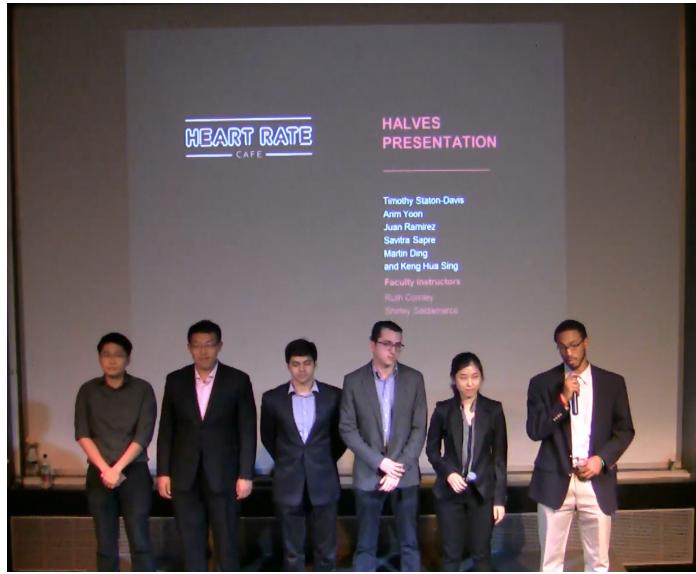


# HEART RATE CAFE

## WEEKLY NEWSLETTER



## Halfway There

The team had our halves presentation on Monday! After practicing multiple with each other over the weekend and with our advisors Monday morning, we were feeling fairly confident plus a little nervous. The actual presentation went really well with everyone flowing through their selection parts smoothly and professionally. We feel that we presented the progress of our project well to the faculty.

With halves finished, we turned our focus back to our app development. We had our third playtest on Wednesday where Arim, Tim, Savvi, and Martin were all able to go. We tested the app with patients that currently had Congestive Heart Failure, so we were able to gather some useful feedback from them. Unfortunately, we were still only able to test the app with two patients. We realize that something has to change to make our time at the hospital for playtesting more worthwhile and beneficial. For our future playtests with the patients, we are looking to be there while our

client, Dr. Sokos, is in the clinic. For these previous playtests, the main doctor was not Dr. Sokos. We believe that factor will affect the number of patients we playtest with.

Aside from playtesting, the team focused on adding sound to the app, creating new art for the minigames, continuing work on the next shopping game version, and designing the game levels with more specifics on the metrics being used. Martin decided to begin doing sound design work so we could have music for the main app and also sounds for the UI. He'll work on the minigame sounds next week as well. One of our other programmers, Kh, was out this week for a conference so Savvi was the only programmer left. He began implementing the result screen of the shopping game which will show players their final "grade" and their decisions during the game. Along with showing their decisions, it will give a reason why their decision was correct or incorrect. With Kh gone, starting new animations for the food education section was difficult (he's our in-game animator), so Arim focused on making art for the shopping game and implementing some small UI changes to the main app. On the app design end, Juan worked on the other modes of the experience, doctor mode and free mode. We now have an idea of how that flow is going to work and what that part of the app will look like.

As for next week, we have another playtest scheduled. This time it's at the JCC, a senior center in Pittsburgh. We believe this will be a very beneficial playtest with older adults. In addition, we should be able to acquire more people to test the app for us. We will also begin making the new animations for the diet section and the sketches for the exercise section.

Come see us next week!

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