

HEART RATE

CAFE

WEEKLY NEWSLETTER

The week before chaos!

Monday

The team was not able to meet the client in person today and could not show the new work that we had done. As a result, we could only get a few things answered until we were able to show the new interactions we had created. We decided to focus on finishing the animations/content for the heart failure intro section, the exercise game prototype, the medicine game prototype, animation ideas for the medicine section, and playtesting. We had a clearer vision of our exercise game than last week, and the programmers could begin making some better progress with it. The exercise game flow had begun a type of interactive trivia game to begun a healthier person. The player is given a situation, they must make a choice, they must act out the actions for that choice, and that affects their characters overall health during the game.

Wednesday

Playtesting finally! We decided to conduct some playtesting with faculty in our target age group. Faculty weren't very keen on signing up so we had to find some of them individually to test. We learned about a few issues we had with our navigation and confirmed a few assumptions.

We had redesigned the layout and feel of the shopping game to feel more immersive. Arim had begun working on the UI for that so the programmers could add it in later. We decided to create some animations to use in the medicine game as well. This was when we began realizing that many of the animations/art assets are going to be somewhat reusable in different parts of the experience. This is really good since we only have one artist. In addition, some different gestures and interactions were experimented with for the exercise game. The design still needed specifics for which gesture

would fit which exercise, so this helped to determine those specifics.

Juan was finishing up the flow and look for our "Free Mode" of the app. There were also thoughts about how we might conclude the experience for the player. On a side note, with halves and some major breaks coming up soon, Tim started working on the halves presentation so that we can have enough time to practice for it.

Friday

Come Friday, Juan was coming up with more animations for the medicine education section. This proved to be more challenging than assumed. How do you properly show animations for how different medications work inside the body!?

We also playtested again with a few more faculty members. The feedback was pretty helpful for determining what hints and elements worked as we expected and which ones didn't. Along with that, the prototypes for the medicine game and the exercise game were finished by the end of the work day. Some small changes have to be added, but nothing major. The animations and art for the heart failure intro section were about 90% finished as well.

