CS 147 · Autumn 2026 · Assignment 6

Open When

Medium-fi prototype

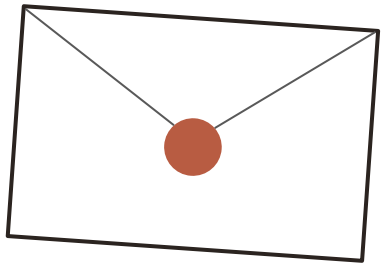


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Value proposition & problem/solution

Messages from your friends, locked until the moment you need them.



Problem

Support shows up after the hard moment

- Chat apps deliver instantly, so nothing waits for a first day or a homesick Sunday
- Big moves are when friends matter most and are hardest to reach

Solution

A time-locked message app

- Friends leave voice, photos or text, locked until a date or mood the sender picks
- An optional ring learns the receiver's routine and buzzes when a letter may fit
- No feed, likes or read receipts, so opening never means owing a reply

Value 1 · Low pressure

Low pressure: receiving never creates a debt

What it means

Friends can stay close without owing anything

Nothing asks the receiver to reply, react or keep a streak, and there is no streak / counts for who sent more “Open Whens”.

In the design

Nothing to keep up with

- No feed, likes, read receipts or streaks
- After opening, Save is the only button
- Replying is optional and never prompted

Tension

Low pressure vs. reciprocity

Senders want to know a message arrived, “especially if they spend a lot of time building” it (feedback from Studio 6).

How we are addressing it

- Receivers can send an optional thank-you

Evidence: A4 found Marco Polo’s reply threads make a reply feel expected. In our A2 challenge-card test, the tester said “once in a while” was fine but “regularly” was too much.

Value 2 · Intentionality

Intentionality: one person, one moment

What it means

One friend, one moment

Every letter is made for one specific person and tied to the specific moment it should open, and the app protects that choice so the letter can't arrive any other way.

In the design

No message without a moment

- "Open when…" is a required field on every message
- Locked letters can't be opened early
- The condition is written in words on the envelope

Tension

Intentionality vs. effort

Each required step makes sending harder, and A4 found Instagram or other short form content wins over users, so Open When should be as frictionless as possible.

How we are addressing it

- Sending went from 7 screens (A5) to 4 (revised sketch)
- We are adding presets like "first day" make the condition one tap

Evidence: asked what he liked most, Darsh (A5 debrief) said: "That you can't peek. If it just showed up as a normal text, then I would just send a text."

Value 3 · Presence

Presence: a letter should feel like a visit

What it means

A friend with you in the moment

Opening a letter should feel like the friend is in the room. It is also our primary usability goal, scored 1–7 after Task 1.

In the design

The friend comes first

- The friend's voice plays before any text
- Their name sits on the envelope
- Stampy frames it as their moment: "Pri left this for you!"
- A transcript sits below for anyone who can't listen

Tension

Presence vs. low pressure

Live calls or reactions would feel closer but bring back the obligation we removed.

How we are addressing it

- Messages stay asynchronous
- An optional voice reply feels like conversation without a call

Evidence: in our A2 voice-postcard test, the tester chose a friend's voice clip over a reel ("I can find my own reels"). Pedro (A5) rated presence 4/7: "It's not like they're there."

Value 4 · Privacy

Privacy: the wearer controls what the ring senses

What it means

Body data belongs to the wearer

Mood and routine signals stay with the person wearing the ring. A letter is visible only to its sender and receiver.

In the design

Opt in, one signal at a time

- Each ring signal is opt-in and can be turned off
- Date-only mode works with no ring at all
- No public profile, feed or activity status
- Only the wearer feels the buzz

Tension

Privacy vs. right-moment delivery

Better mood sensing needs more body data.

How we are addressing it

- Signals are processed on the phone; the app only learns “a moment may fit”
- Each opened letter says why it unlocked

Evidence: Iris (A5, Task 1) asked how the app knew it was her first day. A studio 6 classmate asked whether the ring is needed at all. A4: Instagram’s map drew backlash for sharing location without opt-in.

Value 5 · User control

User control: review, change or take back

What it means

Nothing scheduled is out of reach for editing

Senders lock letters weeks or months ahead, so they need a way back to them. Receivers decide when to open and need more agency/control.

In the design

Every locked letter is easy to find

- The Sent list shows each locked letter with view, edit and delete
- Drafts keeps a half-built collection if you leave
- The buzz never auto-plays; the receiver taps to open

Tension

Sender control vs. receiver trust

Editing after sending could change a letter the receiver is waiting for.

How we are addressing it

- Edits are allowed only while a letter is locked
- Once it unlocks, it is fixed

Evidence: not finding edit caused our only A5 task failure (Iris, Task 3, hint 3). A4's Backstabber card already asked that senders can cancel or delete before a letter unlocks.

Values · conflicts

Five places where our values pull against each other

We resolve each conflict in favor of low pressure and the receiver, then give the sender a lighter signal. These calls will be checked in med-fi testing.

Conflict	Where it shows up	How we resolve it
Presence vs. low pressure	Live calls would feel closer but create a debt	Letters stay asynchronous with optional voice reply
Intentionality vs. low pressure	A required “Open when…” adds an extra step to the flow	Presets like “first day” brings 7 screens down to 4
Privacy vs. presence	Right-moment buzzes need body data	On-phone processing; date-only mode; “why it unlocked” line to provide clarity ro receiver
User control vs. intentionality	Editing a message could change what the receiver expects and the relationship between sender and receiver	Edit only while locked; fixed after unlock

Tasks

Task goals stayed; but the flows inside changed

Task	Level	Goal	Complexity
Receive	Simple	Feel my friend is with me at the moment I need them	No decisions needed on user's behalf (4 taps with no typing). A5: 4/4 success.
Send	Moderate	Show a friend I'm with them before something big	Three decisions (who, when, what) plus a recording of a message. A5: 3 of 4 needed a hint.
Build	Complex	Support a friend through a stretch of time	Several letters, each with its own date or mood, planned months ahead and edited later. For power users. A5 showed 1 failure out of 4 participants.

Tasks

Receive Task Changes

Word Choice: Changed “File it” to “Save”

The word slowed down an otherwise smooth task. All four A5 participants finished Receive, and Krishna did it in 25 seconds, but Pedro and Iris both stopped to ask what filing meant (O6).

- Pedro: “I don’t know what that means, to file something.”

“Save” is the word phones already use for keeping something, so people recognize it instead of having to work it out. It supports our low-pressure value: after opening a letter, saving it is the only thing we ask of the receiver.

Changed where the task ends

In the paper version, the letter was “filed away” into a folder, and Iris was left asking, in effect, “filed where?”

Now the letter lands at the top of the Saved tab in Letters. The user sees exactly where it went and can tell the task is done without anyone confirming it.

Tasks

Send Task Changes

Moved the starting point from the empty home screen to Letters

Every letter the user sends or receives lives in Letters, so the new letter ends up on the same screen the user started from. This closes the loop: the user starts in Letters, writes, and comes back to see the letter waiting under Sent.

Changed the condition for a letter to open to two worded choices, “On a date” and “In a mood”

“In a mood” brings the ring’s feeling-based unlock into the task, so Send covers both ways a letter can open, as we described in A4.

Reordered the steps from format → person → photos → condition to who → when → what → send. The old order confused people in three different ways:

1. Krishna found starting with the format backwards: “Wait what. Ok I’ll just send it to Ari. Is this supposed to be to pick a photo?” (O3)
2. Pedro skipped the condition entirely because the open-when icon looked like a camera, and he needed a level-2 hint (O1).
3. Darsh tapped the wrong friend because Ari and Alex were both shown as “A” (O2).

Now the user picks the friend by name first, then sets “Open when…” as a labeled field right next to “To,” so it can’t be missed. Recording comes last because what you say depends on when it will be heard. A message for someone’s first morning sounds different from one for a bad day. This order supports ***intentionality***: every letter is tied to a moment before it’s made.

Tasks

Build Task Changes

Delete the single “stretch of time” choice

Iris couldn’t tell the collection’s time span apart from each letter’s own date: “Wait, so how is this date different from the dates I picked at the beginning?” (O5). Every letter in a collection already has its own “Open when…” date or mood, so a separate date range for the whole collection added a step without adding anything. Senders can still plan around a period of time, such as letters set to open between October and November, or for moments that come up during a friend’s move.

Changed where the task ends, to the Collections grid

The new collection appears on the grid, showing how many letters it holds. This matches how Receive and Send now end, with the result sitting in a list the user can see. Across all three tasks, the user can tell they’ve finished by looking at the screen instead of asking.

Ability to delete collections

Senders can now delete a collection they made, just as they can edit or delete a single locked letter. This gives senders full ownership of what they create and supports our user-control value.

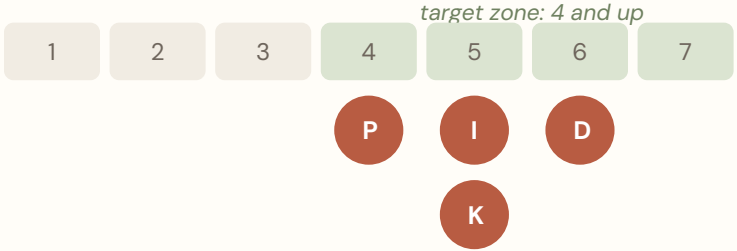
Recap

Usability Goals & Key Measurements

Goal 1 · Presence

Met

Key measurement: "I felt my friend was with me" (1–7), asked after Task 1. Target: median ≥ 4.



> *"It's nice and all… but it's not like they're there."*
>
> Pedro, Task 1 · ease 7, presence 4

Goal 2 · Intuitiveness

Not met

Key measurement: highest hint level on each of the 12 attempts & misclicks (More than 1 misclick in Send for Iris and Darsh)

A5: 7 of 12 attempts hint-free

Participants	P	I	D	K
Receive	0	1	0	0
Send	2	1	1	0
Build	0	3	0	0

Key:
0 none · 1 prompt · 2 assisted · 3 facilitator did it · dashed = cause fixed in a sketch

Usability goals

What changes need to be made to better hit these goals?

Goal 1 · Presence

- **Add a more explicit "why it unlocked" line:** "Pri set this for your first day"
  - Why: Iris asked how the app knew it was her first day. Naming the friend's choice turns an unexplained event into a moment the friend planned for her.
- **Utilize a Mascot**
  - A mascot whose expression matches the friend's tone carries their presence past the opening screen.

A5 showed that an easy flow did not necessarily make Pedro feel his friend was there, so these changes make every letter feel planned, intentional, and voiced by the friend rather than simply just delivered by the app.

Goal 2 · Intuitiveness

- **Fix the remaining critical usability issues:** Make Play and Record again look clearly different on the Review screen (O7)
- **Replace unclear labels with plain, familiar words**: In A5, unclear labels caused more trouble than layout. Build drew 7 of our 20 clarifying questions, 6 of them from Iris about wording and dates.
- **Keep the three flows consistent and reuse components:** What users learn in Send carries over to Build, so the complex task feels familiar instead of new.

Every hint in A5 came from unclear labels, look-alike controls or unfamiliar steps, so these changes let users recognize what to do on the first try instead of asking.

Revised sketches · overview

3 Major Changes

1 · Faster, clearer sending

Recipient, format and capture share one screen; “Open when…” is a labeled step before Lock & send.

- Fixes O1, O2 and O3, all severity 3
- 7 screens down to 4
- Heuristics: Recognition rather than recall. People should be able to see their options on screen instead of remembering them from an earlier step.

2 · Control after sending

Home adds a Recently Sent list with view, edit and delete on every locked letter.

- Fixes O4, our only task failure
- Heuristic: user control and freedom; people need a clear way to undo or change what they did. The Recently Sent list with view, edit and delete gives senders a way back to a letter, which Iris couldn’t find in A5.

3 · A clearer, more visual Build

Collections show the friend’s photo, setup asks for one start date, Drafts saves unfinished sets, and the empty state has one call to action.

- Fixes O5 and O9, plus the “organize” confusion in O4
- Heuristic: aesthetic and minimalist design; every extra element competes for attention with the ones that matter. We add a quieter empty collection, with one “Add an open when” button instead of three placeholder cards.

How we picked these three: we ranked A5 incidents by severity, then by how many hints they caused. The Receive copy change (“File it” → “Save”, O6) is in the appendix.

Usability goals · progress from sketches

The sketches fix 4 of 5 hinted attempts from our A5 testing

Hinted attempt (A5)	Cause	Sketched revision	Still a risk?
Iris · Receive · hint 1	O6, O8: "File it" unclear; tapped the envelope	"Save" label and a labeled OPEN button	Medium: the envelope still isn't tappable
Pedro · Send · hint 2	O1: open-when lock read as a camera	"Open when…" is a labeled step in words	Low: no icon left to misread
Darsh · Send · hint 1	O2: Ari and Alex both shown as "A"	A name label under every avatar	Low
Iris · Send · hint 1	O7: confused about duplicate audio button to re-record her voice note	Not changed	Medium-High: the button stays based on existing conventions with voice recording
Iris · Build · hint 3 (failure)	O4: no way to review or edit after sending	Recently Sent on home with view, edit, delete	Low-Medium: needs a med-fi test, but mostly resolved by adding new flow for editing

Method: we replayed each hinted A5 attempt against the revised sketches and checked whether the screen that caused it still exists. If the four fixes hold, hint-free attempts rise from 7 of 12 to 11 of 12.

Revised sketches · usability goals

How do these changes aid in progressing forward with our usability goals?

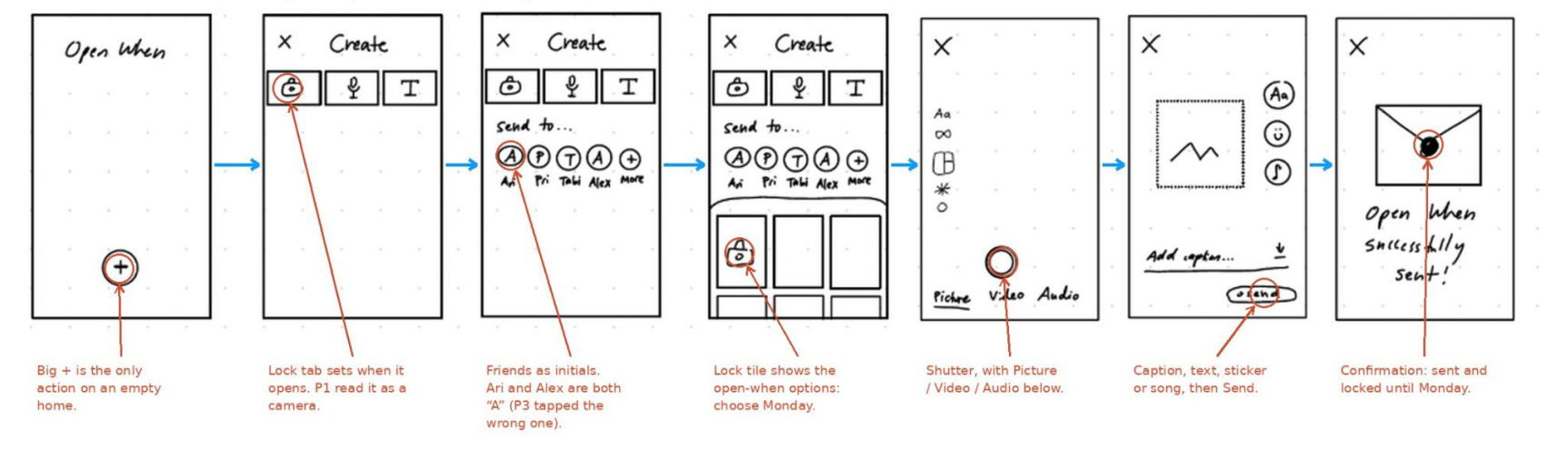
Each change targets one key measurement

Change	Goal	Key measurement it should move	Why
1 · Clearer sending	Intuitive	Hint level and misclicks in Send	Send had 3 of the 5 hinted attempts and 5 of 8 misclicks in A5; all three causes (O1–O3) are redesigned.
2 · Control after sending	Intuitive	Hint level in Build	The only level-3 hint came from not finding edit; edit is now on the home screen.
3 · Clearer Build	Intuitive, Presence	Clarifying questions; presence rating	Build drew 7 questions, 6 from Iris, about “organize” and dates. Photos keep the friend at the center.

Counts are totals across 4 A5 participants. Expected effects are predictions until the med-fi test.

Change 1 · Before (A5 low-fi)

Sending took 7 screens; “when” was an icon

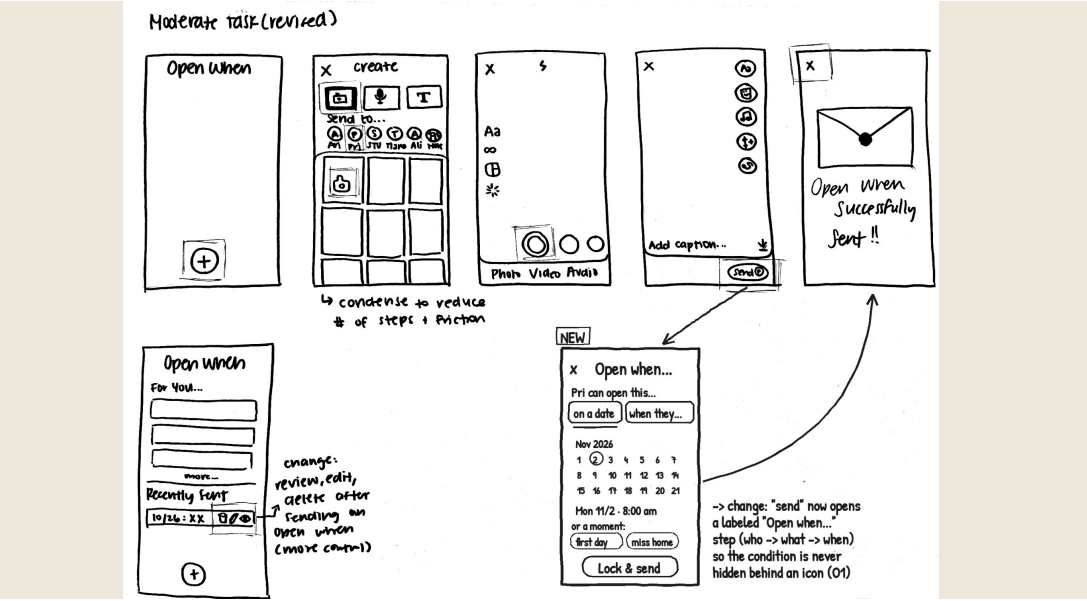


Format, recipient and the open-when tile sat on three separate Create screens, and the lock tab read as a camera.

O1 · Pedro set no condition until prompted (hint 2), yet rated ease 7/7. O2 · Ari and Alex were both “A”; Darsh tapped the wrong one first. O3 · Krishna found format → person → photos backwards.

Change 1 · After (revised sketch)

Sending now names who, what and when



who + what ⟶ capture ⟶ open when ⟶ send

What changed

Recipient, format and photo grid share one Create screen, so the person comes first (O3).

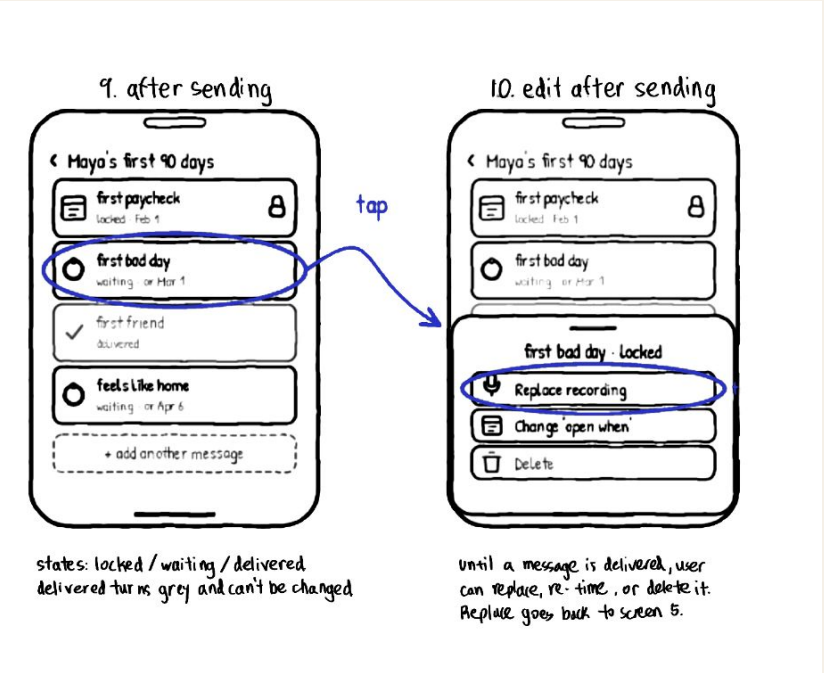
Every avatar has a name label, so Ari and Alex no longer look alike (O2).

"Send" opens a labeled "Open when..." step with presets like "first day", then Lock & send (O1). Seven screens became four.

"The hardest part was seeing that the camera drawing was a camera and not a lock." Pedro, Task 2 (hint level 2)

Change 2 · Before (A5 low-fi)

Editing a sent message was buried



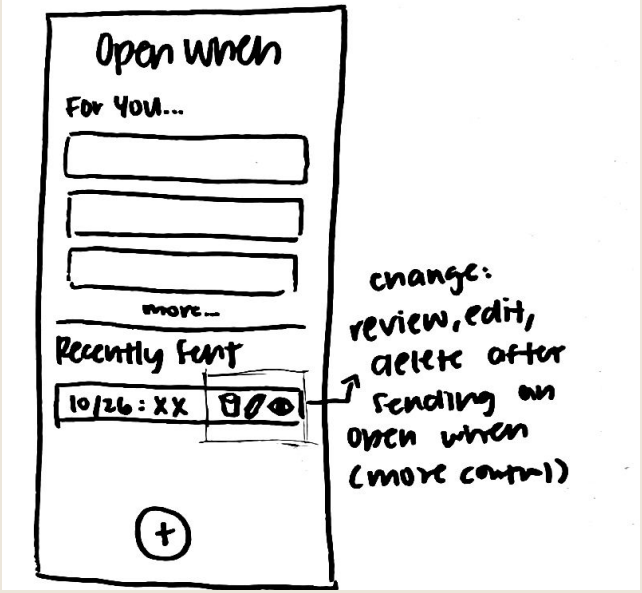
Edit, replace and delete existed only on screen 10, after opening a sent collection and tapping a message.

A single letter from the Send flow had no list at all; the confirmation screen was a dead end.

O4 · Iris asked 6 clarifying questions and made 0 misclicks, then needed a level-3 hint: our only task failure.

Change 2 · After (revised sketch)

Recently Sent puts edit one tap away



home: For you... + Recently sent (delete · edit · view)

What changed

Home now has two lists: letters waiting for you, and locked letters you sent.

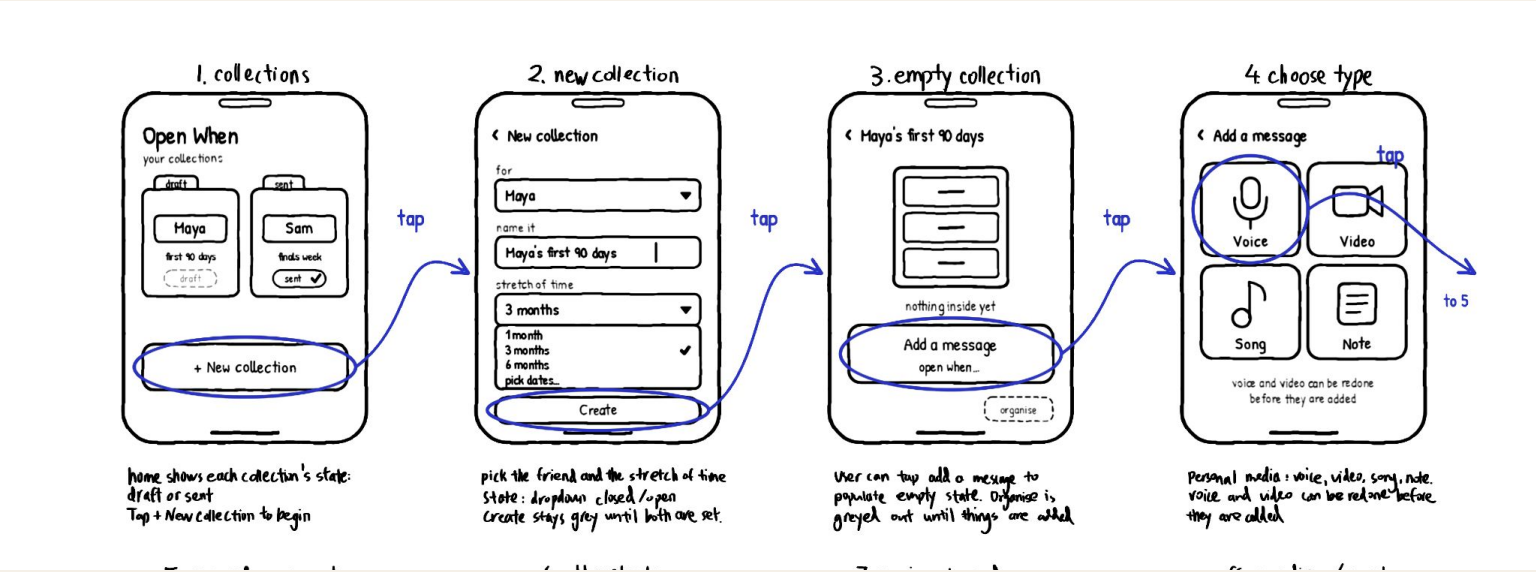
Each sent row has view, edit and delete, one tap from home.

Edits work only while a letter is locked, which protects what the receiver expects (Value 5).

"Wait, what is 'organize'? Like, can I see what I just recorded or change it?" Iris, Task 3 (hint level 3, task failure)

Change 3 · Before (A5 low-fi)

Build had text tabs and a busy empty state

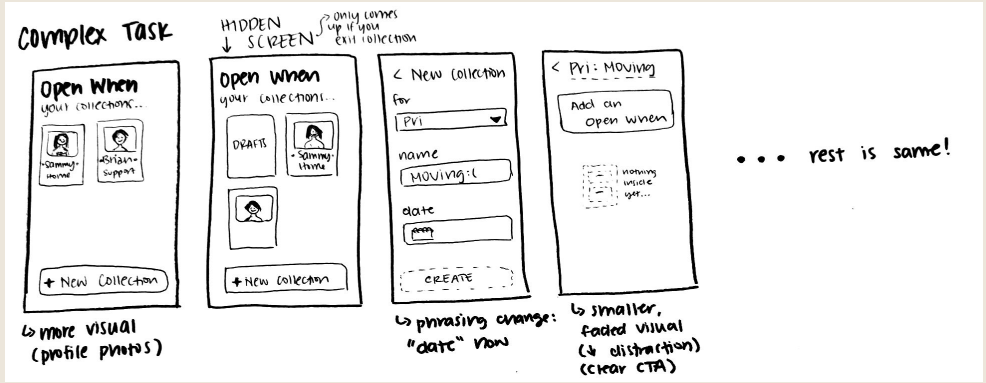


Collections were text labels, setup asked for a “stretch of time” on top of each message’s own date, and the empty collection showed three placeholder cards.

O5 · Iris could not tell the series dates from one message’s date (2 questions). O9 · Krishna stared at the empty collection without speaking; his ease fell to 5.1.

Change 3 · After (revised sketch)

Build shows people and asks for one date



photos → drafts → new collection → empty

What changed

Collections show the friend's photo instead of text tabs.

Drafts appears only if you leave a collection mid-build.

Setup asks for For, Name and one start Date, replacing "stretch of time" (O5).

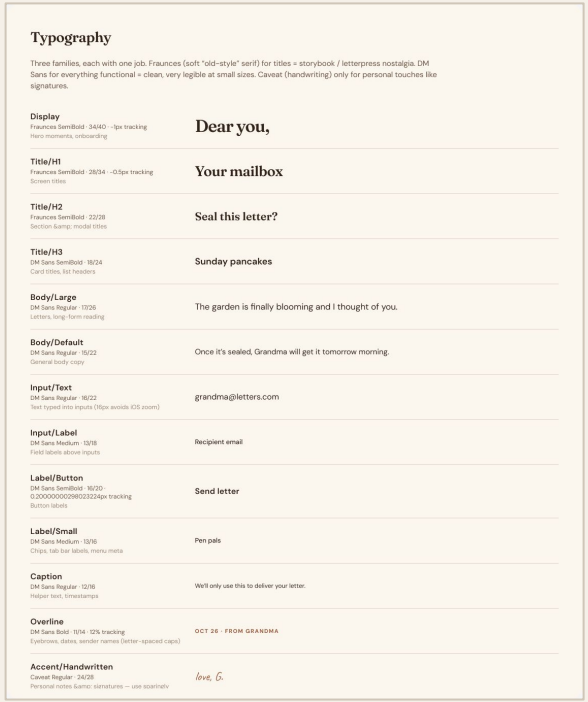
The empty state is smaller and faded so "Add an open when" stands out (O9).

"Wait, so how is this date different from the dates I picked at the beginning?" Iris, Task 3

Design system · required elements

Color and type: warm stationery, clear UI text



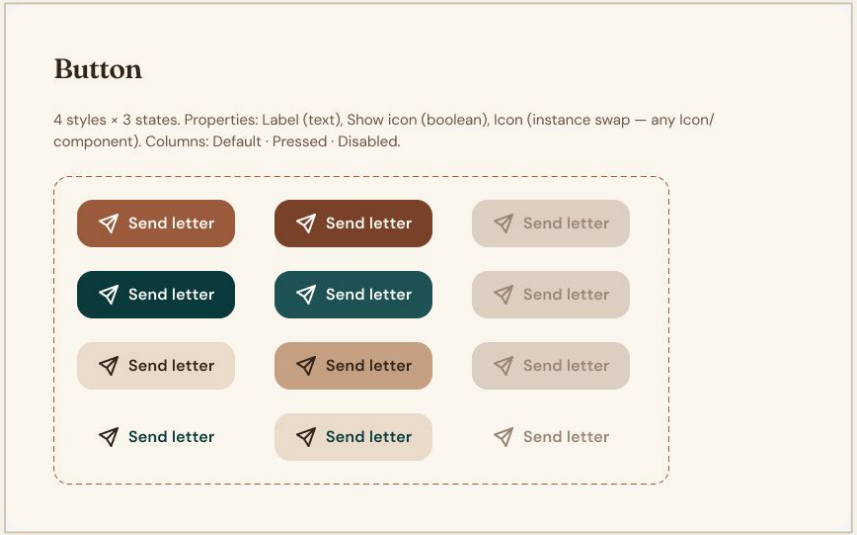


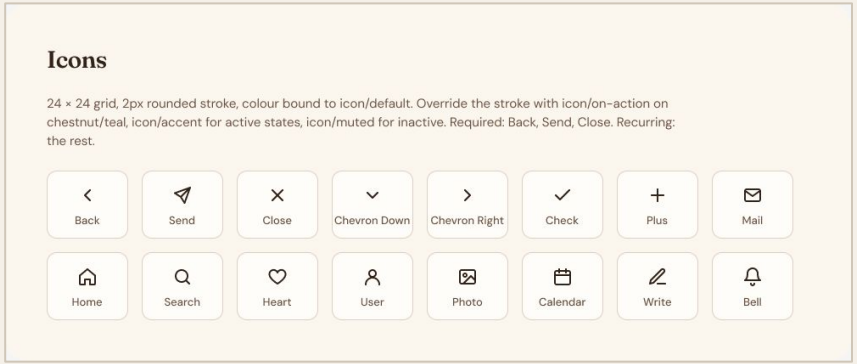
Six brand colors from the mood board, aliased by semantic tokens.

Fraunces for titles, DM Sans for UI, Caveat only for signatures.

Design system · required elements

Buttons and icons share one shape language



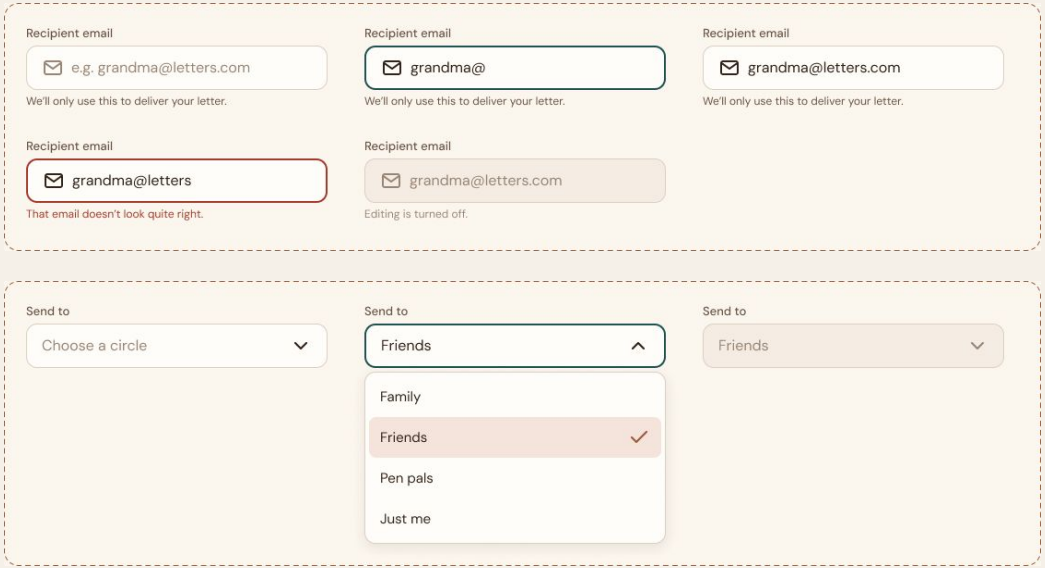


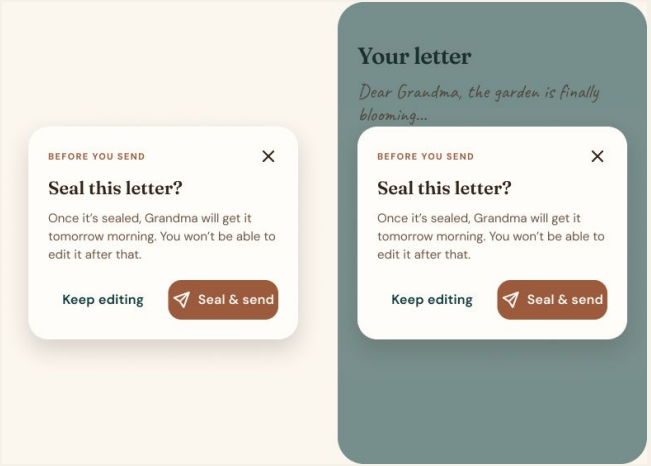
Buttons: 4 styles × 3 states (default, pressed, disabled). Chestnut primary, deep-teal secondary, camel soft, outline.

Icons: 24 × 24 grid, 2px rounded stroke. Required: Back, Send, Close. The rest recur across flows; Mic, Video, Music, Note, Play, Ring and Lock are added in Figma.

Design system · required elements

Input, dropdown and modal use the same tokens





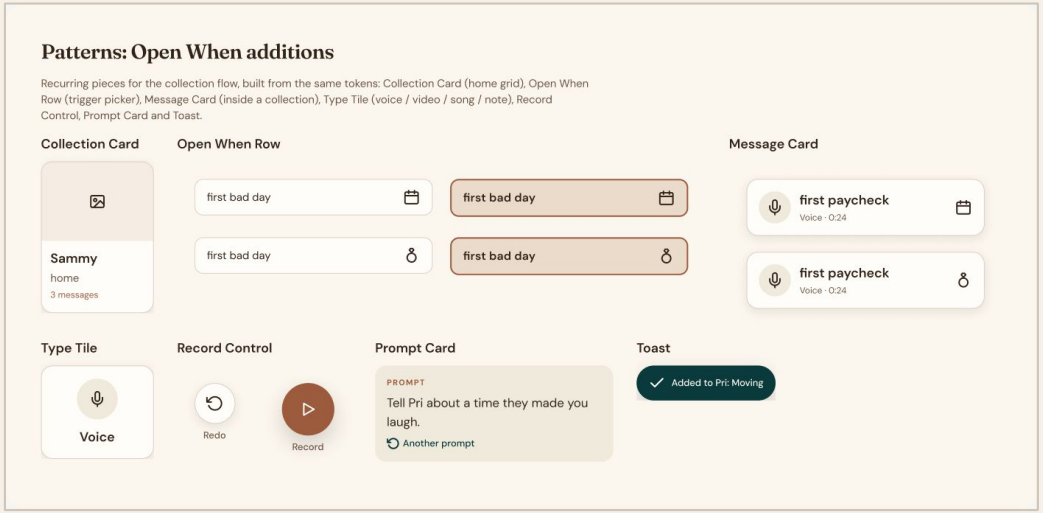
Input: default, focused, filled, error and disabled, with label and helper text.

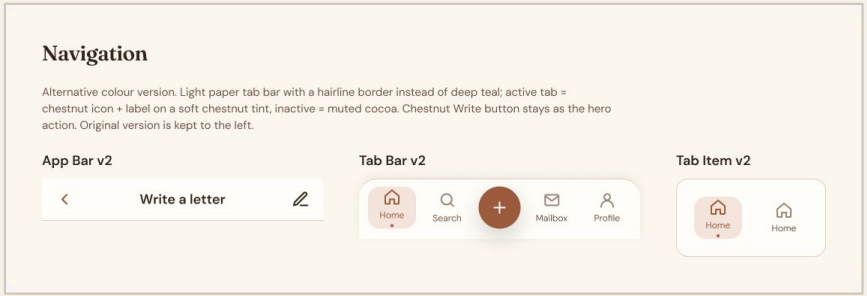
Dropdown: closed, open and disabled, built from Menu Item rows so every list matches.

Modal: eyebrow, title, body, Close icon and Button actions over a cocoa scrim.

Design system · recurring elements

Open When patterns repeat across all three flows





Collection Card on the home grid

Open When Row: date or mood trigger

Message Card inside a collection

Type Tile: voice, video, song, note

Record Control: record → stop → review

Prompt Card and Toast

Letters list with person filter and sort

Tab bar: Collections, Friends, Letters, Profile

Design system · visuals

Stampy, our mascot



Stampy carries two of our values.

It supports ***presence*** by always pointing to the friend, never to itself, and ***low pressure*** by never prompting a reply or a return visit.

Feedback from **studio 6** suggested Stampy's expression could change with the mood of each letter, which is how we plan to make it part of the whole experience, not just the opening.

Design system · rationale

Every visual choice borrows from paper letters

Color

- Camel and paper come from envelopes and stationery
- Chestnut is the wax seal, and it marks the one main action on each screen (Open, Save, Send message, Add message). Because no other element uses that color, users always know where to tap next
- Deep teal grounds the tab bar and secondary buttons. It gives the warm palette a cool counterweight, so confirmations and secondary actions stand apart from the chestnut main action.

All text pairs pass ***WCAG AA*** (cocoa on paper 13.9:1, cream on chestnut 5.2:1).

Type

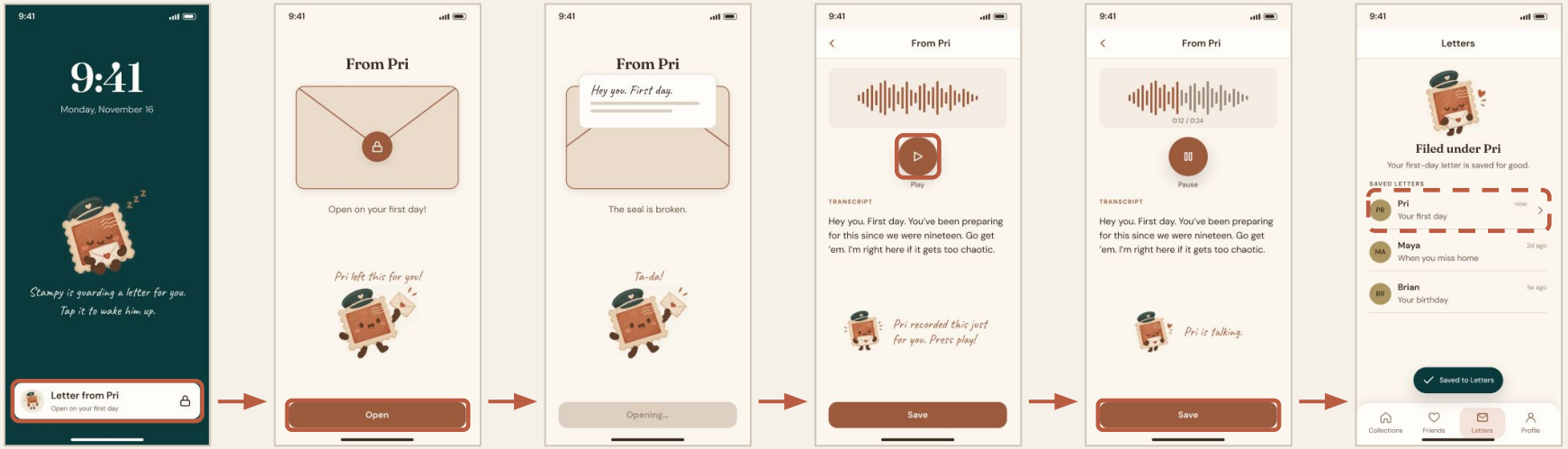
- **Fraunces**, a soft old-style serif, for titles: storybook, letterpress nostalgia.
- **DM Sans** for everything functional: A5 showed that unclear labels caused more trouble than layout ("File it," "organize" and "stretch of time" all prompted questions), so every button and field uses a plain, highly readable face.
- **Caveat** handwriting only for signatures and personal notes. Handwriting signals that a person, not the app, is speaking, which supports presence. We use it sparingly because handwriting fonts are harder to read, especially at small sizes.

Shapes, spacing & imagery

- Envelope with a lock seal signals "sealed until then" without extra words.
- Grey shadows look cold and clinical against a warm palette. Cocoa keeps cards feeling like paper resting on paper.
- 4-pt spacing and 24px margins keep 375px screens calm. Our low-pressure value means nothing should feel crowded or urgent. Consistent spacing keeps each screen focused on one task.

Medium-fi task flow · Simple

Receive: open and save a letter from Pri



tap the notification → *tap Open* → *wait a second* → *tap Play* → *tap Save* → *Done!*

1 · Lock screen

The ring nudge (Wizard of Oz) arrives as a notification.

2 · Sealed letter

The condition in words and a labeled Open button.

3 · Seal breaks

The letter slides out while Stampy cheers. No tap needed.

4 · Listen

Pri's voice comes first with the transcript sitting below.

5 · Listening

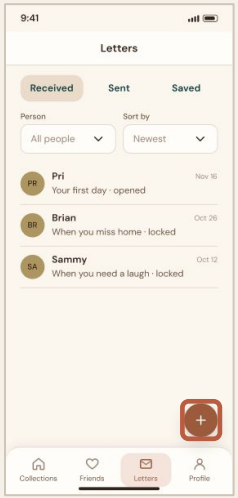
Play canturn to Pause. Save is the only ask.

6 · Saved

Filed under Pri at the top of Saved, with a toast.

Medium-fi task flow · Moderate

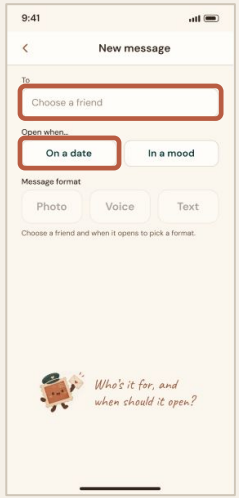
Send: leave Maya a message for Nov 20



tap +

1 · Letters

Start on Letters. Tap + to write one



tap To, then On a date

2 · New message

Enter in a friend's name and choose when they get to open your message.



tap Voice, Record, Stop

3 · Pick a format

Maya and "Opens Fri, Nov 20" are set, so the formats unlock.



tap Send

4 · Voice · review

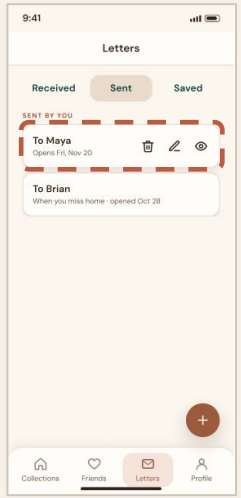
Record → Stop → Review. Record again now sits apart from Play (based on O7).



tap View in Sent

5 · Sealed and sent

Confirms who and when; Stampy guards the letter until then.



Complete

6 · Letters · Sent

The new letter is at the top. You can delete, edit and view (O4). Done.

Medium-fi task flow · Complex (1 of 2)

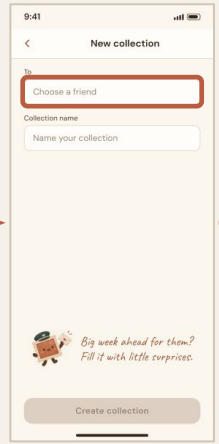
Build: a collection for Maya's first week



tap New collection

1 · Collections

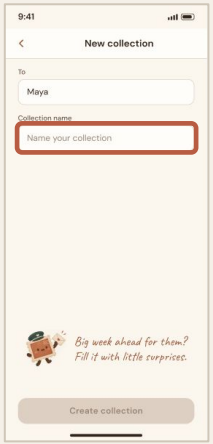
Each card shows the friend and its message count.



tap To

2 · New collection

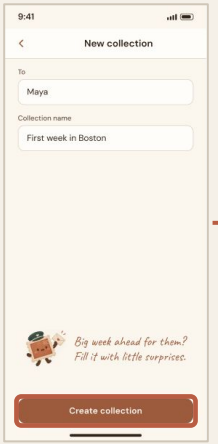
Just "To" and a name; no separate date range (findings from O5).



tap Collection name

3 · Friend chosen

Maya fills in.



tap Create collection

4 · Ready to create

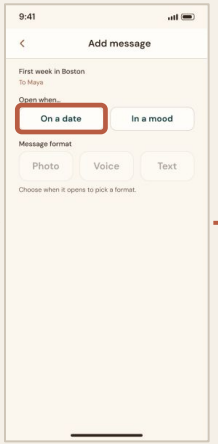
Both fields set, so Create collection turns on.



tap Add message

5 · Empty collection

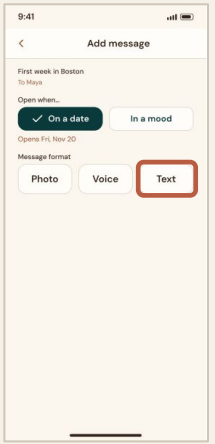
One call to action and a prompt from Stampy (based on findings from O9).



tap On a date

6 · Add message

The friend carries over; formats stay locked until a date or mood is set.



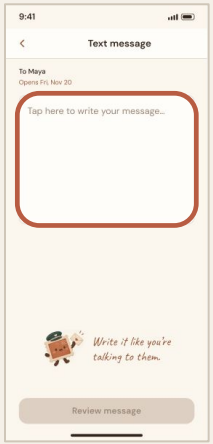
tap Text → next slide

7 · Pick a format

"Opens Fri, Nov 20" is set, so the formats unlock.

Medium-fi task flow · Complex (2 of 2)

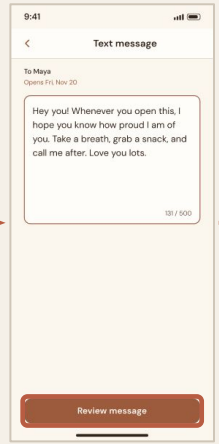
Build: a collection for Maya's first week



tap the box to type

8 · Write

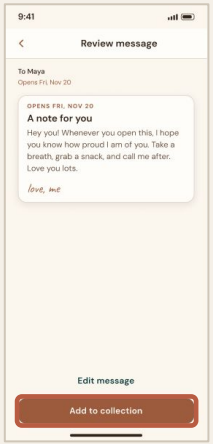
Who and when stay on top; Review stays off until there's text in the box.



tap Review message

9 · Typed

The note fills in (simulated) with a 500-character count.



tap Add to collection

10 · Review message

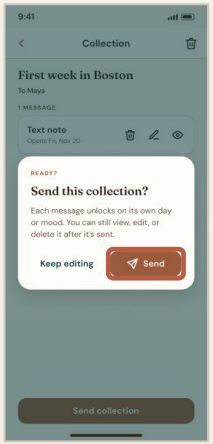
Preview it as Maya will see it; Edit message goes back to previous screen.



tap Send collection

11 · 1 message added

Each message gets delete, edit and view.



tap Send

12 · Confirm send

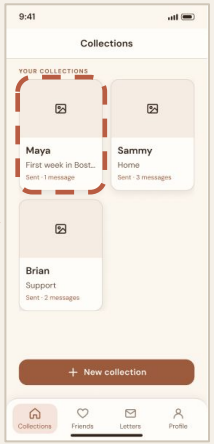
Each message unlocks on its own day or mood and stays editable.



tap Back to collections

13 · Collection sent!

Stampy celebrates; each message stays sealed until it opens.



Complete

14 · Collections

Maya's card joins the grid: Sent · 1 message.

Prototype implementation · tools

We built the prototype in Figma

Pros

- All four of us can edit one file at once, which matched how we split the screens
- Components from our design system keep repeated pieces identical across the three flows
- Prototype links run on a phone, so testers tap a real screen instead of paper
- A label or step change takes minutes, the same turnaround paper gave us in A5

Cons

- No logic: dates, mood triggers and the ring can’t run
- No live camera, microphone or playback
- Every path is wired by hand, so unplanned taps lead nowhere
- Large files with many variants can get slow

Prototype implementation · trade-offs

Why We Accept the Trade-off with Figma

Why the trade-off works

- Every A5 incident (O1–O10) was about labels, step order or finding controls, which a clickable flow shows well
- The med-fi test asks whether people finish the three tasks without hints, not whether sensing works
- Quick fixes between sessions kept paper useful in A5; Figma allows us to iterate very fast to test out new variants

What we left out, and why

- The ring and mood sensing: hardware is out of scope, so each flow starts at the phone notification
- Real recording and playback: static Record → Stop → Review screens stand in
- Adding friends, settings and onboarding: no task finds these things critical to implementation
- Networking between two phones: each task runs on one device

Like A5, this test can't show how a real buzz feels, so presence ratings rest on the letter alone.

Prototype implementation · what we faked

Hard-coded features and Wizard of Oz features

Wizard of Oz features

- **Ring buzz:** a lock-screen notification stands in, and the tester taps it as if the ring buzzed
- **Mood alerts:** senders can pick a mood, but the alert never fires on its own
- **Recording and camera:** tapping record, shutter or text box moves on: Record → Stop → Review
- **Playback:** Play and Pause swap screens; the waveform doesn't move
- **Format choice:** nothing is selected until the user picks one

Hard-coded: fixed sample data

- **Friends:** Pri, Maya, Brian and Tiana in the picker; Sammy in Received
- **Letters:** all three tabs start pre-filled
- **Collections:** Sammy ("home") and Brian ("support"); 4 messages max
- **Dates:** today is Nov 16, 2026; calendar runs Nov 2026–Oct 2027
- **Content:** text, transcript, 0:24 voice clip, photos and titles are pre-made
- **Search:** only "first day" returns results; filter and sort work

Why: Figma has no hardware, media, clock or database, and fixed data gives every tester the same starting point.

Prototype implementation · Wizard of Oz & hard-coded

How does our implementation affect testing?

Feature	How it is faked	Why	Impact on users
Ring buzz	Wizard of Oz: each Receive run opens on a nudge notification	No hardware at this fidelity	Users never feel the cue, so presence may read lower than with a real buzz
Friends & letters	Hard-coded people and letters (Pri, Maya, Brian, Tiana…)	Tasks use fixed scenarios	Letters aren't from real friends, which A5 found likely understates presence
Recording & media	Simulated Record → Stop → Review; media is fake	Figma has no media input	Less emotional pull; the voice-first change can't be fully tested
Dates & moods	Calendar works Nov 2026–Oct 2027; mood alerts simulated	No logic in Figma	Any date works, but a mood trigger never fires on its own
Search & collections	Search only demos "first day"; collections cap at 4 letters	Limits wiring effort	Other searches return nothing; a fifth letter is blocked

Source: "Start here" notes in the medium-fi Figma file.

Appendix

Appendix: Prototype, design system and A5 references

Links

Medium-fi prototype (Figma): link

Design system (Figma): link

Project website: link

A5 references

Full A5 data capture, critical-incident log (O1–O10, P1–P6) and test script are in the A5 deck.

Incident IDs used in this deck match that log.

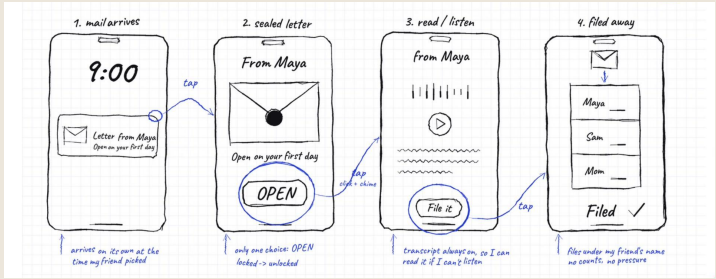
Values · where they came from

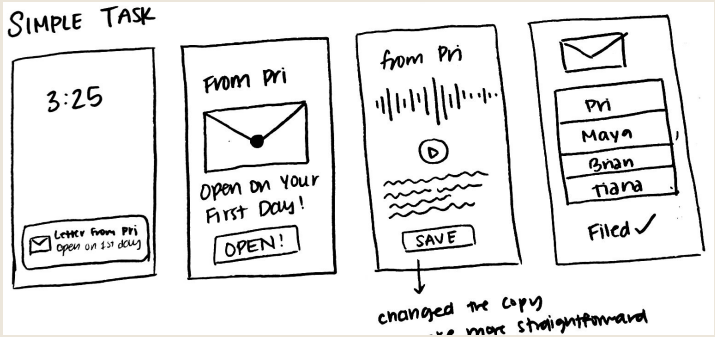
Origins of our Values

Value	Definition	What we saw	What it told us
1 · Low pressure	**Receiving a letter never creates a debt. Nothing in Open When asks the receiver to reply, react or keep up, and nothing counts who sent more.**	A4: Marco Polo's reply threads build a backlog until a reply feels owed. A2: our challenge-card tester said prompts "regularly" would be too much.	**Obligation sends people back to reels.** Maya (A2) said a call "feels like a meeting." Reels win because they ask nothing back.
2 · Intentionality	**Each letter is made for one friend and tied to one moment the sender chose, and it opens only then.**	A5: asked what he liked most, Darsh said "If it just showed up as a normal text, then I would just send a text." A4: every competitor delivers instantly.	**The lock is the product.** Without a chosen moment, a letter is just a slower text, and people pick the faster one.
3 · Presence	**Opening a letter should feel like the friend is there with you, through their own voice and the moment they picked.**	A2: our tester chose a friend's voice clip over a reel: "I can find my own reels." A5: presence median 5/7, but Pedro gave ease 7 and presence 4.	**Easy is not the same as present.** Presence comes from something only that friend could send, like their voice.
4 · Privacy	**The person wearing the ring decides what it senses, and each letter is seen only by its sender and receiver.**	A5: Iris asked how the app knew it was her first day. A4: Instagram's map drew backlash for sharing location without opt-in. Studio 6 asked if the ring is needed.	**Sensing helps only when it is trusted.** An unexplained buzz feels like being watched, and a wrong one is worse than none.
5 · User control	**Senders can review, change or take back a letter until it unlocks, and receivers decide when to open it.**	A5: Iris made 0 misclicks but asked 6 questions and needed a level-3 hint: "Can I see what I just recorded or change it?" A4: we found that friendships change before letters open.	**People commit more when they can take a letter back / change it later.** Letters lock weeks ahead, and lives change in between.

Appendix · Change 4 · Before (A5 low-fi)

Appendix: “File it” raised questions in Receive





lock screen → sealed letter → play → saved

All four participants completed Receive; Krishna finished in 25 seconds with no help.

O6 · Pedro and Iris both asked what “File it” meant. O8 · Iris tapped the envelope expecting it to open.

What changed

“File it” became “Save”: two of four participants asked what filing meant. A5 planned “Keep”; “Save” is the word phones already use (consistency and standards).

The sealed letter has a labeled OPEN button under “Open on your first day!”.

The confirmation shows friend folders so users see where it went.