**Orthopaedic Surgery Gaming App - Kick-Off Memo**

**To:** Dr. April Armstrong,

Dr. Gary Updegrove,

Dr. Greg Lewis,

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**From:** Amber Graham, Nicholas Duffner, Chenning Zhang

**Subject:** Follow-up for Zoom Call (Project Kick-Off Meeting) on Tuesday 1/15/2019

**Date:** January 17, 2019

**Scope of the Project:**

* We held our initial conference call for sponsors and student team to meet.
* We have decided to set our initial goal to creating a mobile gaming app with three surgical procedures for the player to complete.
* The game will be geared toward high school students to inspire interest in orthopaedic surgery and promote more diversity within that community.
* The first procedure will guide the user through, with the second having less guidance and the third being more of an evaluation.
* The games will focus on procedure and technique as well as studying the anatomy of the area affected, including muscles, bones, veins, and arteries.
* The sponsor’s intention was for the game to be “cartoonish” so that it appealed to younger students and made them aware of what Orthopaedic Surgeons do, but in a fun way.
* If we are able to implement this game ahead of schedule, we will work on incorporating a Role Playing Game setting to make the game more engaging and we will include more procedures.

**Future Work:**

* Next Meeting: Zoom Call on Thursday 1/24/2019 at 8 PM
* Student team will meet with Professor to determine the best methods and software applications for game development.
* Student team will research existing apps or games that include the same type of orthopaedic details.
* Sponsor team, please provide 3 surgical procedures/trauma scenarios we can use to begin planning game layout.