

Project Prototype

CSCI 497H

Members: Gavin Harris, Brett Jennings, Ethan Voon, Ryan Wendling

Project Description

The goal for this project is to create a mobile video game with the intended effect of relieving stress quickly and efficiently after an inducing event. In an ideal situation, the target users would be any persons with access to a smartphone (Android, iOS, or Windows), but within the scope of this classes timeframe, the project will be focusing on the application being developed for the two most recent iterations of the Android mobile operating system. This app will aim to help with the “well-being” of the user. The app will utilize simple visualization and basic breathing techniques to create a relaxing and engaging game experience for the user.

User Feedback

A	B	C	D	E
How well does the prototype reflect the goals of the project?	Does the prototype cover all the important features that are needed to meet the project goal?	How easy is it to understand the navigation and task flow of the proposed system?	How easy is it to understand the labels used in the prototype?	How well the prototype offers feedback based on user actions?
5	2	5	4	2
4	4	5	5	4
4	4	5	5	4
4	2	2	4	2
5	4	5	4	
3	4	2	4	2
4	4	5	4	5
4	3	2	5	2
4	4	2	4	2
3	4	3	2	2
4	4	2	4	4
4	4	4	4	2
4	5	5	4	5
2	2	4	4	2
4	2	4	5	4

3.87	3.47	3.67	4.13	3.00
------	------	------	------	------

We are first focusing on how well our application “offers feedback depending on the user’s actions,” as column E was our lowest score. To do this we will implement a few things, one of which is offering user statistics. This could include data visualization of charts and graphs to go along with a list of other statistics like time played and most effective destress activities. If we were to implement this, we would need the user to make their own profile with which we could track information.

The second main focus for improvements is to address the feedback on column B, by creating more features to meet our goal. One way we hope to do this is to combine the Breathing Exercise with the Bubble Pop game into one more focused feature. We would also like to create more game options so that the user can personalize what kind of relaxation experience they have. By simplifying menu options and streamlining the relaxation steps, we hope the features needed to attain our goal of destressing the user will be satisfactory.

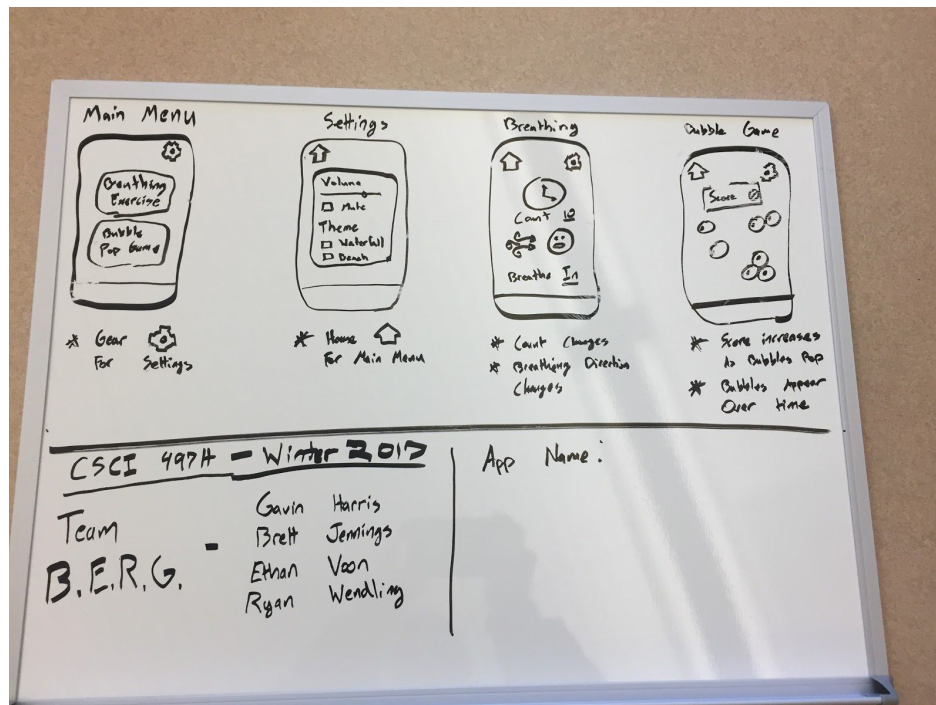
Revised Design Goals:

Our overall goals will not necessarily meet the scope of our implementation goals for this class. For example, from an implementation point of view, we will only be launching this app on devices that are running more recent versions of the Android operating system. Our design goals are no exception when it comes to the scope of this class. The goals are as follows:

- Home Menu
 - Overall
 - Visualization of destressing history.
 - Personalized account for User
 - Within Class Scope
 - Settings and Game(s) will be implemented
- Settings
 - Overall
 - Selectable themes would lead to changes in sounds and background images.
 - Within Class Scope
 - We will be implementing one “Waterfall” theme.
 - The Bubbles Popped count will:
 - Be able to be reset
 - Have their in game display On/Off toggleable
- Game(s)
 - Overall
 - Multiple games would be available to create variety.
 - Within Class Scope
 - Bubble Relaxation game will be available.

Prototypes:

Original Paper Prototype



Revised Prototype

As discussed earlier, we want to create some sort of data visualization, which can be seen at the bottom right of the revised prototype. We kept the breathing exercise and bubble game separate for the time being until we can properly design a way to combine them in the future. Aside from this, the settings will be able to scroll down to add the extra customization options and will also feature a back arrow at the top right instead of the home symbol. This will ensure that users can easily return to whichever event they were in before entering the settings. The main view left out at the moment is the loading splash screen.