

HEART RATE

CAFE

WEEKLY NEWSLETTER

Meeting with Nonnie

The team has made some great strides this week. On Monday, we met with the last person on Dr. Sokos's team, Nonnie. She's the Nutritionist and she was a great help. We were able to acquire a lot of food and diet resources from her; as a result, we've acquired almost all of the information we need for app content.

The team also finalized our branding art including our team photo.

Let's make the app!

With our direction confirmed, the team was able to confidently begin working on the app minigames, creating new art, and preparing for implementing the UI. All of the human body artwork has been finished. Arim was able to adapt the art style to the liver, heart, lungs, kidneys, and the veins. Some samples for the animations are going to be worked on next. Juan has been working to create some digital designs for our UI which we're going to use for playtesting next week.

During this week, the team started working on two minigames for our experience. One (Kh's prototype) is for the "What is Heart Failure" section of the app. It's an interactive experience involving the hearts ability to pump blood when the person has congestive heart failure. The other game (Tim's, Martin's, and Savi's prototype) is for the Nutrition section of the app. It's a shopping game where the player has to make choices between good and bad items at the grocery store.

Next week we have Quarters, so we'll be preparing for that as well as putting everything we have so far onto the iPad. We plan to do some playtesting with some of the faculty and students just to get an idea about how people are interacting with what we have so far.



Final version team photo



Final version poster