
HEART RATE

CAFE

WEEKLY NEWSLETTER

Steady Progress

With some new interactions and animations to implement, the team began working steadily. The focus this week was to implement the exercise education animations, implement the new interactions for the exercise game, and drafts for starting/ending the game. In addition, we also had another playtest scheduled on Wednesday at the hospital.

On the art side, Arim worked to make the exercise education art reusable in the exercise mini-game. She created a character that could be used in various situations during the content as well as in the game. This eases the work load for her as well as it allows a relationship to be drawn between the content and mini-game. Kh took time to implement the animations as well as make edits to the UI. We mention before that we planned on having three different modes in the app: story mode, free mode, and doctor mode. Juan finished the wireframes for the free mode recently and Arim updated the art for that. As a result, Kh also implemented the free mode which means that we just have doctor mode to implement.

The progress on the minigames is coming along decently. KH implemented some GUI changes for the medicine game in hopes that it will make it more intuitive and readable to players. We will be testing that next week. In addition, the heart 101 game is halfway implemented. It now has new UI and only needs quiz questions now. We split up the new exercise game interactions amongst Martin, Tim, and Savvi to get these implemented within the week. The resistance band interaction seems to be a little complicated to implement so that one is taking a little longer than the other to finish. We plan to iterate on these more next week.

Coming up next week, we have more playtests at the hospital. We will also begin working on our promotional video for the project.

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