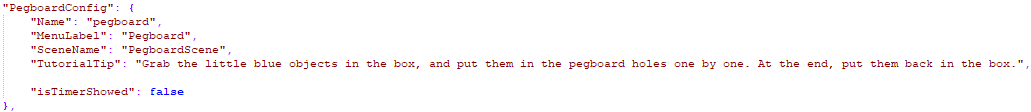
*The appsettings.json file has every option available to influence the tools and how the app works in general.*

**Pegboard and Pegboard Alternative**

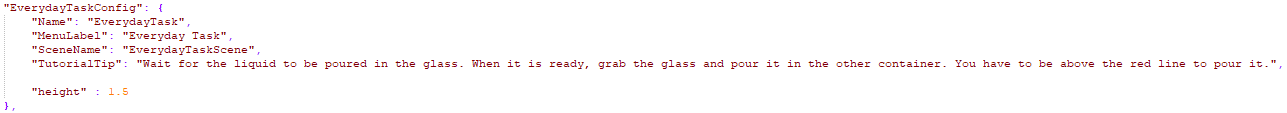
* “isTimerShowed” is used to show the user a timer for the time it takes him to complete the pegboard tool.

**Finger Follow**

Text

Description automatically generated with low confidence

* “repetitions” is used to set the number of repetitions the avatar is going to do when changing directions.
* “mode” is a variable used to determine the trajectory the avatar is going to take. Mode 0 is the standard random directions, Mode 1 is still random directions but with different incremental speeds, Mode 2 is the targeted directions (square trajectory).

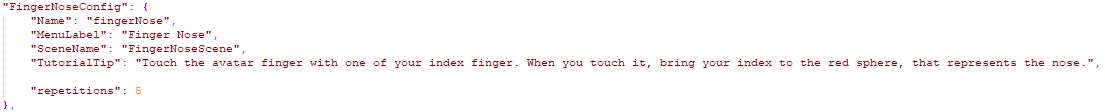
**Everyday Task**

* “height” is used to set the height that the user has to be above to pour the liquid in the container.

A picture containing shape

Description automatically generated**Rhythm**

* “nbNotes” determines the number of notes that the application is going to produce until it finishes.
* “bpm” is the speed at beats per minute at which the presses are supposed to occur. The higher the number is, the faster it becomes.

**Finger Nose**

* “repetitions” is used to set the number of repetitions the avatar is going to do when changing directions.

**Eye Tracking Follow**

**Text

Description automatically generated**

* “targetSize” sets the size of the cube that the target must look at.
* “repetitions” is used to set the number of repetitions the cube is going to do when changing directions.
* “speed” determines the speed that the cube is going to move.

**A picture containing graphical user interface

Description automatically generatedEye Tracking Multiple**

* “timer” is the time a target must be looked at before changing to another target.
* “targetSize” sets the size of the cubes that the target must look at.
* “fieldOfView” determines how far the targets are to each other. The higher the number, the further they are to each other.

**Eye Tracking Fixation**

Text

Description automatically generated

* “targetSize” is the size that of the cube that the user must look at.
* “distance” sets the distance between the user and the target.
* “timeFixation” is the time a target must be looked at.

**Scenario**

Text

Description automatically generated

The tools that can be done in a scenario are listed in “ToolsOrder”. The scenes must be named correctly in that list and the order is descending (top to bottom).

The scenes are as follows:

"FingerNoseScene",

"FingerFollowScene",

“PegboardScene”,

"PegboardAlternativeScene",

“EverydayTaskScene”,

"RhythmScene",

“MenuScene”,

“EyeTrackingFixationScene”,

“EyeTrackingFollowScene”,

“EyeTrackingMultipleScene”

**Other options**

Text

Description automatically generated

* “ScenarioActive” determines if the scenario is supposed to be done by the user. The user will start at the first tool set in “ToolsOrder”
* “ActivateTutorial” determines if the user is shown the tutorial to each tool, everytime he arrives in a new scene.
* “UseMongo” is used to save the data retrieved from tools in the database.
* “Locale” lets you change the language of the application. The options available are “en”, “fr” or “es”.