

HEART RATE

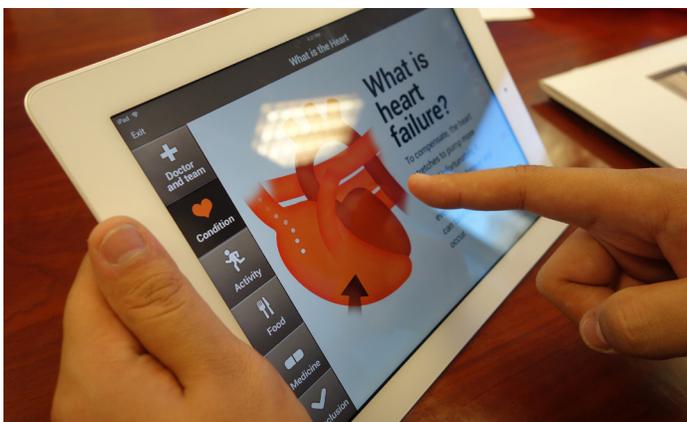
CAFE

WEEKLY NEWSLETTER



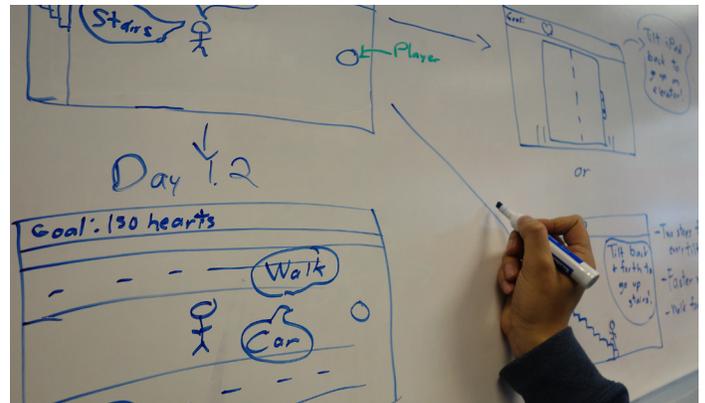
Implementing things on iPad

Admittedly this has been a tough, yet productive week. Our focus this week was implementing the UI and flow of the app into the iPad so that we can actually playtest what we have so far. We also focused on content and the prototype exercise game. Basically, a player can now pick up the app and go through the educational content by scrolling and buttons just like what we want in the final app. We made a good amount of progress on compiling content for the educational sections of the app. We now have drafts of what we are going to include for the medication, exercise, and diet sections of the app. Included in this is the content for the shopping game as well.



Animations and exercise game

This is a great step because now we can begin working on the animations for the content pages. In addition, once we acquire feedback from the client about the content, we can make animations for all the sections. This puts the team in a good position for those.



On the other hand, the design for the exercise game has taken some time this week. After coming up with an initial design but deciding that it wasn't engaging enough, we had to take another look at the game and redesign it. It has been tough combining what we want to test the patient on with an engaging experience that we believe would be easily understandable. After spending some time this week working on design for the game and getting inspiration, we believe we have a better idea now. Sticking with our schedule, we still plan to have a basic prototype finished by next week but we may have to put in some extra work before GDC, which is coming up soon. Moving forward, we have a client meeting on Monday and plan to start on our last game prototype next week.

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