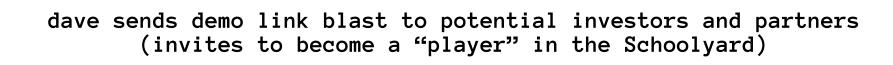
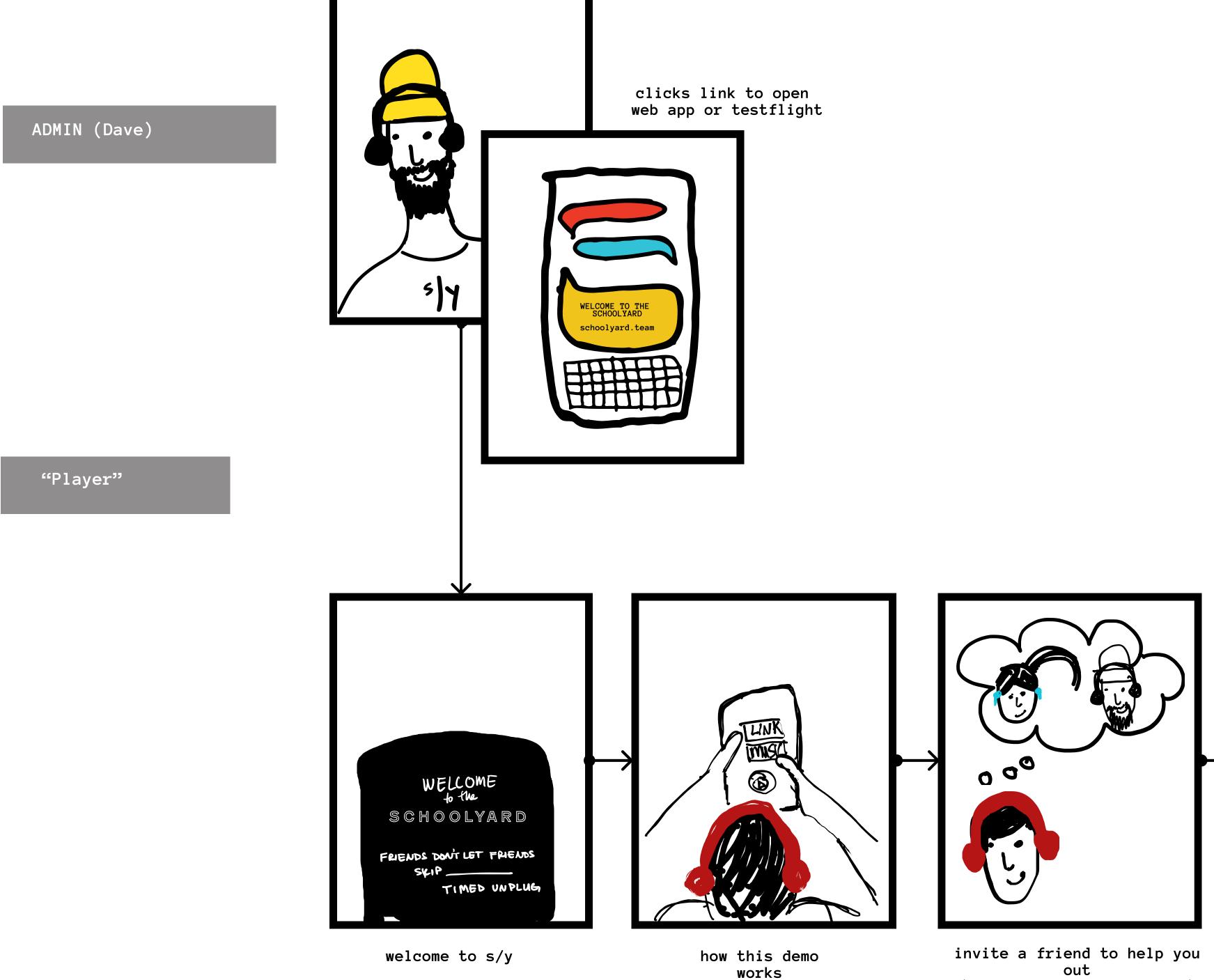
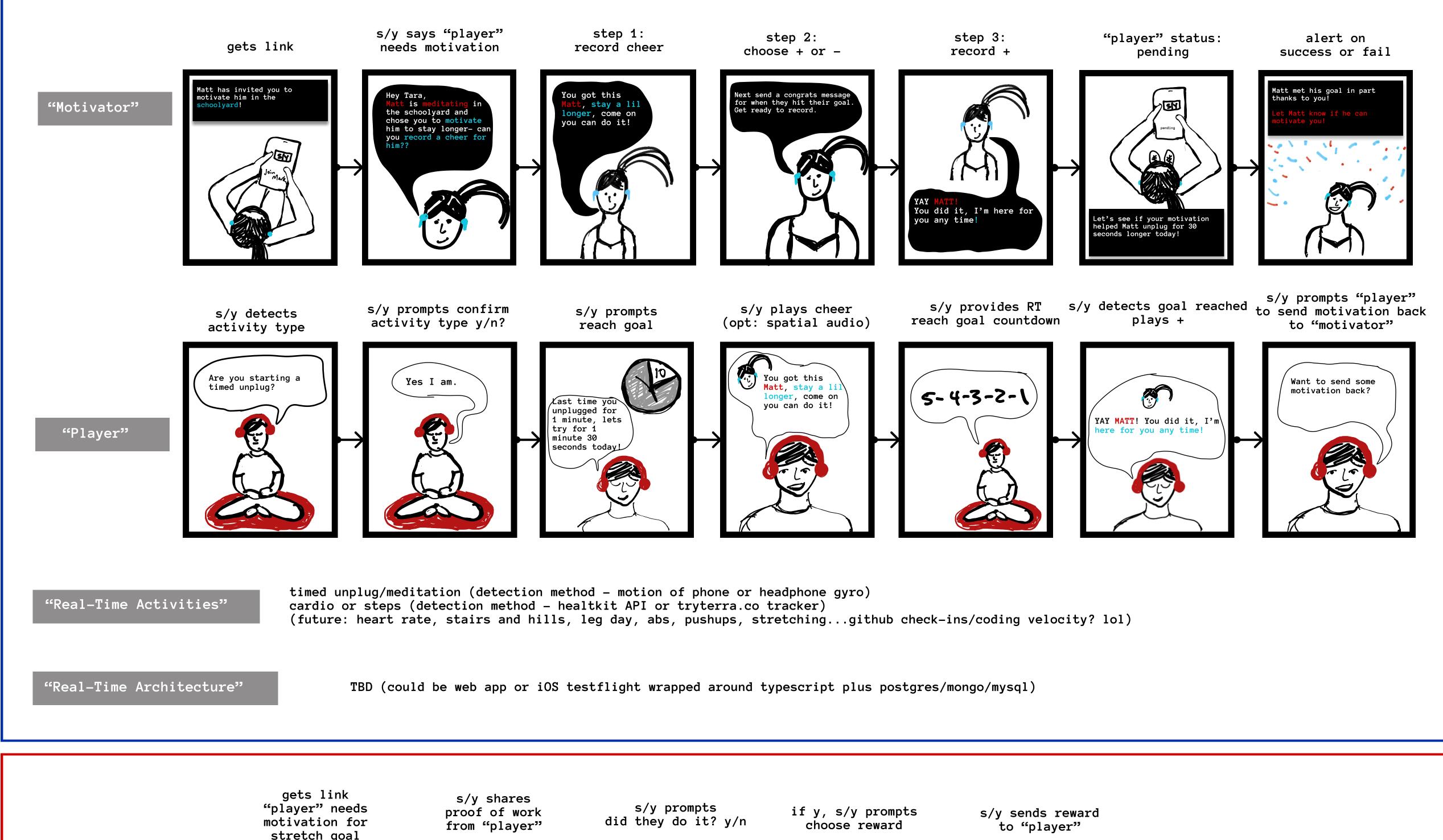
SCHOOLYARD
"Demo" Specs v0.1
Build Time Frame: ASAP (2-3 Weeks)
Ideal Team: 1 iOS + 1 Typescript Ninja plus DB abilities (experience with iOS a plus)
Design/Audio Assets to be provided
Goal: Develop a delightful "demo" of Schoolyard's Real-time and Asynchronous "motivation-in-the-moment" engine for potential investors and partners.
Budget: TBD (MVB minimum viable budget small but non-zero)
<pre>Sprint #1: "Meditation/Active Breathing/Unplug" [player + motivator flows]</pre>
Sprint #2: "Eat a !@#\$% salad" Async Activities
<pre>Sprint #3: "Cardio/Steps" w/ Spatial Audio (optional)</pre>

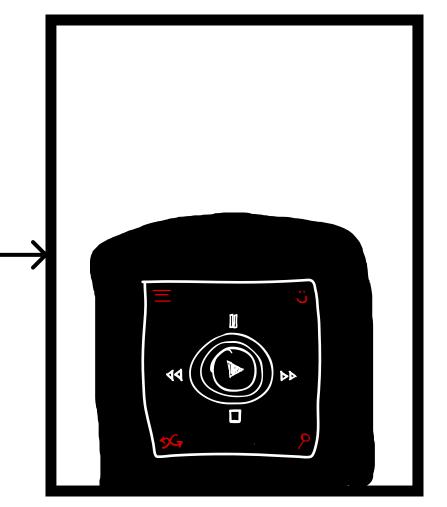




out (or choose "default dave")







put on headphones and press play to begin demo

ngratulations

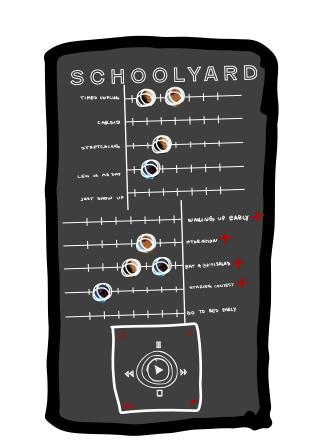


alert proof of work approved reward released



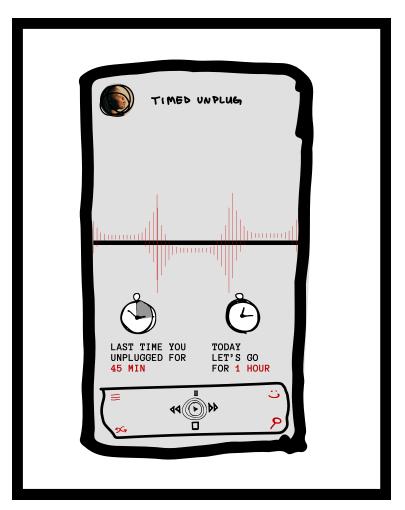


"Return Player"



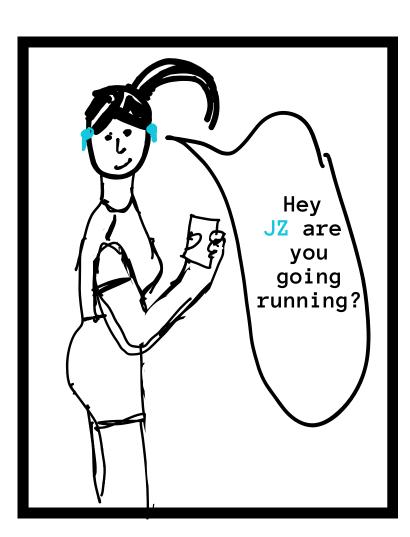


home screen w/ "race" lanes that double as group progress timelines and daily leaderboards

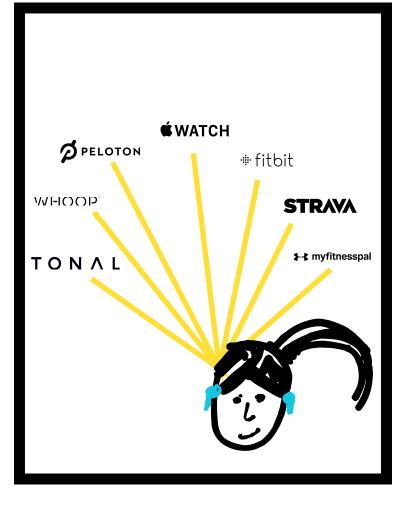




for async activities you tap and hold opens small photo aperature with "proof of work" or "proof of fail" written on it



for sync activities app auto-detects



```
future: link to music
link to sensors
mission-based team play
```