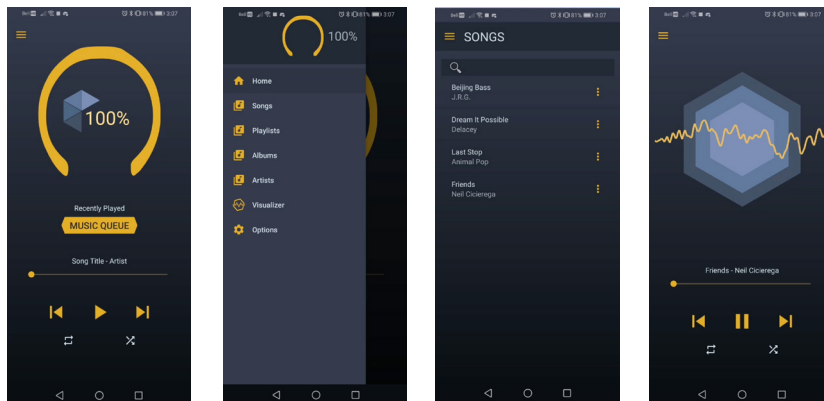


MARCH 2020



STYLED ASSETS IMPLEMENTED FOR BETA

As final touches for the application, we implemented our stylized assets and branding colors. We based the color scheme off of the mockup that proved most successful during our user testing, choosing to implement the Dark Mode as the default as it matched with our neckband stylization more and felt more cohesive. While we worked with the UI, we also fixed known functionality bugs to ensure minimal, if any, application crashes during beta and, later, the Fair.



BLUETOOTH PROGRESS

At this point, we were able to integrate our BLE connection into the amalgamated application for the full experience. We achieved real-time data transfers between the BLE chip and the application and refined the vibration effects in accordance with the visualizer data. We corrected the vibration strength as needed to better match the audio frequencies.

GLOBAL PANDEMIC

Sadly, as we were completing our final touches for our Beta demonstration and finalizing our plans for a last user test phase, we were forced to stop and re-group as the COVID-19 pandemic put a halt to public gatherings. We cancelled our user test plans, although the completed protocol is available in further documentation on our website. A few members still needed to meet up in private residences, despite the government recommendations to avoid even this when possible, as our neckband circuit and neckband 3D print were in two separate households. Alternate Beta and Fair Day requirements were announced and we busily redirected our workflow to accommodate and collect what demonstrative footage we could to support our device and our progress without the ability to properly showcase it.