

# HEART RATE

## CAFE

WEEKLY NEWSLETTER



## Playtest, playtest, playtest

This was generally a tough week for the team. Upon looking at the things we needed to finish and what we needed to do to finish them, we had to make some changes. These changes mainly revolved around the game designs and the assets that were needed for them. Realizing that we were a little behind in our schedule for completing all the education content sections, we needed to cut back on a few ideas. We also had two playtests scheduled this week. One on Wednesday and the other (and much bigger) scheduled on Saturday. On Wednesday, we went to the Jewish Community Center to test our app with some of the seniors that visit the center. There weren't many seniors that showed up, but we acquired some helpful feedback and observations from them. The playtest on Saturday was at the ETC with adults scheduled by Mike Chrystal. These adults were not exactly in our demographic, but their feedback was still quite useful.

The focus this week was on the content and animations for the diet section. We have had all of our educational content reviewed by the client and just needed to look over the text to ensure it was easy to read. We also

focused on redesigning the exercise game and the heart 101 game to simplify them. Originally, we had planned to have about 12 situations for the exercise game, but we decided to reduce it in half to 6. Doing so, we are hoping to reuse art assets made for the exercise education content in the exercise game. In addition, this will allow us to focus more on the exercises we are including and make those better. As for the heart 101 game, we have decided to make this into even more of a quiz like style reducing it to a more GUI based experience. With this being the first minigame that our players will play, it should help to introduce players to the games. The games somewhat increases in complexity as the experience goes on, so we believe this is an appropriate change.

We have also started thinking about how to end the guided mode portion of the experience. As of now, there is no ending and we realize that the experience needs to end on a very positive/motivating note. Coming up next week, we will be focusing on the medicine content and animations, the exercise game, some app design updates, and making the games easier to understand. We also have a playtest scheduled at the hospital, so we should be able to see what actual heart failure patients think of the app so far.



WEEK 11