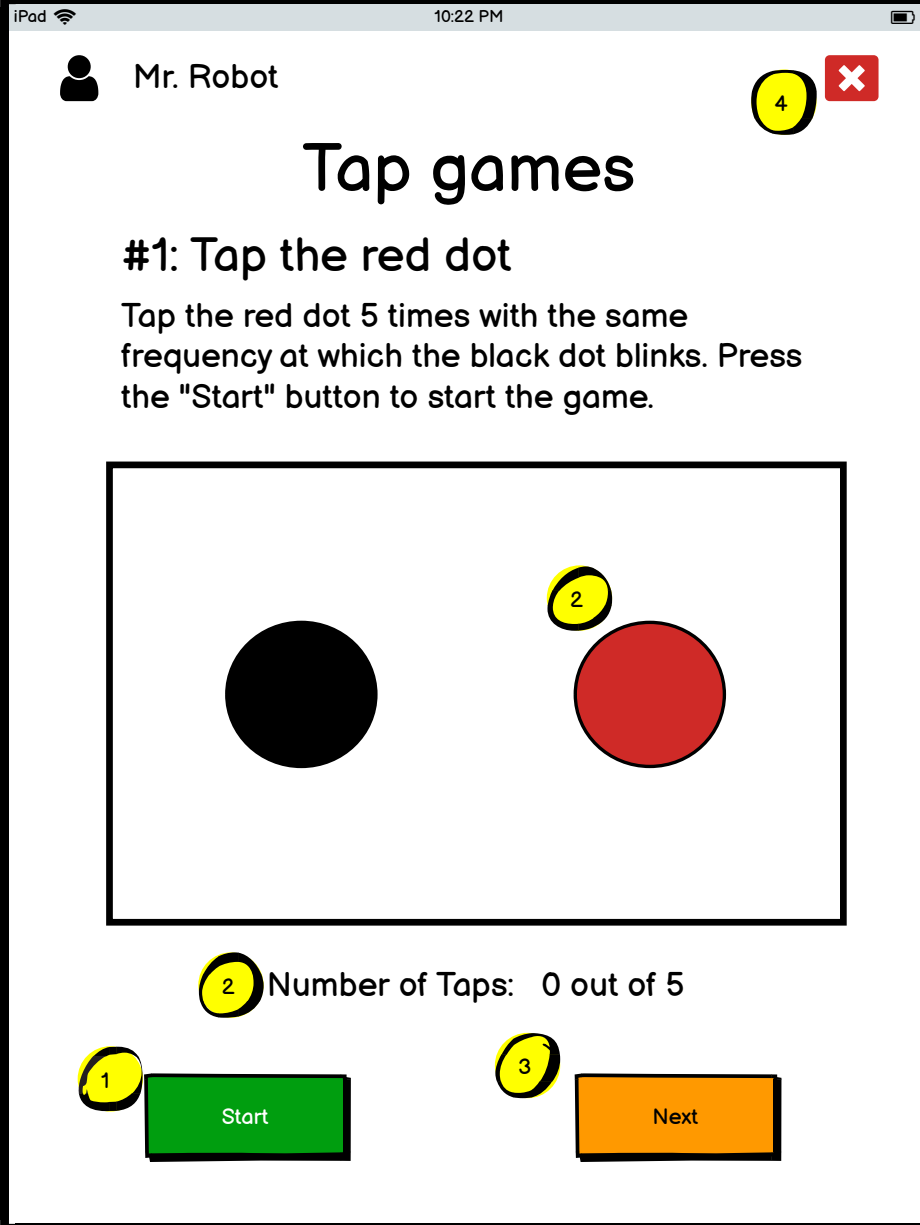
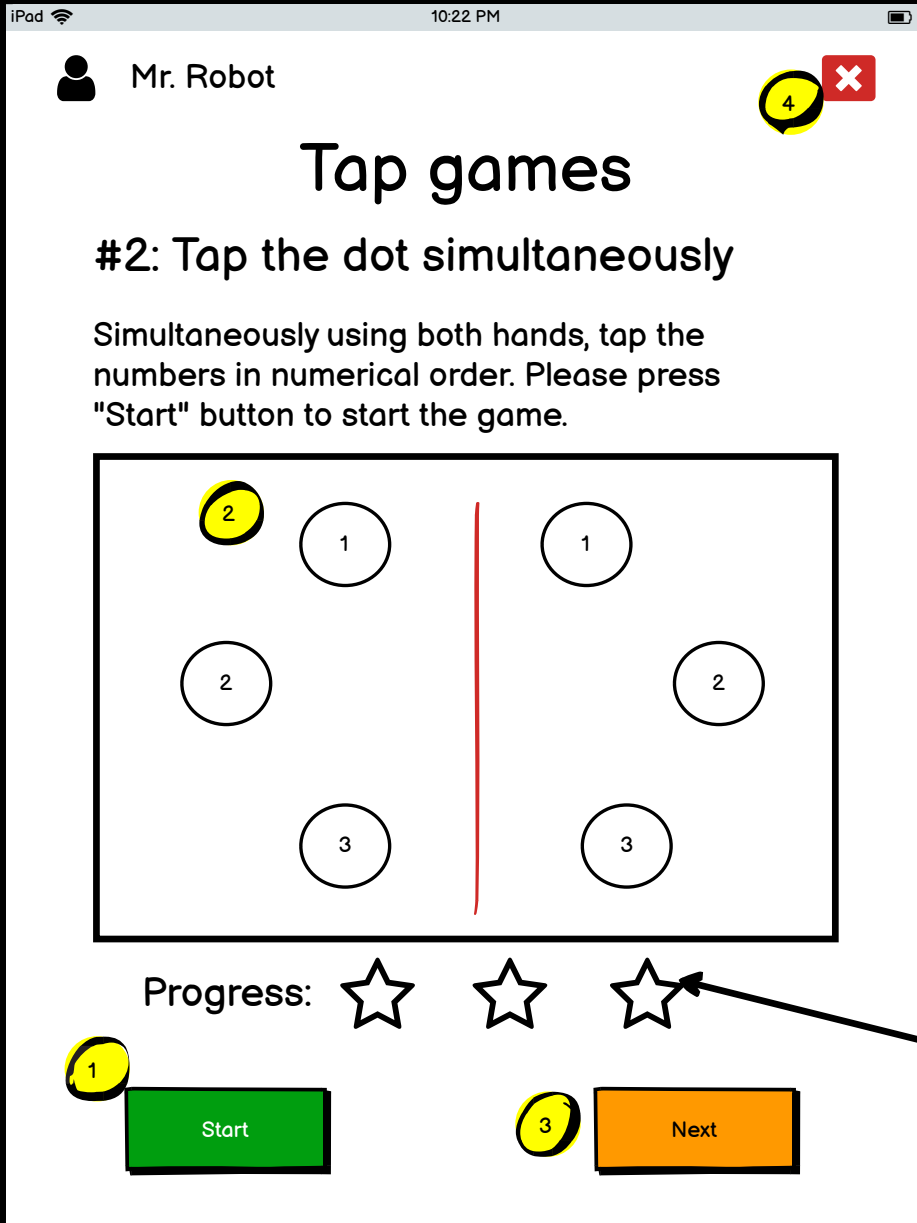


My designed-game mode.
This is the game that I
decided to make on my
own. (P.S. this is not
"prescribed-game" mode)



- 1) The user needs to press the "Start" button to start the game.
- 2) The user will tap the red dot at the same frequency at which the black dot blinks. If the user taps the black dot by mistake then the number of taps will not increase. The number of taps only increase for tapping red dot.
- 3) The user can not press the "Next" button until he/she has completed the game. The "Next" button will be disabled during the game. In order to enable the 'Next' button, the user must complete the required number of taps.
- 4) The users can exit the game if they press the close (X) button at any time of the game.

Reference of the game: [isquio Stroke Rehabilitation](#)



- 1) The user needs to press the "Start" button to start the game.
- 2) The user will simultaneously use both hands, tap the numbers in numerical order. The game will finish when the user presses the button 3.
- 3) The user can not press the "Next" button until he/she has completed the game. He/she can press the "Next" button when all the stars have became black. The "Next" button will be disabled during the game.
- 4) The users can exit the game if they press the close (X) button at any time of the game.

Reference of the game: [isquio Stroke Rehabilitation](#)

These empty stars will fill every time the user clicks the numbers in order simultaneously. Empty star (star outline) means no progress. Full star (black star) means some progress made. If the progress becomes 3 stars then the user has finished the game and can click the "Next" button. For example: If the user presses both of the number 1 at the same time, then the 1 star will become black.



Mr. Robot

Tap games

Finished!

Start Time: 12:05:00pm

End Time: 12:06:00pm

Total number of taps: 11

Total time taken: 1 min

My
designed-game is
about how quickly
you can press the
buttons.

Congrats on completing the tap games. Hope that you enjoyed it.

This was a *Trial version* of the bonus content.

Buy the bonus content for **\$5.00** and unlock more exercises and contents.



Buy



Quit

iPad

10:22 PM



Mr. Robot

Tap games

Finished!

Alert!

Do you want to buy the
bonus content for **\$5.00**?

No

Yes

PayPal

Buy



Quit

Pressing "Yes" will send the user to the payment page. The payment is handled by Google Play Store or Apple Store depending on the user's device.

iPad

10:22 PM



Mr. Robot

Share



History (summary)

Start time	End Time	Button pressed	Total repetition	Action
12:05:00pm	12:05:35pm	9	3/3	
12:06:00pm	12:06:35pm	6	2/3	

View Free to play



View Images

View Bonus

Back

One repetition is counted when the user all the buttons on the screen. For example: if the user press all the 3 buttons on the screen then it would be considered as 1 repetition. This is how I counted total repetition.

The user will be able to view the picture he/she took after the game is over.

This allows the user to view the history of "Free to play" mode.

This allows the user to view the history of my "Designed-game" mode.

iPad

10:22 PM



Mr. Robot



Share



List of buttons pressed

Repetition	Time	Button pressed
1	12:05:01pm	1
1	12:05:03pm	2
1	12:05:05pm	3
2	12:05:06pm	1
2	12:05:09pm	2
2	12:05:13pm	3
3	12:05:15pm	1
3	12:05:18pm	2
3	12:05:21pm	3

[Back](#)

This will allow the users to download the whole 'List of buttons pressed' table along with the whole History table as well. This will not download 'List of buttons pressed' table separately. This is why it prompts the user to the History table page.



Mr. Robot



Share



Free to play History

Share is similar to regular game history share. So that is why it redirects you to the regular history share page.

Repetition	Time	Button pressed
1	12:05:01pm	1
1	12:05:03pm	2
1	12:05:05pm	3
2	12:05:06pm	1
2	12:05:09pm	2
2	12:05:13pm	3
3	12:05:15pm	1
3	12:05:18pm	2
3	12:05:21pm	3

[Back](#)[Exit](#)

iPad

10:22 PM



Mr. Robot



Share



History (summary)

Alert!

Are you sure you want to delete it?

No

Yes

View Bonus

Back

Pressing "Yes" will delete the record of the complete or incomplete exercise of the user. The table will reflect this by removing that specific row. Also, it will display a text saying "Successfully Deleted" as a popup message.



Mr. Robot



Share



Bonus History (Summary)

Start time	End Time	Total number of taps	Total time taken	Action ▼
12:05:00pm	12:06:00pm	11	1 mins	
12:09:00pm	12:09:30pm	11	30 secs	

Deleting the Bonus history data is same as the History data deletion. This is why when you press 'No' you will be redirected to History data instead of Bonus History page.

Back**Exit**



Mr. Robot



History (summary)

☐ Select all

	Start time	End Time	Button pressed	Total repetition	Action
<input checked="" type="checkbox"/>	12:05:00pm	12:05:35pm	9	3/3	
<input type="checkbox"/>	12:06:00pm	12:06:35pm	6	2/3	

One repetition is counted when the user all the buttons on the screen. For example: if the user press all the 3 buttons on the screen then it would be considered as 1 repetition. This is how I counted total repetition.

Share

Back



Mr. Robot



Share



History (summary)

Alert!

1 item selected. Do you want to share
the selected data as CSV file?



No

Yes

Pressing "Yes"
will download
the data as a
CSV file.



Share

Back



Mr. Robot



Bonus History (Summary)

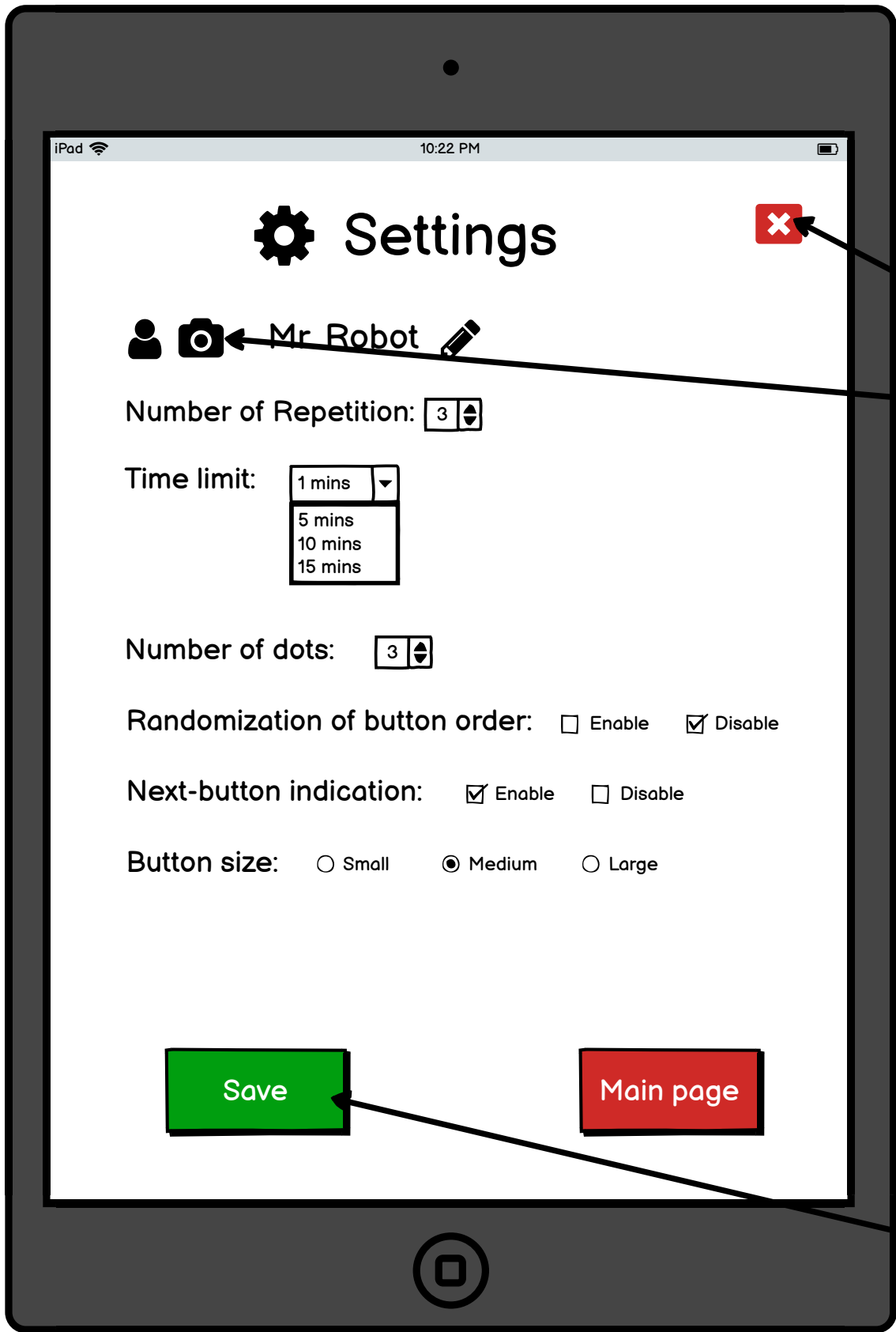
☐ Select all

	Start time	End Time	Total number of taps	Total time taken	Action ▼
<input checked="" type="checkbox"/>	12:05:00pm	12:06:00pm	11	1 mins	
<input type="checkbox"/>	12:09:00pm	12:09:30pm	11	30 secs	

 Share

Back

It is similar to the regular game History share alert page. I did not create a separate share page prompt for my Bonus History page. So it is not a mistake by sending you to History share page instead of this page if you click 'No' button.



This button will allow the user to go back to the previous page. For example if they were in repetition 1 then they will return to the repetition 1 page.

Click the camera icon to add your profile picture.

Save button action applies when the user is not playing the game. If he is playing the game and changes some option. Then it will take affect in the new game and not the current game.



Settings



Mr. Robot



Alert

Do you want to save it?

No

Yes

Button size:



Small



Medium

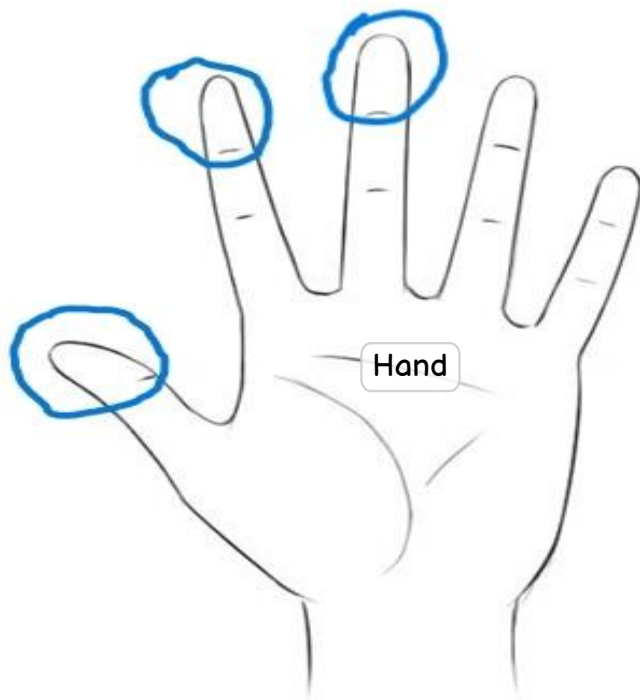


Large

Save

Back

Record Your finger tips



Place your thumb first, then index finger and lastly your middle finger.

Scan

Record Your finger tips

Success!

The scan was successful.

Retry




Next

Place your thumb first, then index finger
and lastly your middle finger.

Scan



Instructions

- Press the red dots with thumb. 
- Press the green dots with index finger. 
- Press the blue dots with middle finger. 
- Press the highlighted button if the order button is enabled.
- Please press the buttons in order of the numbers. If you press a wrong button then you will have to restart the current stage from the beginning.

Free to play

Next

iPad

10:22 PM



Mr. Robot

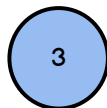
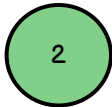


Dots game

Repetition: 1

Time: unlimited

Quit



This one is similar to the regular game. Only difference is there is no limit for repetitions and time. This game will loop the repetition (1,2,3) until the user presses the "Quit" button.



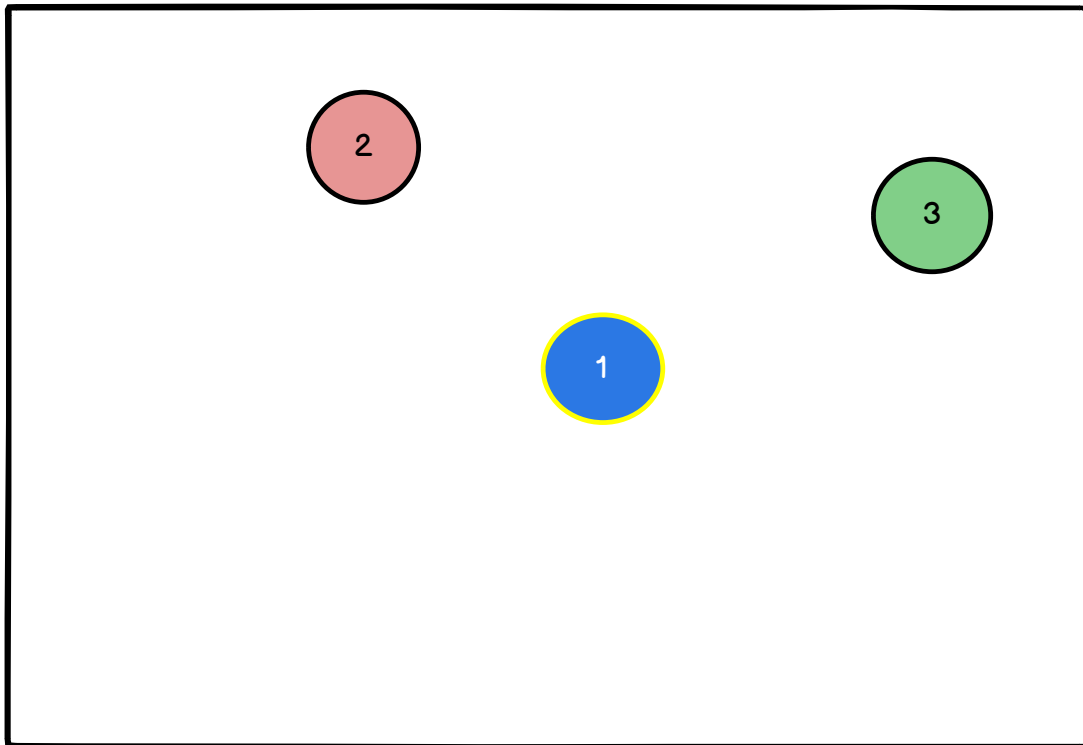
Mr. Robot



Dots game

Repetition: 1

Time: 1:00s

[Quit](#)

1 out of 3





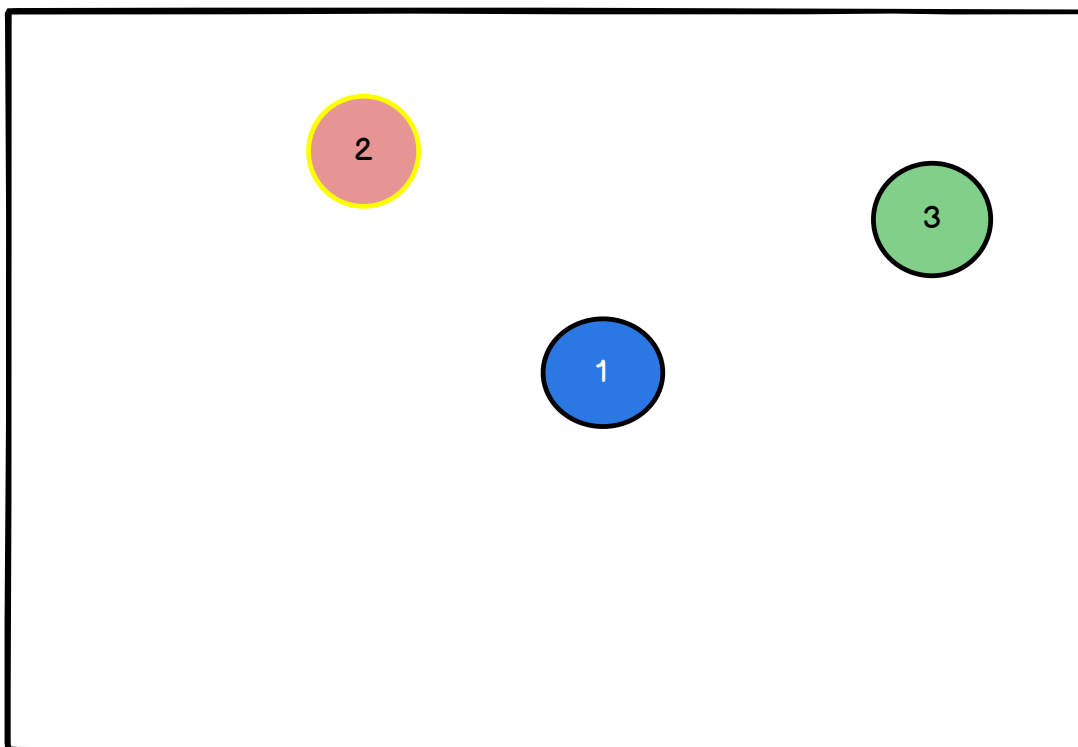
Mr. Robot



Dots game

Repetition: 1

Time: 0:56s

[Quit](#)

1 out of 3





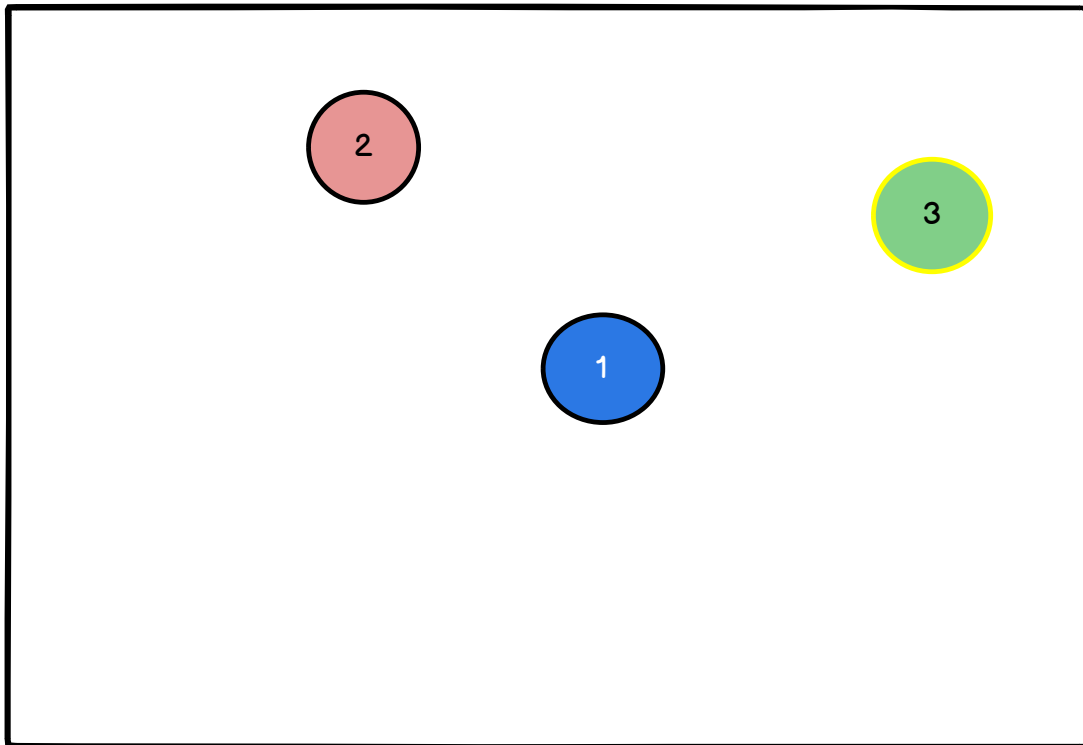
Mr. Robot



Dots game

Repetition: 1

Time: 0:54s

[Quit](#)

1 out of 3



iPad

10:22 PM



Mr. Robot

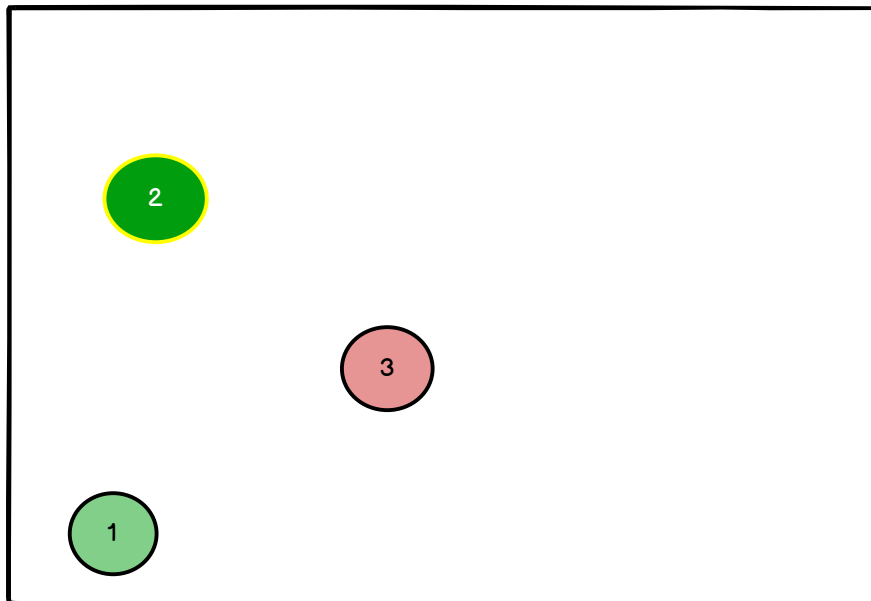


Dots game

Repetition: 2

Time: 0:50s

Quit



◀ 2 out of 3 ▶



This will be similar to repetition 1. I highlighted number 2 to show that it is a different game. I linked it to game 3 so that people can go over this design quickly.

iPad

10:22 PM



Mr. Robot

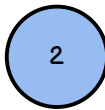
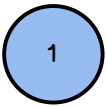


Dots game

Repetition: 3

Time: 0:45s

Quit



◀ 3 out of 3 ▶



This will be similar to repetition 1. I highlighted number 3 to show that it is a different game. I linked it to finished so that people can go over this design quickly.

iPad

10:22 PM



Mr. Robot

Game over!!

Total repetitions: 3

End time: 12:05:35pm

Time limit: 1 min

No. of buttons pressed: 9



Retry



Camera



Quit

The user will be able to take a selfie or photo of themselves after they finished the game. This button allows them to take a photo using the camera.



Mr. Robot



Dots game

Attempt: 1

Time: 0:56s

[Quit](#)

Alert!

Do you want to quit?

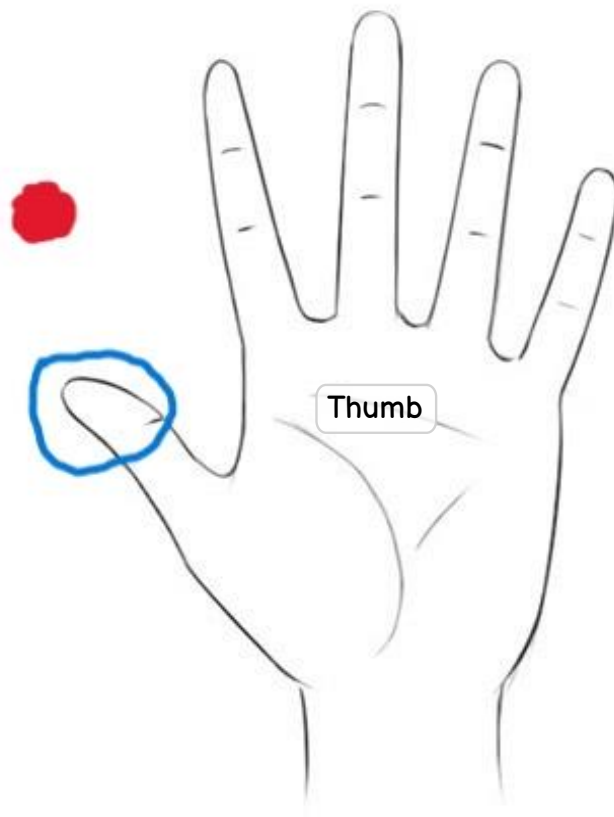
No**Yes**

1 out of 3





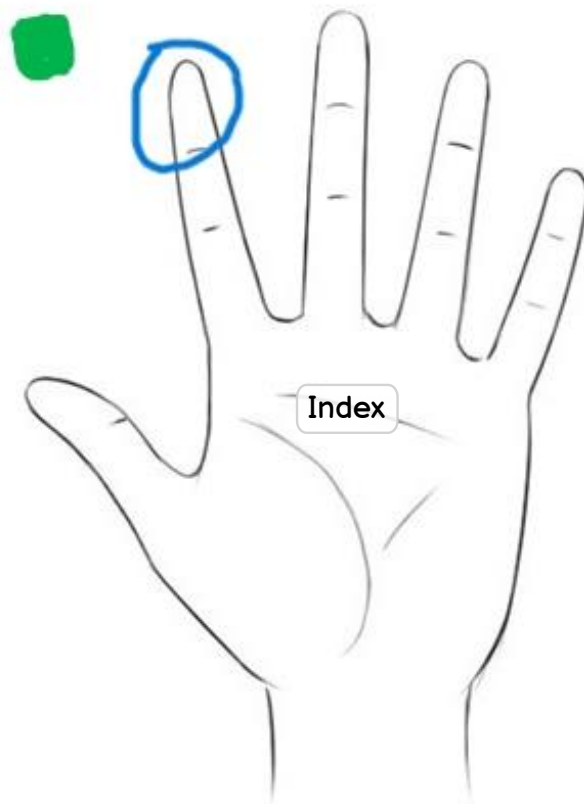
Thumb and red dot



Next



Index and green dot

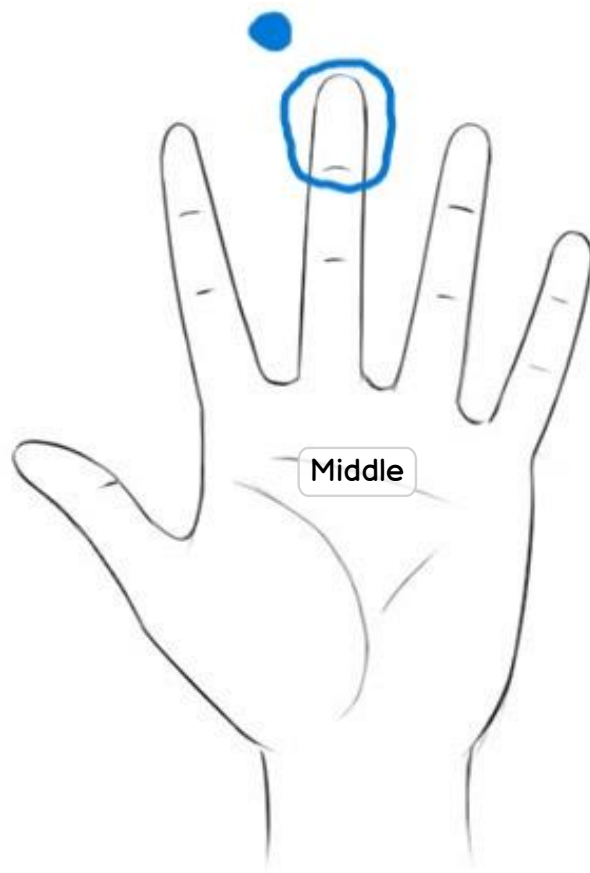


Back

Next



Middle and blue dot



Back