The NanoMed nanobots are specialized nanotechnology drones that are made to treat medical patients. Nanobots are administered through large microscopic clusters through injection or IV drip. They are especially made to travel through the body such that they do not damage natural systems or cause adverse reactions due to their presence. In search mode they are the most capable of fast and precision travel through the body, while in operation mode they are equipped with multiple microscopic surgical instruments to administer aid from within the body.

This technology would be the most beneficial to people with adverse health conditions and illnesses. With nanobot healthcare plans, they will get excellent and well monitored treatment that aims to tackle even the most difficult ailments and conditions. The main goal is to provide for the betterment of health and sustainability for all of society. Currently, the paid plan is the only way to get NanoMed aid, but there are plans to provide healthcare benefits to those in need that do not have the money to afford such expenses.

The project was made using p5 and the p5 Clickable library. It is based on a custom made complex state machine that stores the data of multiple "scenes" that describe the scenarios of the NanoMed storyline. These scenarios are handled by maintaining a series of csv files that describe the main decisions to be made, the two choice buttons corresponding to each decision, and the results tied to each possible decision.

I designed my project first with a color palette that I found fitting. I thought the use of cool colors like purples and blues fit the medicinal topic of the project best. I used illustrator to make simplified vector illustrations for the icons, so that they had just enough detail to get a user's attention but not so much that it distracts from the overall experience. I wanted the button interactions to be simple and reactive to touch and hovering so that the user knows that they are having an impact on the actual game. Lastly, I added a lot of introductory and transition animations to keep the user visually interested and invested in the story progression.