19 September 2019
10:30 am
ASB
CMPT 275
Group 6

- Interface
    - Minimal
    - Lighter colors
    - Larger icons
    - Easy to read and navigate
    - Simple
    - Settings
        - Text size
        - Volume for sound effects
- Likely propping the device up
    - Games not necessary to be holding device
- Game ideas
    - Camera (proof of concept)
        - Box in the centre
        - Move device to capture an object
        - Keep object in the box
            - How long they can do that for
        - (roll the ball to a hole — **balance**)
    - Flipping cards **memory** game
        - Come up with a twist
    - Random background (**memory**)
        - Flash an image
        - Take away something from the background
        - Tap all the places where something is missing
        - Short term memory
        - (target something long term memory ?)
    - Match the emoji (**facial rigidity**)
        - Video feed of their face
        - Project to an on screen emoji to match a second emoji
        - iPhone animojis
        - Mix in silly faces for the game feature
            - Would be more difficult so not as natural
    - **Speech** (madlibs)
        - Speech text
    - Image to word (**speech**)
    - Maze idea (**dexterity**)
        - Minor penalization to hit the walls
        - Evading capture
        - If police think you're there, stay as still as possible
    - Finger twister (**dexterity**)

- - - ■ Colored dots
    - ■ Change finger placement to the dots
    - ■ 4 fingers
    - ■ Can change size, color, placement, which finger to move etc.
  - ○ Finger sliders (**dexterity**)
    - ■ Bottom of palm stuck to bottom of device
    - ■ Sliders for each of 4 fingers (no thumb)
    - ■ Dj theme, piano theme etc.
  - ○ Draw the missing lines for the image (**dexterity**)
    - ■ Line drawing
    - ■ shape
    - ■ Line thickness
    - ■ timed?
  - ○ Shadow/Silhouette (Camera DDR) (**balance/posture**)
    - ■ Starting: stand up as straight as you can
    - ■ Match dotted lines on screen as different poses come up
    - ■ Baseline size
    - ■ (meter ish?)
    - ■ Space availability
    - ■ Available library for this
- ● Social media aspect of games
  - ○ Compete against each other
    - ■ Similar stages of diseases
    - ■ Similar symptoms
    - ■ Multiplayer (?) → limit it (not main aspect)d
- ● Analyzing via radar chart (5 categories)
- ● [Feature List](#)

For next meeting:
- ● Timeline
- ● Risk management
- ● Run-through idea with Herbert (By Friday — email)
- ● Start proposal