HCDE 518
Design Principles
Team Tortilla: Corynne Umeda, Roy Luo, Dave Kennedy, Zirui Wang
Project name: Time machine
Tag line: Collapsing time but not communication

- **Connection**
  - Our design should allow users to connect first and keep this connection.
  - Ease of accessibility

- **Human**
  - We want to design something with empathy that puts our users needs first.
  - Our design voice and visual style are background to human needs and interactions.

- **Inspire / Experiential**
  - Our design should be innovative. Activities like game, reminders, interactions inspire people to communication.
  - Our design should encourage fun.

- **Simple and Intuitive**
  - Our design should use minimalistic visuals to provide information efficiently without any distraction.
  - Our design should present few choices to simplify the user flow for better understandability.

- **Privacy**
  - Our design cannot violate the privacy of our users.
  - Create a safe and private place for people to communicate.