**Resources required by patients:**

*Written by: Michael Probst*

Patient supplied resources are required in level 3 only (HomeTown).

Breakdown of items required by patients:

|  |  |
| --- | --- |
| Exercise | Requirements |
| L3M1E1 | Favorite sports team (we find picture) |
| L3M1E2 | Favorite fast food restaurant (we can find picture) |
| L3M1E3 | Picture of local grocery store |
| L3M1E4 | Picture of next door neighbor |
| L3M1E5 | Picture of favorite restaurant |
| L3M1E6 | Picture of family lawyer |
| L3M2E1 | Picture of favorite truck |
| L3M2E2 | Picture of favorite dog |
| L3M2E3 | Picture of favorite cat |
| L3M2E4 | Picture of favorite arm chair |
| L3M2E5 | Picture of neighbor’s child |
| L3M2E6 | Favorite holiday (we find picture) |
| L3M3E1 | Picture of (grand)child 1 and their name |
| L3M3E2 | Picture of spouse and their name |
| L3M3E3 | Picture of (grand)child 2 and their name |
| L3M3E4 | Picture of (grand)child 3 and their name |
| L3M3E5 | Picture of (grand)child 4 and their name |
| L3M3E6 | Picture of (grand)child 5 and their name |
| L3M4E1 | n/a |
| L3M4E2 | Picture of family portrait and assigned names |
| L3M4E3 | n/a |
| L3M4E4 | Favorite type of TV program (from: sitcoms, history, nature, cooking, classic movies, etc) |

*NOTE: Exercises in L3M3 are heavily saturated with grandchildren. Suggest changing some to other family members such as parents, aunts, uncles, siblings, etc.*

**Loading patient resources into game**

*Written by: Michael Probst*

Loading patient resources into the game without rebuilding it is a challenge, but doable with Google Firebase. The following steps should work but are untested as of now.

1. Graphical user interface, application

   Description automatically generated with medium confidence**Have patient fill out Google Form**: this is an easy way of providing a patient with a survey to retrieve the resources we need. It is confirmed patients can upload photos from their phones using a Google Form. [Here](https://docs.google.com/forms/d/e/1FAIpQLSecAuDcLjr72-vl4pb9Lu1wNuoBruzwQav5v-ZBKLHtJ7Q46Q/viewform?usp=sf_link) is an example of what this could look like. When photos are uploaded to a google form, they are saved to the form owner’s google drive.
2. **Load data into Firebase server**: create a project on Google Firebase, then use [this](https://stackoverflow.com/questions/50666355/how-to-upload-files-to-firebase-storage-from-google-drive-using-apps-script) resource to upload patient data into the server. Note: patient resources must be tagged in some way to ensure the patients’ photos are unavailable to other users. Firebase also provides a means to create and authenticate user accounts.
3. **Load resources from server within Unity**: when a user logs in to the game, query the Firebase server for the images and other resources and populate the necessary game objects.