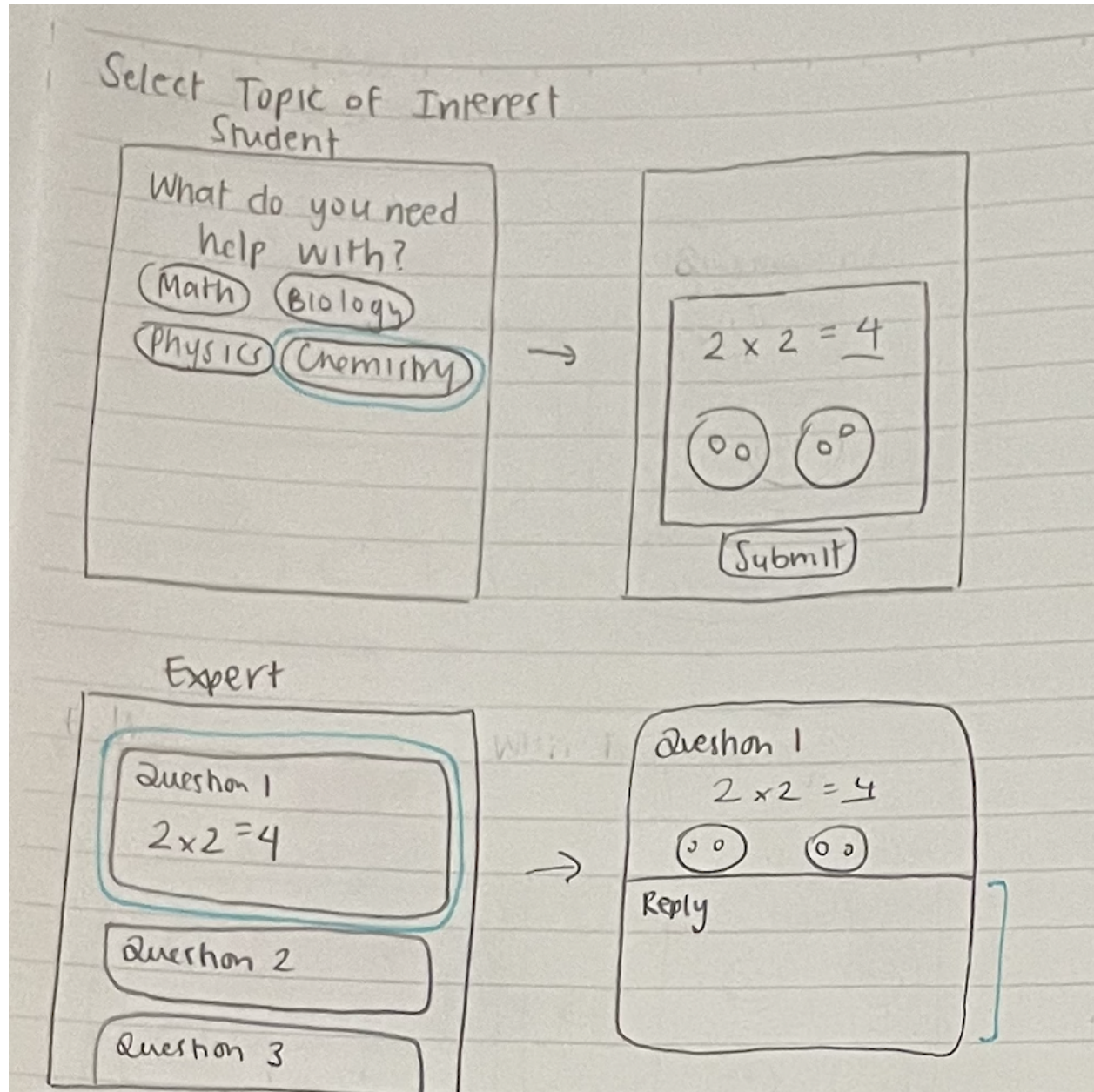


A friend can signal their mood to their other friends by propagating their mood to the screens that they are currently using. In this example, the friend communicating their mood is sad. Their friends then have their current screen tinted for a few seconds. This gives their friends the opportunity to know how their friends are feeling without directly speaking to them. They can also choose to take action.



Refined

1. A student can request help for a particular subject by constructing a drawing of their understanding and submitting it for an expert in that subject to give feedback. Experts can enter the app and select from a pool of questions, in their subject of specialty, to provide feedback for.



- Students can draw a diagram and give a verbal explanation that they would then send to a random expert who can reply with text or audio.

