

17 September 2019

10:30 am

ASB

CMPT 275

Group 6

- Brief summary of what was covered last time
- Identified elderly people as the audience
  - Video games can help parkinsons patients
  - Mobility
  - Lots of research that backs that up
  - Focus on therapy
- Parkinsons cant be totally cured
  - Only slowed down
  - Reduce stress
  - Listen to music
  - Whether depression or anxiety increases risk of parkinsons
- Github website is up (github pages)
- Discussion of which to use: decided on swift
- A lot of apps already track brain and monitor progress
- AR pet to do exercises with you
  - Taking care of a pet
  - Can take care of it in ways that are physically challenging
  - Helps with planning and scheduling
  - (tamagatchi?)
- Technical specifications
  - Swift
  - Data input
    - Sensors?
      - User input
      - Video feed
  - Database
    - Firebase (network component)
  - Unity for creating the games
- Idea → game therapy (AR and phone)
  - Implement levels
  - Categories:
    - Dexterity/Mobility
      - Line following
    - Speech
    - balance/posture
      - Match the figure/position
    - Facial expressions
      - Match silly faces
  - Keeping track of progress
    - Assign scores (progress report)

- If they don't do well we will push them down a level
    - Points relative to level
  - Initial test to figure out level
  - About 30mins max (10-15 mins a day average)
- A fixed daily goal rather than them setting a reminder for themselves
- Sharing game progress with others
- **Camera stabilization**
  - Part of something bigger?
- Other ideas that target mental health aspect of parkinsons
  - Babylon telus
  - Chatbot
  - Feature to communicate with loved ones (side feature)
- Combining ideas?
- Communication
  - Change from messenger to slack
- Next meeting:
  - Specifics of game stuff
  - Paper prototype of app
  - 3 solid game ideas from each person by next meeting
  - Bio and picture and info for website
  - Spreadsheet for available times