# Design4Health

## Synopsis & Responsibilities

**Ralf Nieuwenhuizen (**4080408**) – David Prihoda (**4405951**) – Ismini Psychoula (**4411285**) – Arnold Schutter (**4260724**) – Shuheng Shen (**4298225**)**

# 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.

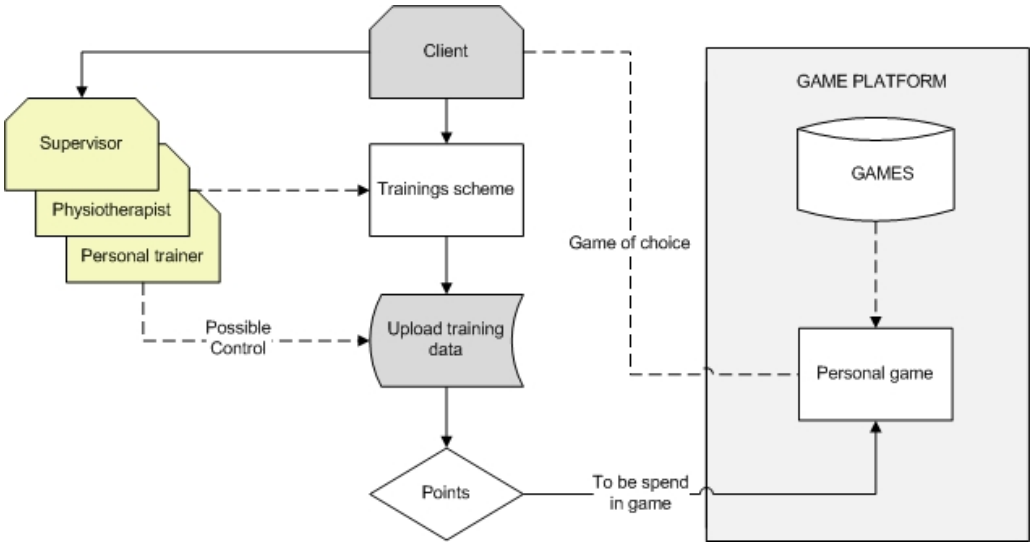


Figure 2.1: Scheme of the game design