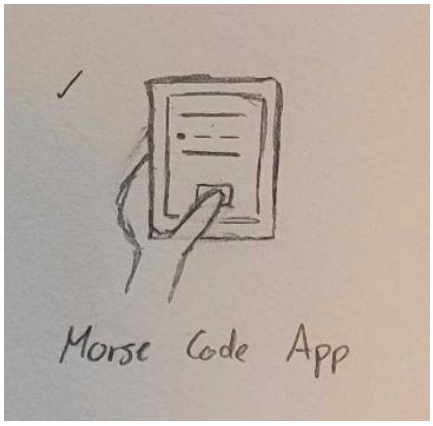
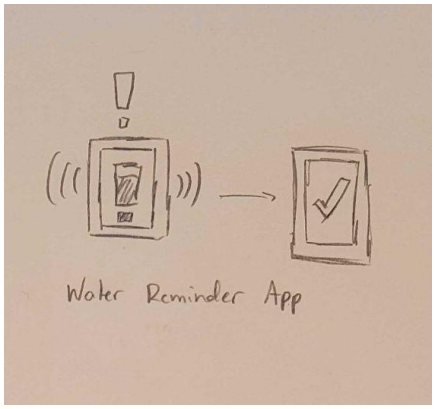
Here were our ideas for designs and what we managed to come up with for our first initial ideas. Generally, the common interests that we found seemed to be many interactions that involved testing reaction, for instance like hitting the button when the screen blinks blue, or hitting a button faster than an AI opponent. More overlapping ideas involved interactions that would give the user a random image, fact, location and/or basically anything to pass the time as they press the button.

Through all the sketches, we narrowed down our ideas to those that seemed the most interesting to us, and how creative we could make it. Our attention turned towards the following ideas and sketches:

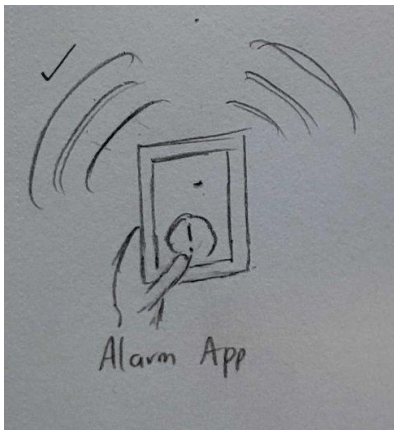
Morse Code Game: The basis for this sketch/idea was that the user played a game or test of sorts, to practice their morse code skills. We thought it was interesting because many people don't consider morse code now in their daily lives. Furthermore, morse code just needs a button to learn.



Water Reminder app: This idea's main purpose was to remind the user that they need to drink water. Every hour or so, the app will sound an alarm of sorts to tell the user to drink some water. Once the user drinks some water, they can click the button to stop the alarm.

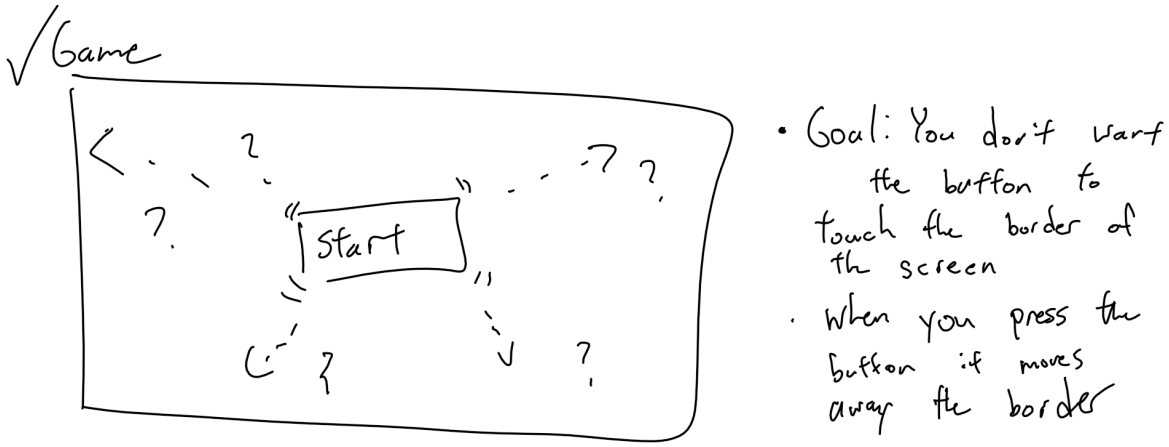


Alarm App: This idea's purpose was to enable users to have a loud alarm on them at all times. This app centered around the idea of alarm devices that people pull when they are in distress, and thus attracting attention. We thought that not a lot of people carry those devices around, but everyone nowadays has a phone, and thus we thought it would be a great app.

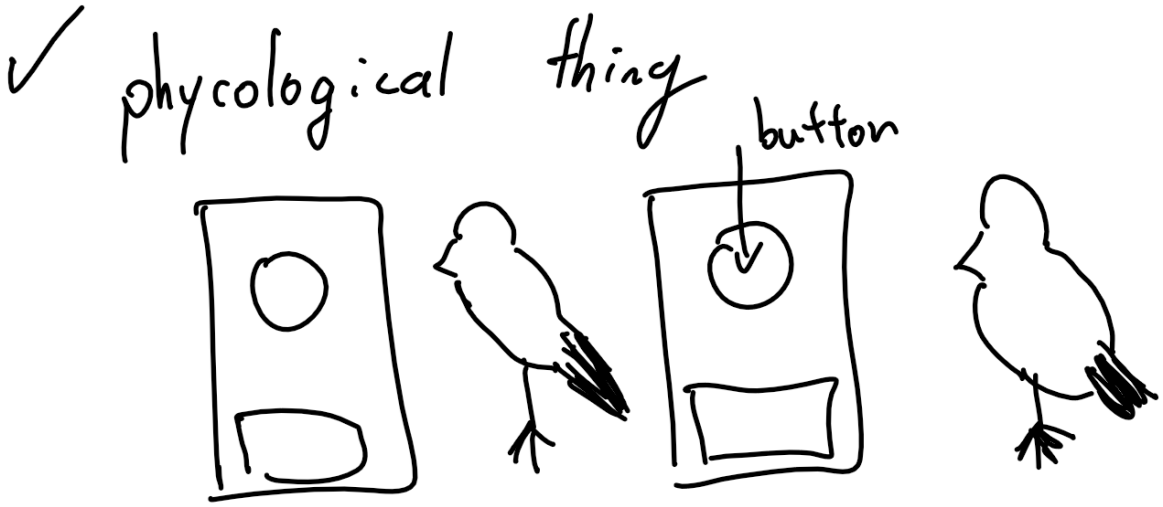


Car Drifting Game: This idea was a game for the user to click and hold the button in a correct series of sequences to drift the car into the correct orientation.

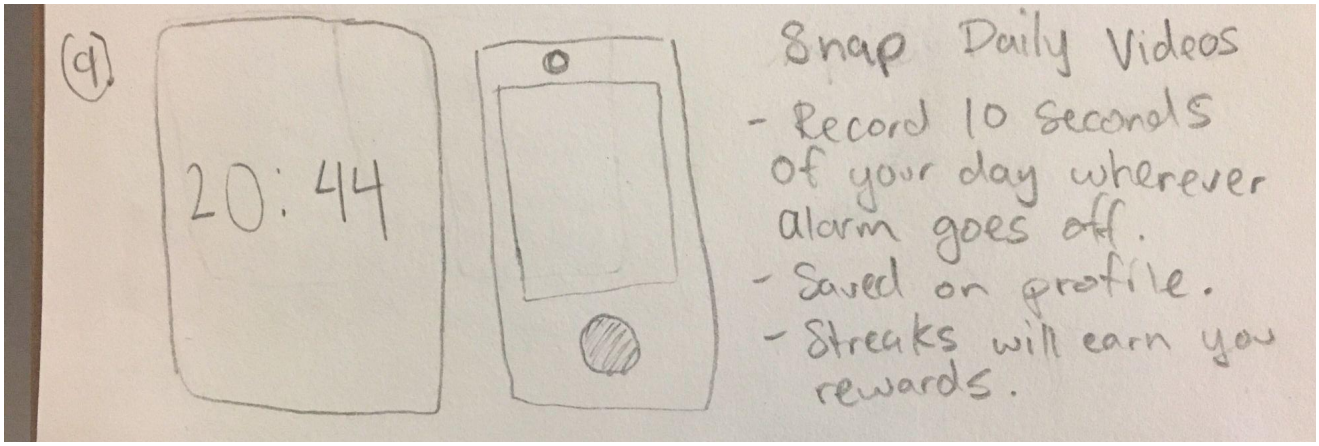
Bouncing Button Game: In this idea, we had the thought of having a button that moved around on the screen, and clicking the button would return the button to the middle of the screen. The user would lose if the button hit the edge of the screen, and thus the objective of this game is to keep the button from hitting the sides of the screen.



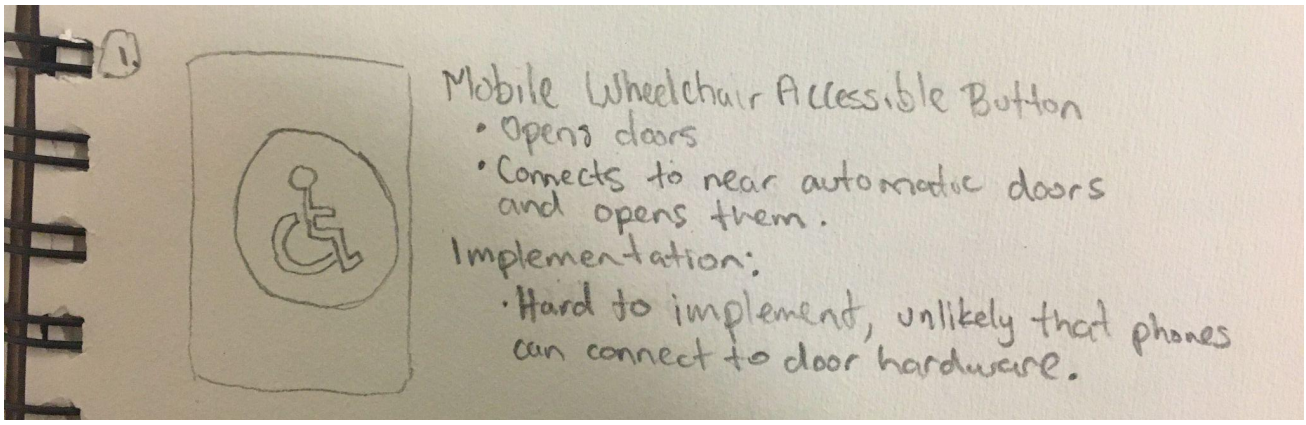
Psychology Test App: This idea was centralized around parents or guardians that are raising children. This idea was to help parents give to their kids in moderation so they don't grow up to be spoiled, but also not grow up to be neglected. The app would measure the times the parent had appeased to their child, and derive results for the parent for feedback.



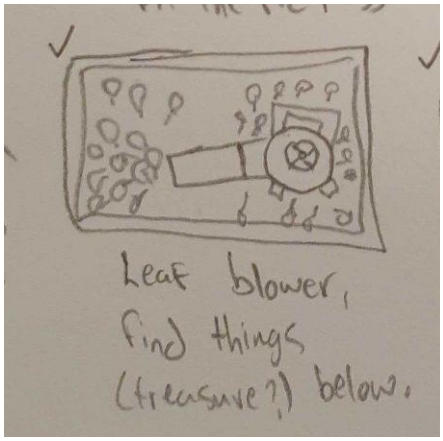
Picture Timeline App: For this app, the idea was for the user to take a picture each day at the same time, and eventually make a timeline of photos where the user can see themselves age through the days. The app will remind them at roughly if not the same time each day, to take a picture to add to the timeline.



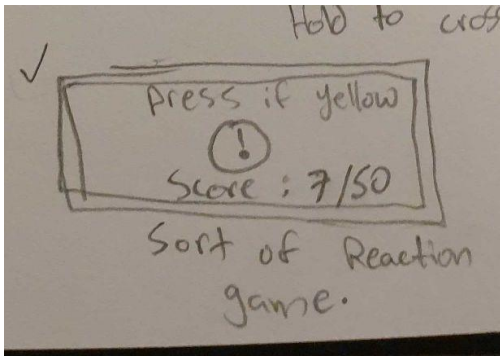
Handicap App: The handicap app was one of the more interesting ideas for our group, where the user would press a button to automatically call a handicap elevator or something of the sort. However we did not go through with this idea as the time constraint was difficult and our team's skillset lacked the necessary skills to finish the deliverables on time.



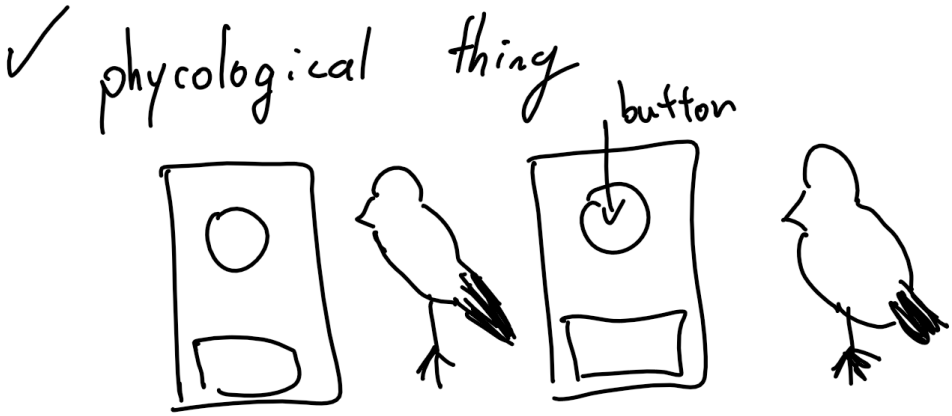
Leaf Blower App: This idea was for passing time when the user is bored, where the user would use a virtual leaf blower to blow away leaves on the screen.



Reaction speed app: This idea was for the user to play a game, where they would test their reaction, hitting the button when the correct color appears on the screen.



Our ideas then went forwards with the Psychology App, for a few reasons. We know that this app was centered around parents/guardians with children, and we thought developing an app for a specific demographic would help with our further designs. We also thought of the idea as creative and very useful, and so we could really make an impact on its usability when designing the app.

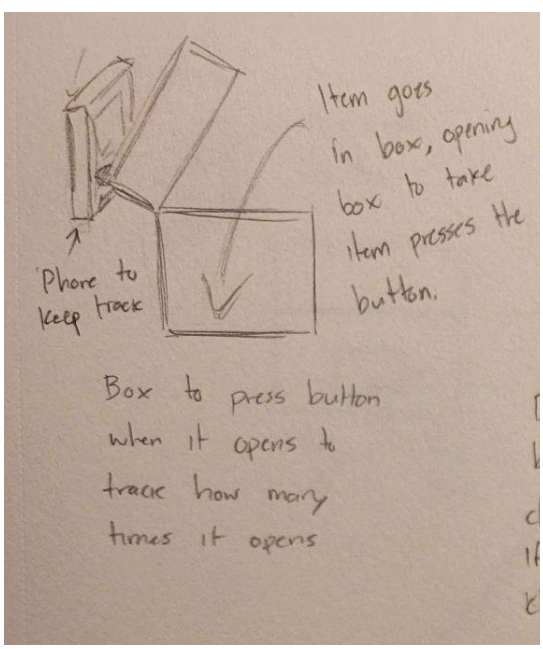


Our original idea for the app was for the parent to feed a bird or some sort of animal when it requested food. The parent would have to ask themselves if they have over fed the bird recently or at least keep track of how many times the bird was fed. At the end of a certain time range, the app would give the results to the parent, either they are giving too much, not giving enough, or their doing just fine. We had some ideas here:

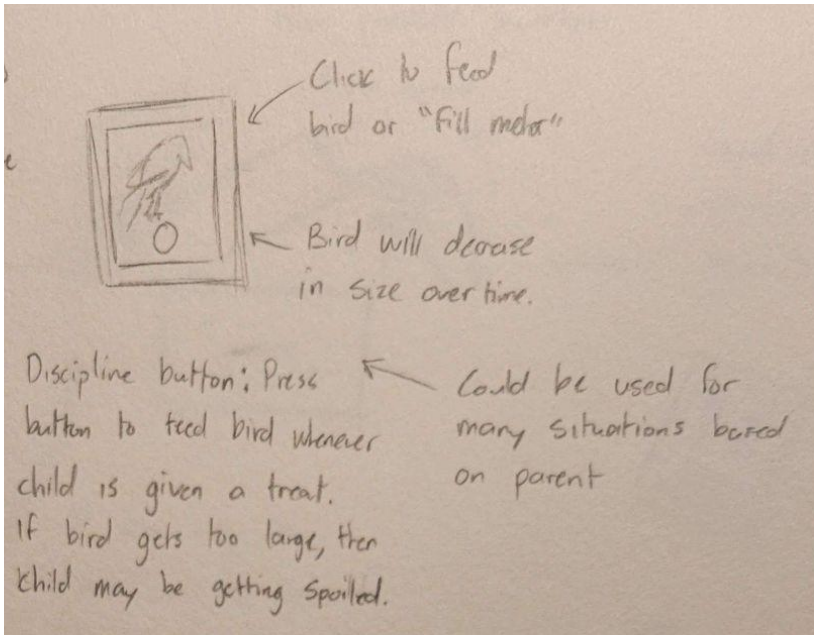
Alarm Feature: This idea was an early feature that would be integrated into our original idea of the bird/simulation, where it would play a loud alarm, or vibrate violently when it is time to feed the bird.

Our ideas were taken a bit further, and we ended up scrapping this “bird idea” and tried to design the app such that the user would have more of a interactive experience while using the app. Here are some further designs and variations that we came up with.

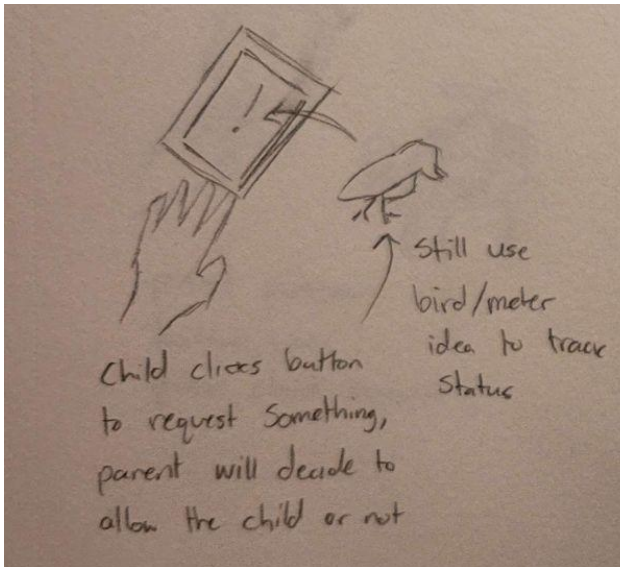
Box Button: This idea, we thought that if a child opened a box to grab something, the lid of the box would hit the button and indicate that the child has taken something out of the box. The parent would decide what could be put in the box, which allows for flexibility. At the end of the day, the parent would retrieve the phone and see the results. This would allow the parent to essentially see how well they’ve been disciplining the child and not having to repeatedly press the button over and over.



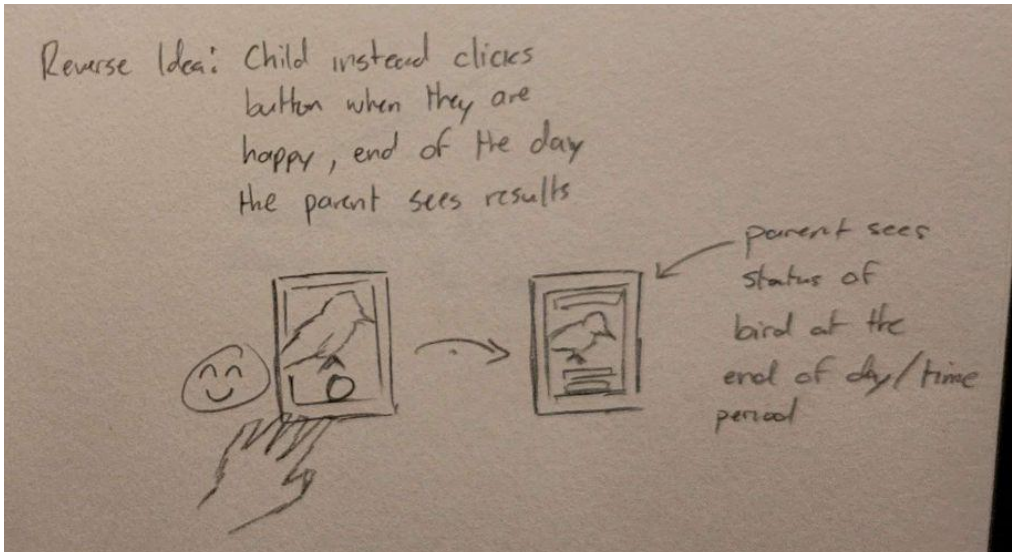
Manual Button Press: This idea is similar to our original, and still as simple. Here, the thought is when the parent appeases to the child in any way, they would press the button. At the end of the day or time limit, the parent would recieve their results.



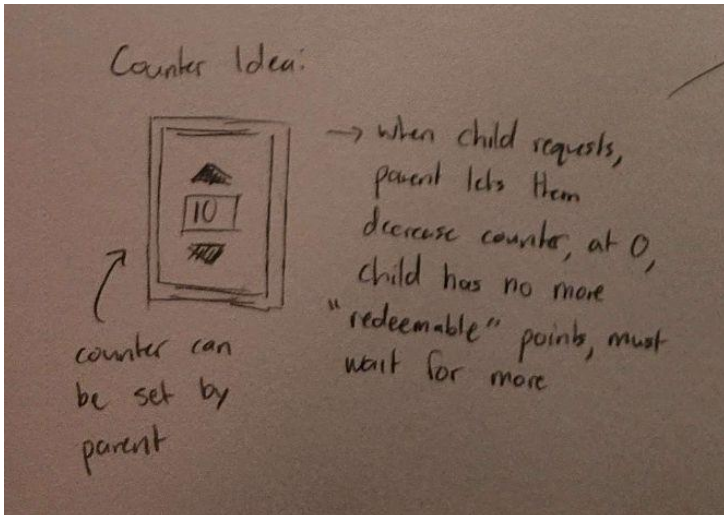
We had some variations of this idea too, where instead of the parent pressing the button, the child would instead press the button. We thought this was an interesting approach, as the child is then the one interacting with the button, and as long as the child is mature enough to follow the parent's instructions, it could potentially be more accurate. Of course, there would be results at the end.



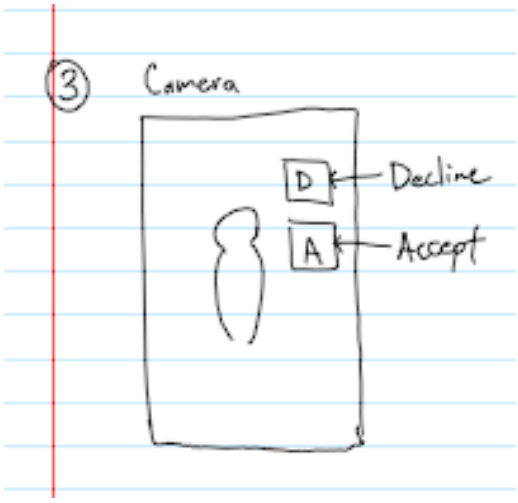
Another variation was that the child would click the button to request whatever they wish to the parent, and the parent would then decide whether to appease to them or not, and press the button if they do. Again, the results would appear at the end of the day or the time period.



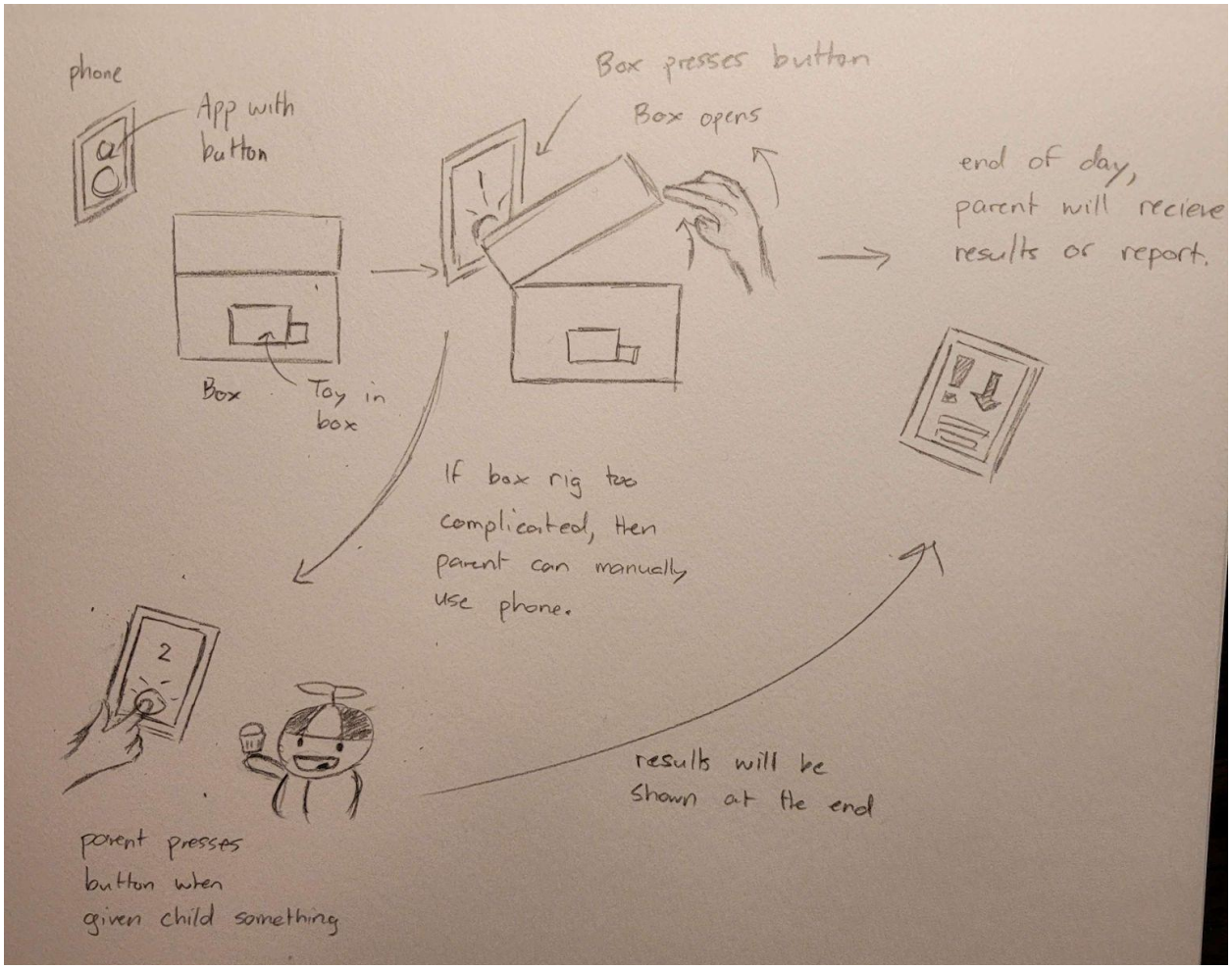
Counter Button: Here, we had a variation where there would be a counter on the screen, and the counter could be decreased with a button. Our idea here was that the child would press the button to decrease the counter, and visually see the number on the screen go down. The child would then understand (or hopefully come to understand) that when the number hits 0, then they would not be able to ask for anything else. This way, our app then helps train self restraint and moderation.



Camera Idea: This idea was a push to make our idea more interactive, which involves a camera interface where they take a picture of the child, and use the picture of the child as the image for replacement of the “bird’ we had in our earlier designs. It would generally follow the same idea as the manual button pressing idea, but with visuals.



Our ideas then settled on the box idea and manual pressing idea. It came to us that the box idea was set up in a way where the app could be used to do manual presses as well. If the parent doesn't want to set up the box rig, or maybe the child is too devious to bypass the system, then the app can be used manually. This allows for flexibility, and we are glad that this flexibility exists for our app's intended usage.



And thus this is how our app came to be developed. Essentially speaking, it is an app that allows a parent to gauge how much they've been spoiling their child to see whether they need to cut down or give a little more. The app will assist in this by tracking the number of button clicks each time the parent presses the button when they spoil their child. The parent will see their results at the end of day or the time period, at which will be indicated by the parent when they hold down the button. **(Still don't know what this functionality is atm, but I'll just put this here for now.)** The results will tell them either you have been giving them a little bit too much, or not quite enough, or doing just right.

Of course, this is just an app to assist with this type of aspect of life, in the end, we are not laying out a strict schedule of whether to give or not to give a child something when they need it. Our app's intended use is to allow the parent to visually see an estimate of how well they've been spoiling their kid, and can reflect back on their own ways of raising a child with whatever information they are given from the results. We allow our app to be flexible and non controlling, to allow easy usage for the parents that use it.