Design4Health

Synopsis & Responsibilities

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Chapter 1

Team

Our team consists of 5 members, all having an own main responsibility.

1.1 Responsibilities

- Ralf Nieuwenhuizen: Communication
- David Prihoda: Lead Artist
- Ismini Psychoula: Lead programmer
- Arnold Schutter: Lead Game Design
- Shen Shuheng: Lead Testing

1.1.1 Communication

The communicator is responsible for the timely communication with external parties and the teacher including weekly updates.

1.1.2 Lead Artist

The lead artist is responsible for gameplay and graphics. Gameplay (fun) should continuously be checked and the graphics should be made according to a graphical design plan. The lead artist is responsible for this plan and prioritizing tasks.

1.1.3 Lead Programmer

The lead programmer is responsible for keeping the overview of the software (architecture) and for quality. The lead programmer prioritizes the milestones for the software and checks for the quality and coherence. When deliverables are not satisfactory, the lead programmer is allowed to let deliverables be rectified.

1.1.4 Lead Game Design

The lead game designer is responsible for the overall planning and the coherence between the software and the game design.

1.1.5 Lead Testing

The lead tester is responsible for weekly testing the deliverables for appearance, errors/bugs, gameplay quality and coherence. The Lead Tester prioritizes the tasks to be improved together with the Lead Programmer.

1.2 Planning

1.2.1 Meetings

Our weekly meetings are at:

- Monday 08.45 - 10.30
- Tuesday 12.30 - 16.30
- Thursday 13.45 - 15.30
- Friday 13.45 - 16.30

1.2.2 Schedules

Week	Mo	Tu	We	Th	Fr
46		"System proposal" pitches and decision		"Game proposal" pitches and decision	Finish sketch of game play
				Meeting with company: adopt ideas	Decide on and set-up of software
				First sketch of game play	
47		Set goals and planning for this week (Design & Software)		Finish documentation + send	Evaluate week
		Game design last changes and documentation			
		Software and GitHub running			
48		Set goals and planning for the week (Design & Software)			Evaluate week
49		Set goals and planning for the week (Design & Software)		Finish prototype	Evaluate week
50		Set goals and planning for the week (Design & Software)		Presentation	Evaluate week
51		Set goals and planning for the week (Design & Software)			Evaluate week
52	Holidays				
1	Holidays				
2		Set goals and planning for the week (Design & Software)			Evaluate week
3		Finish documentation		Last improvements	
4					

Figure 1.1: Global planning of the project

Overall todo list					
Week	Start date	Own Milestone	Action holder	GitHub Branch	Deadline
46	10-11-2014	Proposal synopsis	Arnold		13-11-2014
		Hand in game synopsis to Prof	Ralf		14-11-2014
		Set up GitHub	Ralf		14-11-2014
47	17-11-2014	Game play design	David		17-11-2014
		Set up software	Ismini		17-11-2014
		Hand in game design document	Ralf		21-11-2014
48	24-11-2014				
49	1-12-2014	Hand in game prototype	Ralf		5-12-2014
50	8-12-2014	Finish and prepare presentation (2 persons!)	Ralf (you can delegate)		9-12-2014
51	15-12-2014	Hand in game prototype Beta	Ralf		19-12-2014
		Invite company for final presentation	Ralf		19-12-2014
52	22-12-2014				
1	29-12-2014				
2	5-1-2015				
3	12-1-2015	Hand in game prototype & documentation	Ralf		16-1-2015
4	19-1-2015	Finish and prepare presentation (2 persons!)	Ralf (you can delegate)		19-1-2015

Figure 1.2: Global todo list of the project

Chapter 2

Game design

The official game description does not contain specific requirements. The purpose of the game is to motivate or help people to do their exercises, possibly for tasks provided by a physiotherapist.

The first concept of design is an engaging game for which the user needs to gather more points to get better in the game. The points can be gathered by doing the exercises according to the training scheme, possibly provided by a physiotherapist. Every successfully completed training day is worth a specific amount of points determined by the physiotherapist. While the user is doing the exercises properly every day, the points are multiplied so each training day will be worth more points over time, we call this a combo. Skipping a training day will stop the combo.

To control the user for doing the exercises properly, training data should be uploaded after completing the daily training. When the data is uploaded to the system, the user will receive the points immediately. These points should motivate the user to continue doing the exercises.

The data can be checked by a supervisor like the physiotherapist at any moment once in a while to check for correct execution of the exercise. The required data type differs per type of exercise. For specific exercises provided by the physiotherapist the user could make a video of the execution of the exercises. GPS-data would be more useful when the exercises are running, cycling or walking.

Several engaging games should be available in a game platform, specific for different age categories and gender, from which a user can pick one game. The game platform will work independently so new games can be plugged in into the system. The games should however facilitate the input of gathered points directly in the game.

The construct of the system is shown in 2.1.

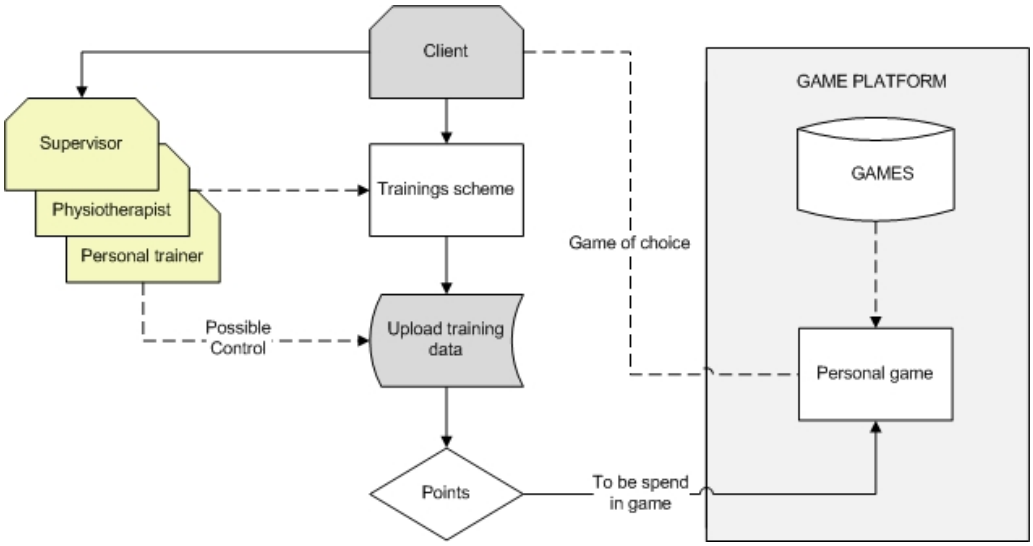

Figure 2.1: Scheme of the game design