



# GAME DEVELOPMENT FRAMEWORK



## ABSTRACT

Project Fizzyo assesses the impact of gamifying the treatment of Cystic Fibrosis (CF) in young kids, and ultimately, improve its treatment and research. Fizzyo is the result of efforts from many teams: our team specifically is concerned with building the infrastructure which collects data during gaming sessions, and developing a suite of tools for game developers to contribute to Fizzyo, by making games for use in treatment sessions.

## KEY FEATURES



Game developer role added to Fizzyo web portal.



Documentation site for Fizzyo game development & Step by step user guide



Unity framework game analytics Records patient data and sent to clinicians.



Dashboard for Fizzyo games management.

## KEY REQUIREMENTS



Developers have to be able to add, edit and remove achievements and games.

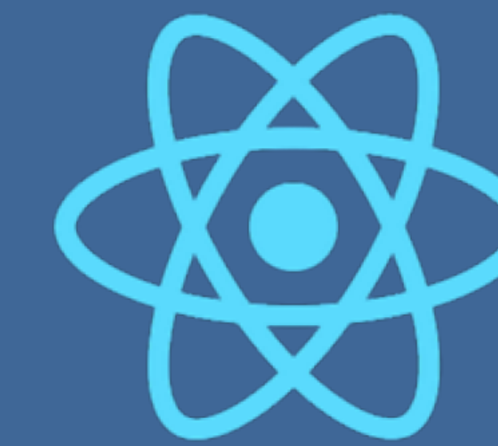


Fizzyo games must accurately post breathing statistics to server after a gaming session.



Documentation should explain all functionalities of the framework, and accessible for developers of all grounds.

## TECHNOLOGIES



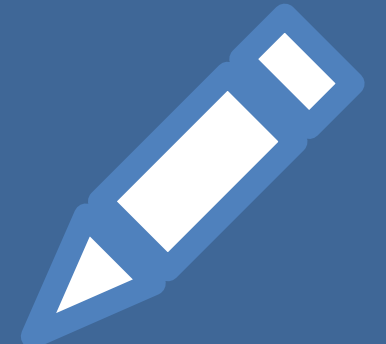
React

- Standardised framework
- Responsive design



React

- Cross platform
- Accessible to a wide range of skill



DocFx

- Make HTML from markdown
- Easy to edit documentation

