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Trackpad_APP (BuildyourownUI)

LoginScreen:

This is the start screen of the app. Here can the user decide the username for the rehabilitation-training. If no username is typed in, the user can't proceed to the next activity. If that is the case a massage gets display to remind the user to type in a username.

ChooseDeviceScreen:

In this screen the user is asked, if he wants to play on the device where the app is running or if an external device should be connected.

MainMenuScreen:

This is the screen with the most options for the user. Here he can go right to the settings to change the difficulty for example, go directly to the graph window and the score window, start the game or exit the app completely. A funny mole gif in the background puts the user in a good attitude and calms him for the upcoming rehabilitation phase.

SettingsScreen:

In this activity, the user can turn of all sounds, change the difficulty and even the username. Last but not least the language can be changed from English to German. For smaller screens the settings were made scrollable.

GameScreen:

Here is the rehabilitationphase for the patient. In a random time one by one moles appear, ready to be hit. If one is hit successfully, all other moles get scared and hide again, just about to get out again. If the moles are ready to be hit, the background of the imagebuttons change and the buttons get enabled. To have a exact track of the performance of the patient, not only the point count of the hits but also the time is tracked. Depending on which difficulty mode was selected in the settings, the moles appear faster or slower and the amount of hits in order to win increases.

ScoreScreen:

If the amount of hits set by the difficulty is achieved, the player is automatically guided to the scorescreen. Here is not only the username of the player listed, but also the difficulty that was used and the time needed to complete the game. As most of the time several therapy sessions are necessary to have a proper rehabilitation, the score list was designed to be scrollable.

GraphScreen:

In order to have a good overview over the performance of the patient, two bar charts where implemented to show the time used to complete each difficulty level at each go.

General additional information:

In order to have a welcoming experience for the user, calming music is playing in the background while in the login screen and in the main menu. If the games starts, music with more action starts

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playing to tell the player to concentrate. If a mole gets hit, than a punching sound gets displayed to also have a audio feedback for the user of the successful hit.

The whole app also works in landscape mode.