

HEART RATE CAFE

WEEKLY NEWSLETTER

Meeting with our Client's team

Heart Rate Café met with our Client's team. We met Claire (pharmacist), Judy (nurse), and Michelle (head nurse). From talking with them, we determined the flow for patients when they visit the doctor's office and exactly how much time they spend with each of the team members.

It moves like this:

Nurse → Pharmacist → Nutritionis
→ Physician → Doctor

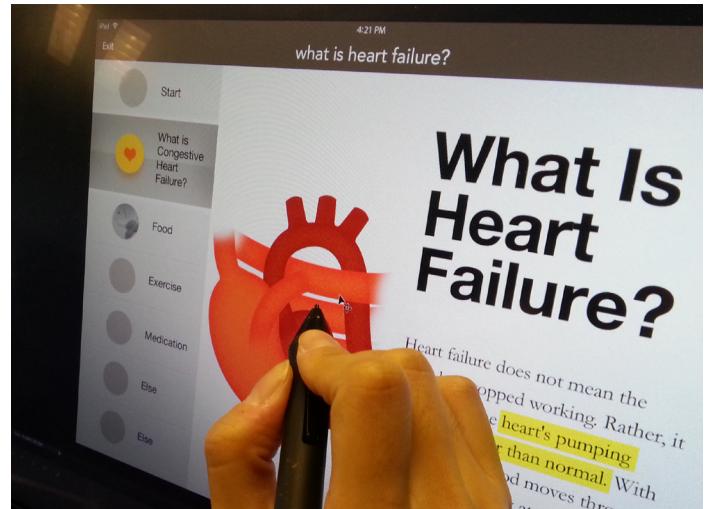
We showed them our UX Flow document with the three different app modes that Juan designated in his design. We also detailed on how we expected them or the patient to interact with the app in each mode. They liked what we had and it aligned with their goals, so that was positive. In addition, we showed them some art references. That was some good feedback and we have some better direction for the art now as well.

Completing goldspike!

The programming side of the team has been spending time experimenting with Unity plugins for iOS development and prototyping some of the mini games. Our goldspike was completed! We currently have a week long game jam

Establishing an art style

Some progress on the UI and UX has been made after our Monday client meeting. We now have some mock-ups of the UI on the iPad as well as some examples of how we want patients to navigate through content in the app. One of the big things for the week was establishing an art style. Our artist, Arim, had tried to create a style that was serious yet cartoonish. We showed our client on Friday and it seemed to be exactly what they wanted.



The team is really pleased with the style and now we have the challenge to fit the different educational parts to the art style. Showing the actual human body and brainstorming the animations will be next in that area.

We're still somewhat in an information gathering and use stage. We've been getting new information from our client to use towards creating a good way to present the educational information to patients. Once we identify the most important pieces of information to include for each of our categories, we will then need to come up with ideas to show the animations.

We are already thinking of mini-games to use. We've also decided on the name of our app. It will be called "Saving Hearts." It originally started as a joke but we decided that it fitted the purpose of the app and the goal of our project very well.

Until Next Week!