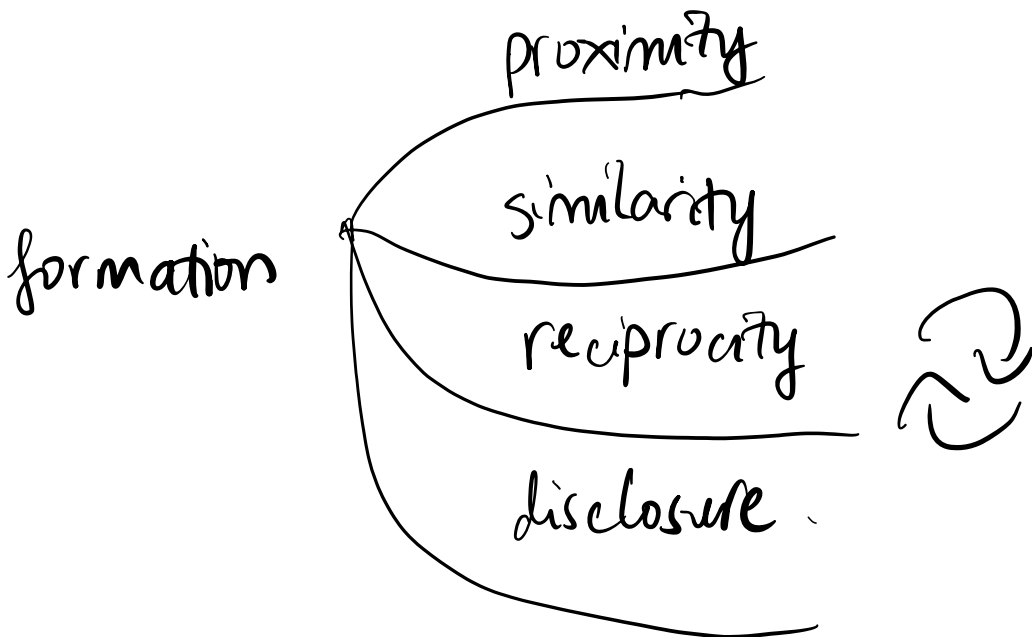
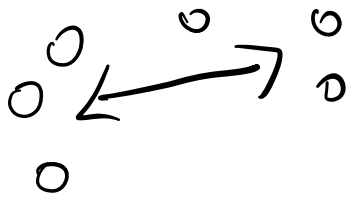


GAME & FRIEND

~~Mechanics~~ → Community
NOT money } TOOL for HAPPINESS

Healthy deep relationship > shallow 



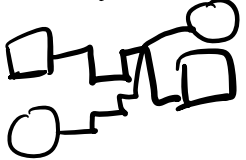
proximity

- good friends unavailable

- design: new friend 

logistic

- tools: events, daily incentives, offline

- anti: match system 

- density 

- preserve cohort 

similarity

People make friend with  like them

positive fictional identities 



- don't reference real world 

reciprocity

- trust, shared norms





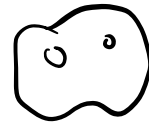
↑ slowly

↓ quickly

expensive



automated initial intro



Disord

- Disclosure is risky

