Quarters Week

Quarters Week! So with quarter’s coming up, the team wanted to have certain things to be done and show to the faculty. In addition, we had our first in-person meeting with Dr. Sokos on Wednesday since two weeks ago. Our main focus was making sure the shopping game prototype was running, having the GUI art to show on the iPad, and having the experience wireframes on the iPad to scroll through. We wanted all the things that we had worked on to be accessible on the iPad and help give an example of what the experience would be like.

Savvi, Martin, and Tim worked to ensure that the sample level for the shopping game had items to choose from, nutrition facts, the score, and result screen. Basically, all the essentially elements to the experience. That took a bit more time to finish, but they got it done within good time before our Wednesday meeting.

The team was able to obtain some really good feedback during the meeting. They liked the art we had for the User Interface, so we knew we were on the right track. They also understood the User Experience wireframes that Juan created. With Juan and Arim working together on the UX/UI aspects of the app, they’ve done a great job creating combined vision for it. Furthermore, the doctor and his team really liked the shopping game prototype. They gave us some suggestions on the food. They did have quite a few comments about the heart failure intro game and this made us reconsider if this was the best minigame for the intro. Kh and Tim decided to brainstorm about another way to use this prototype and decided it would be best used for the medication minigame. Overall, we learned a lot from the meeting and Dr. Sokos was satisfied with our progress. I believe we are creating a good relationship.

On a side note, we got some new information from the social researcher. She gave us a bunch of articles and papers to read through addressing some of our questions about our target audience. Hopefully it won’t take too long to get through it all.

Lastly, we had quarters on Friday. It was so exhausting! I believe the team did well in explaining the details about our app and the progress we have made since the beginning. The faculty raised some interesting questions which we will evaluate. It seems that everyone who came to our room was able to understand our goals well and was happy with what we’ve done.

Next week, we’ll be putting everything together into one application.