GROUP 6 — TANKER

Purpose: Discuss components and details of design document
Date: 08 October 2019
Time: 10:30 AM
Place: ASB
Attendees: Rachel, Armaan, TK, Evan, Kai
Absentee(s): Negar

1. Feedback from HW 1
    a. Specify libraries etc.
2. System Diagram (Kai)
    a. Main
        i. Games
    b. Progress
    c. Read and write to database
    d. Data flow diagram
        i. https://www.lucidchart.com/pages/data-flow-diagram/data-flow-diagram-symbols
3. Game Details
    a. Twister
        i. Difficulty
            1. Increase number of dots on screen (size will decrease)← preferable
            2. Amount of time to position pictures
        ii. Twister with moving dots (sliding) (not requirement)
        iii. Beat board — notes — backbeat]
            1. Song
            2. Very spaced out button presses
            3. Color code
                a. Must be visible for color blind
        iv. Palm is a fixed position at the bottom of the device
    b. Shadow DDR
        i. Camera as main input
            1. Tracks user's posture and body position (image analysis)
            2. Use already available libraries
        ii. Users will see themselves on the camera and will have to line up with silhouettes along with the posture line for users to match
        iii. Game shall detect user's deviation from the silhouette
            1. Decide what deviation is
        iv. How far need to be for full body view
            1. Fit into shown shape
        v. Using known therapy exercises for "dances"
            1. Create certain poses and routines
            2. Different movements based on difficulty
            3. Assume front facing for now
    c. Adventure Story
        i. In chapters (to be continued…)

        ii. Longer time
      iii. Shall have multiple decisions
      iv. Shall input commands to progress through stages/chapters
       v. Difficulty shall be adjusted by speed and number of syllables in words
      vi. System shall be able to handle stuttering
     vii. Sound effects for story
    viii. Few illustrations here and there
      ix. Have different stories
       x. Simple well-known stories will be available
      xi. Branching temporarily and then converges again at some point
          1. Linear story
     xii. Unrecognizable speech
          1. Will have it randomly choose a path for you

4. System I/O
5. Notes
    a. Email Naomi Casiro for info by end of month
    b. Visual cues and auditory cues are helpful because PD patients have trouble initiating movement
    c. Keep it slow and big
    d. Base code is done
       i. Start button
          1. Proves we can connect games and others
    e. Write requirements document for full marketable system