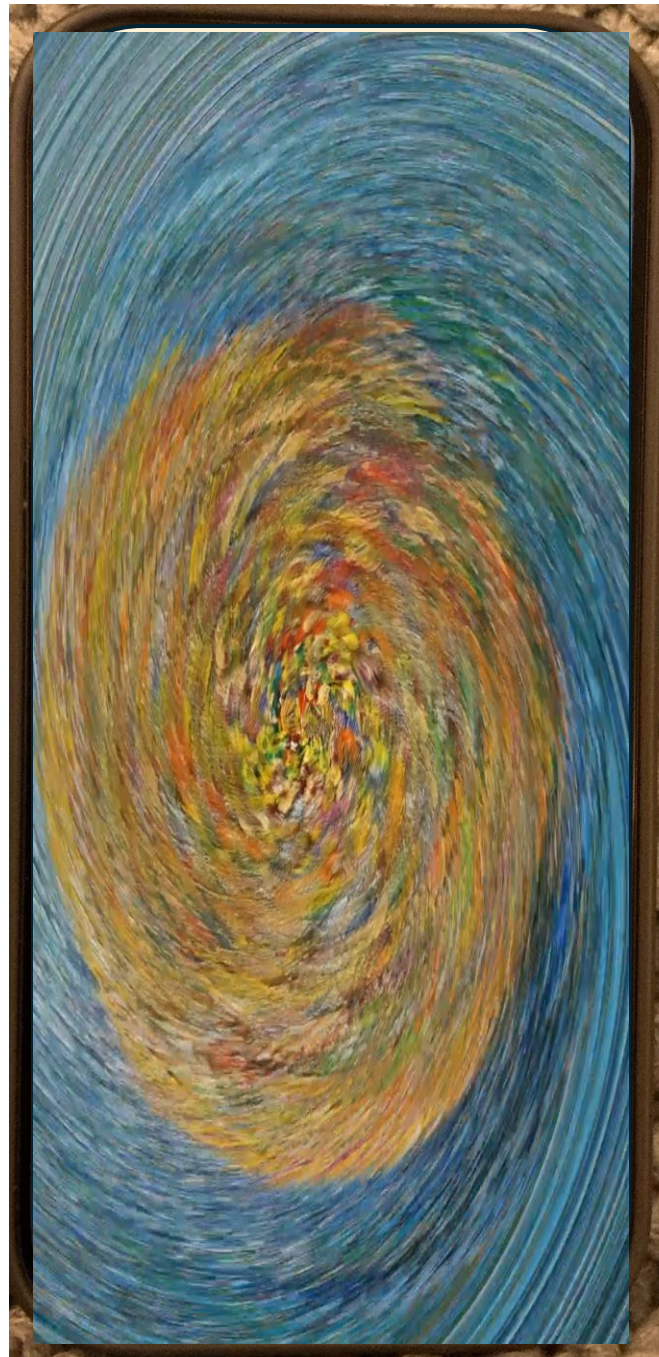


# The Pendulum

## Load Scene

This will be a  
quick load  
scene for when  
you open the  
application, a  
short video



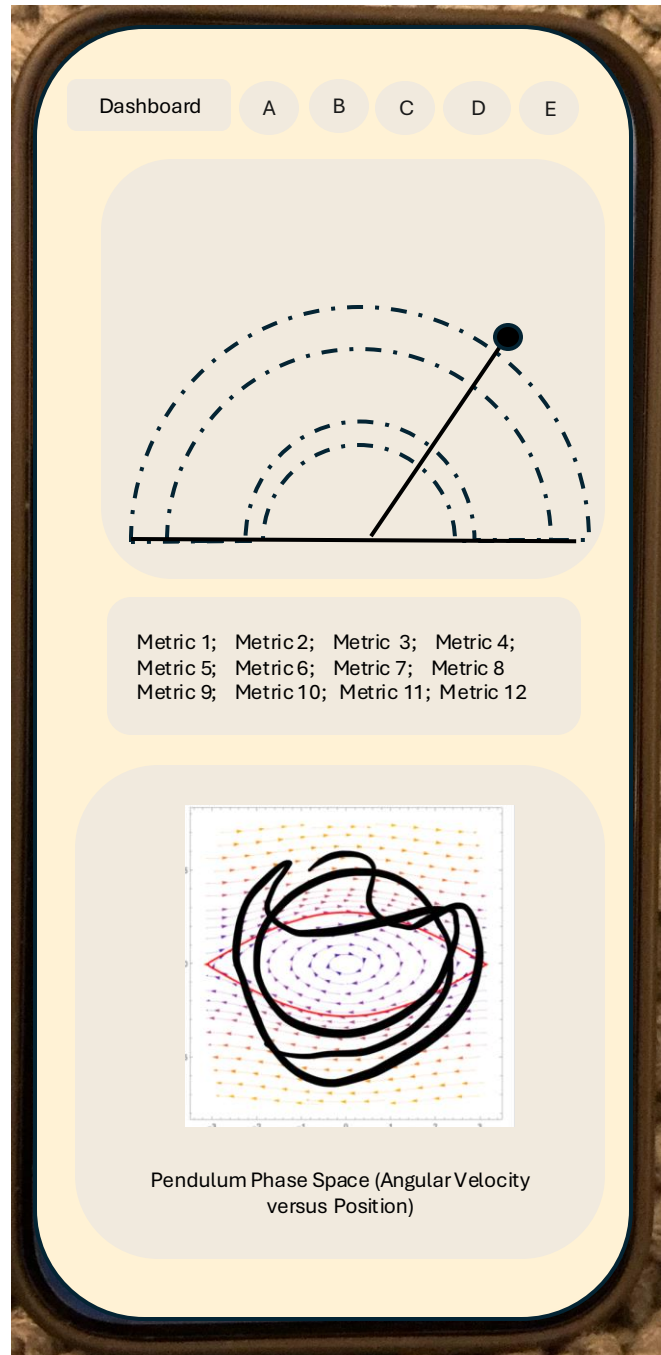
# The Pendulum

## View 1 View Controller

Day Mode Buton, Display Color

Day Mode Buton, Display Color

- A: Button for Control and Parameter Settings
- B: Button for Background Settings
- C: Button for Graphics
- D: Button for Metrics
- E: Button for Sound



# The Pendulum

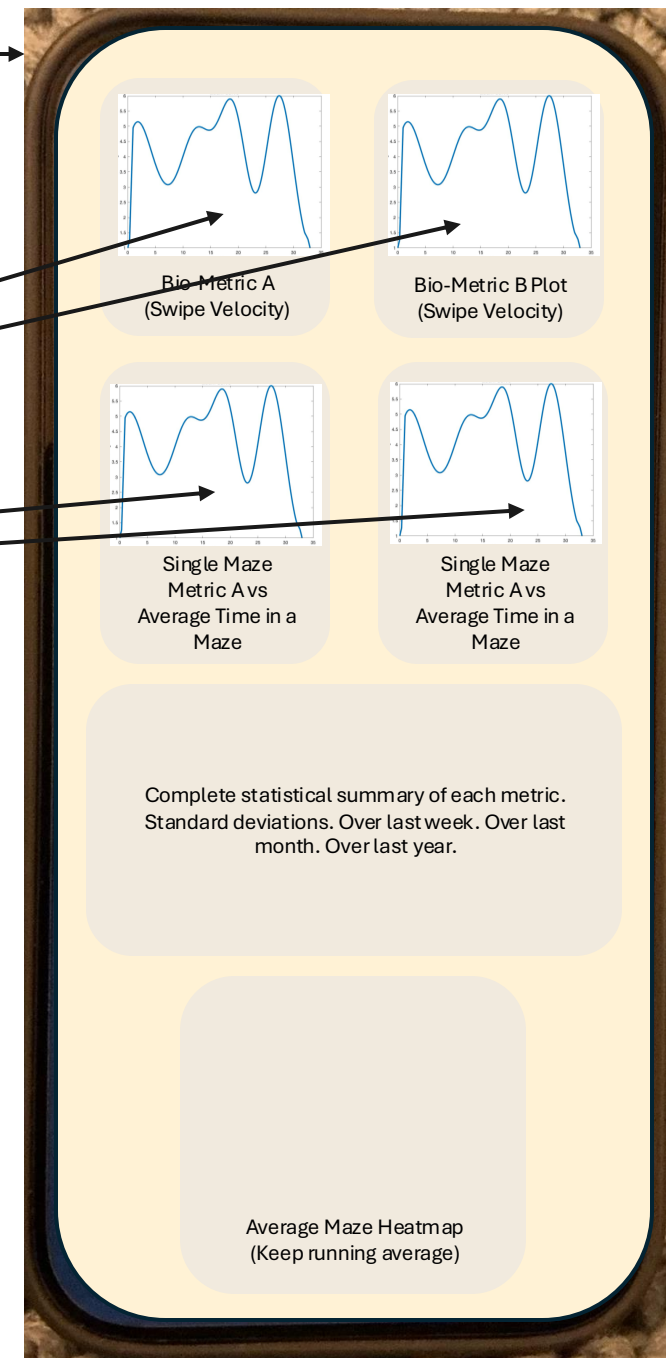
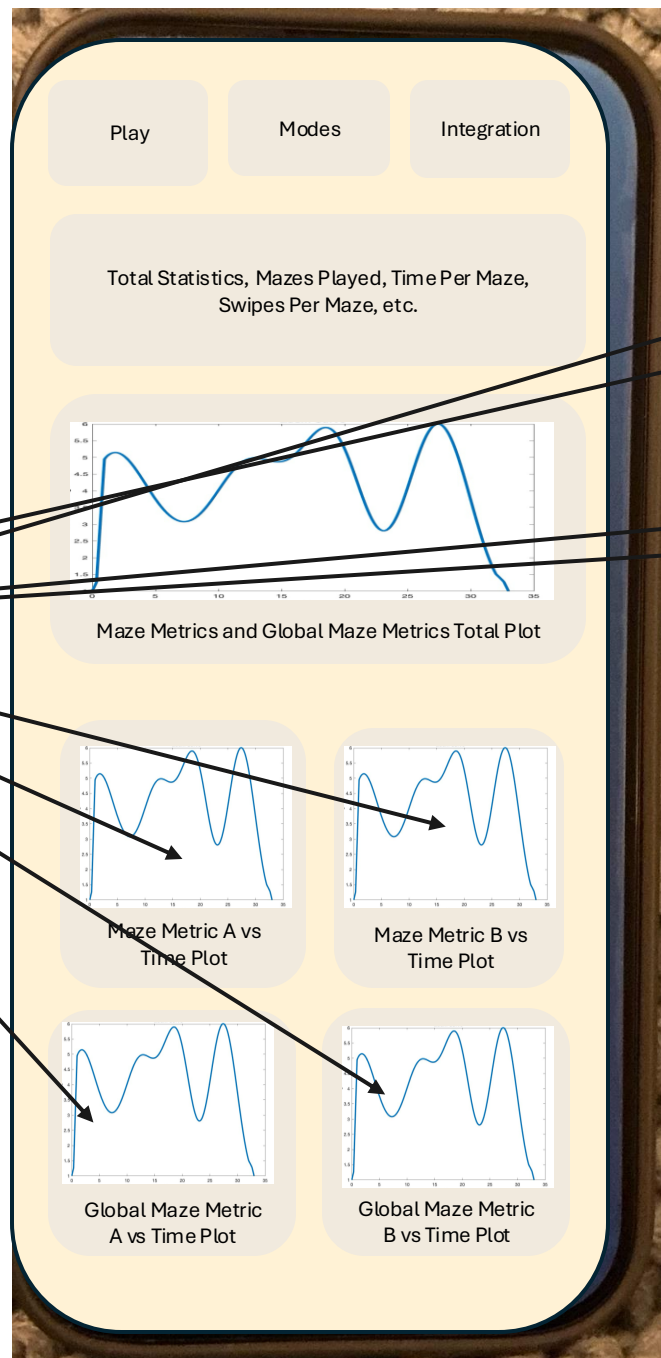
## Dashboard View

### Controller

Click reveals ability to select other metrics, potentially many at a time. Also setting time scale in domain. Also if you want to normalize them

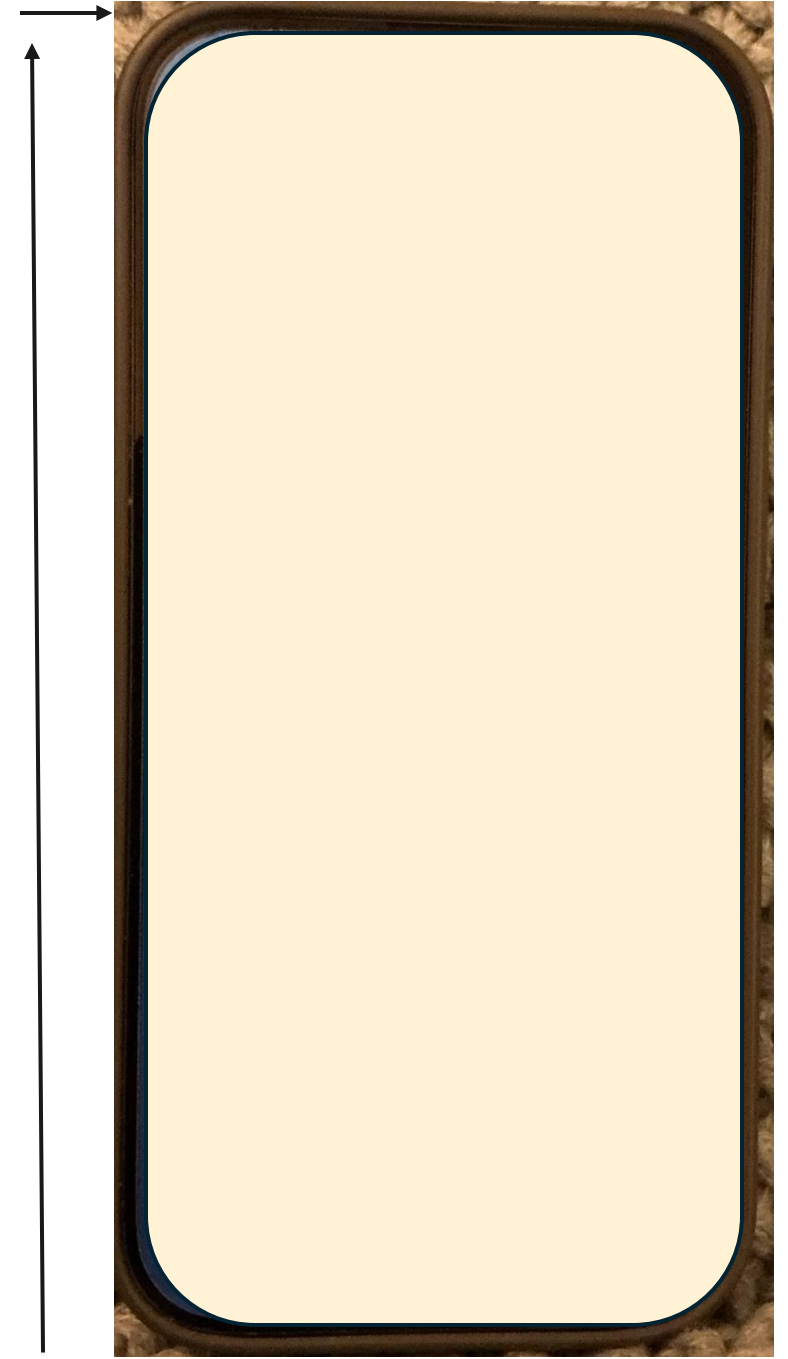
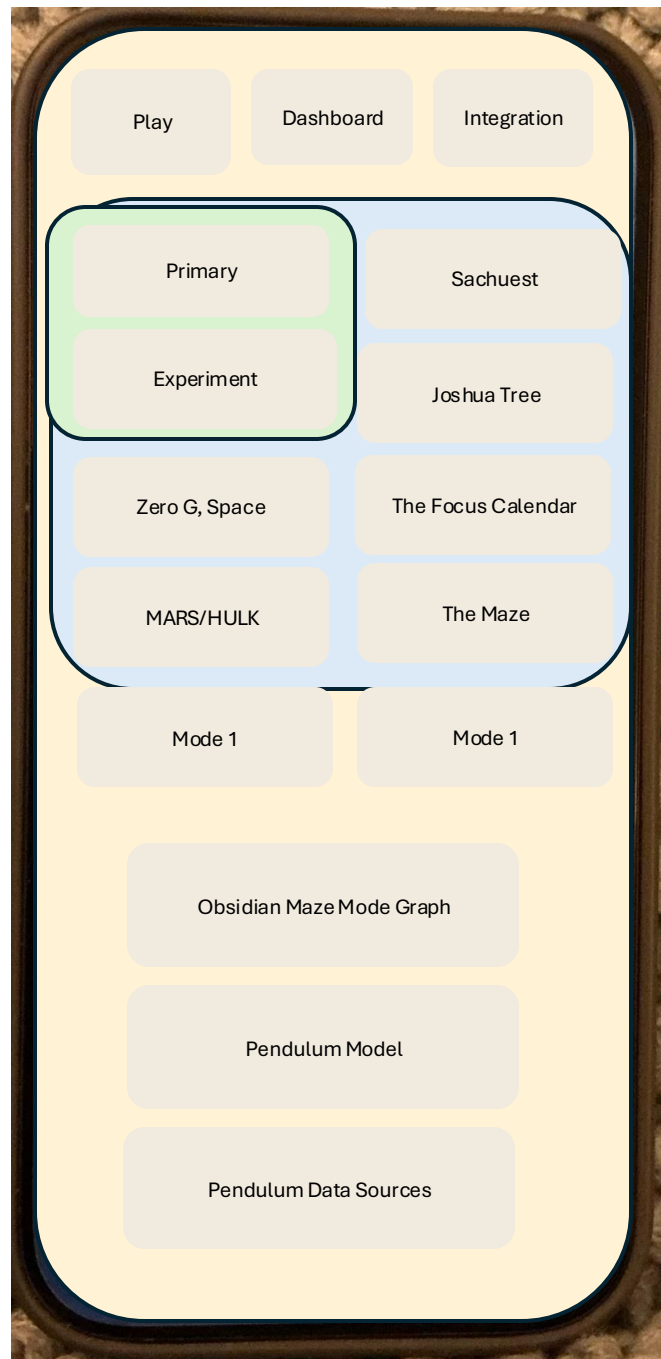
Add plots if you've connected The Focus Calendar that have your Flows on the domain, or a relate a Focus Calendar versus Maze metrics played

Add plots if you've connected The Pendulum that relate Pendulum statistics versus Maze metrics played



# The Pendulum

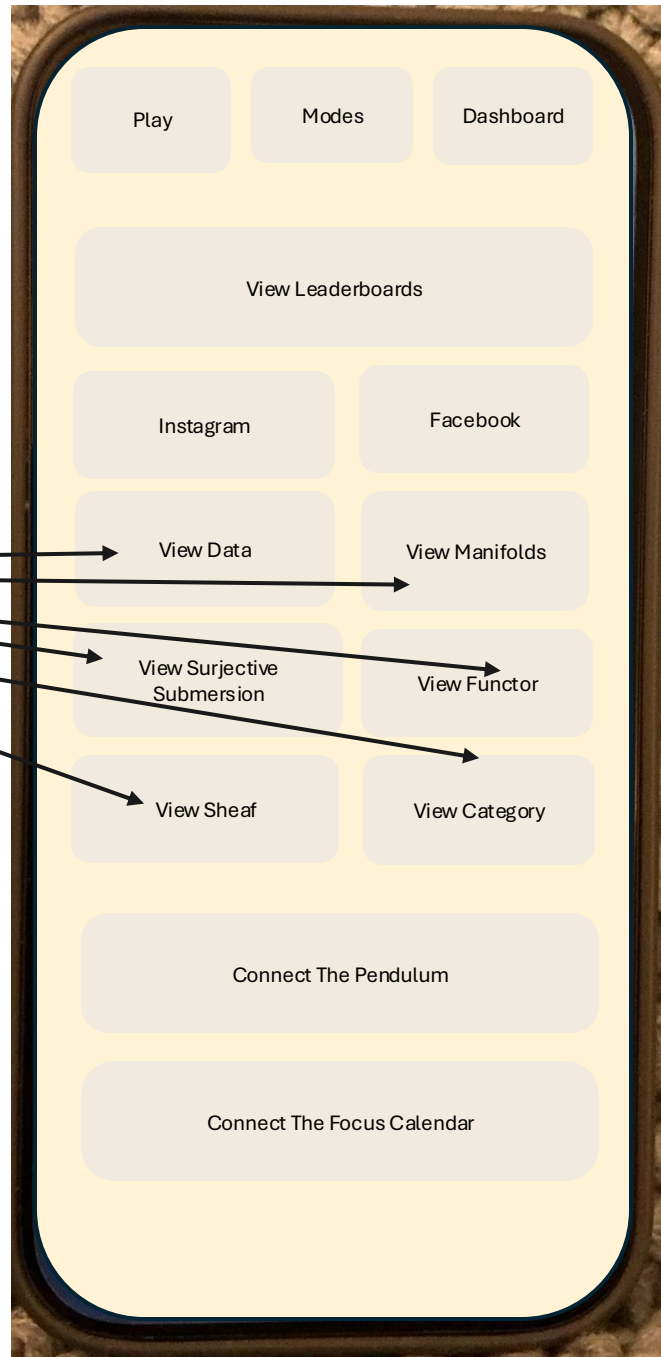
## Modes View Controller



# The Pendulum

## Integration View Controller

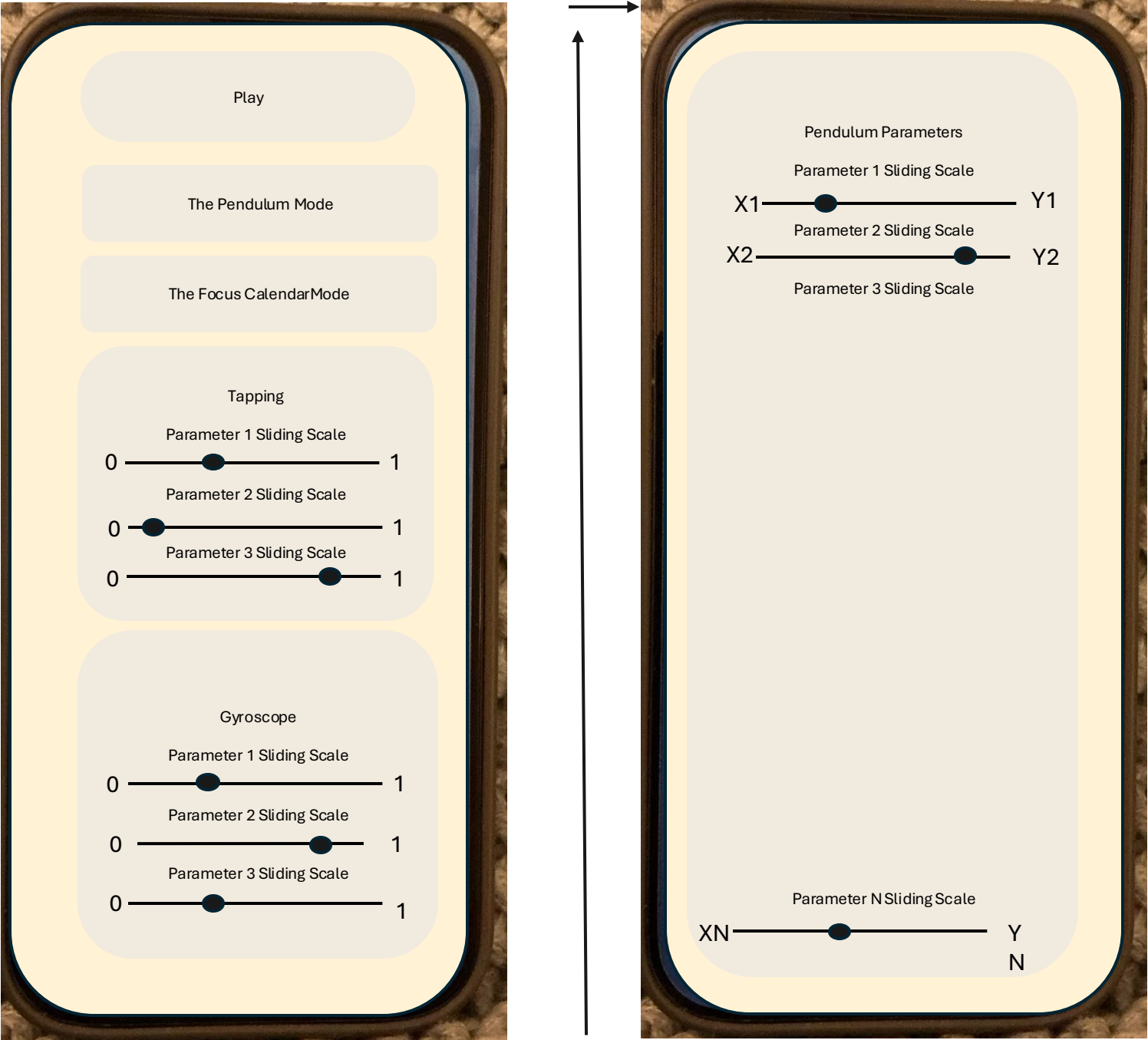
Links to appropriate page  
with data loaded from  
account profile on  
[www.golden-  
enterprises.solutions](http://www.golden-enterprises.solutions)





# The Pendulum

## Swiping View Controller



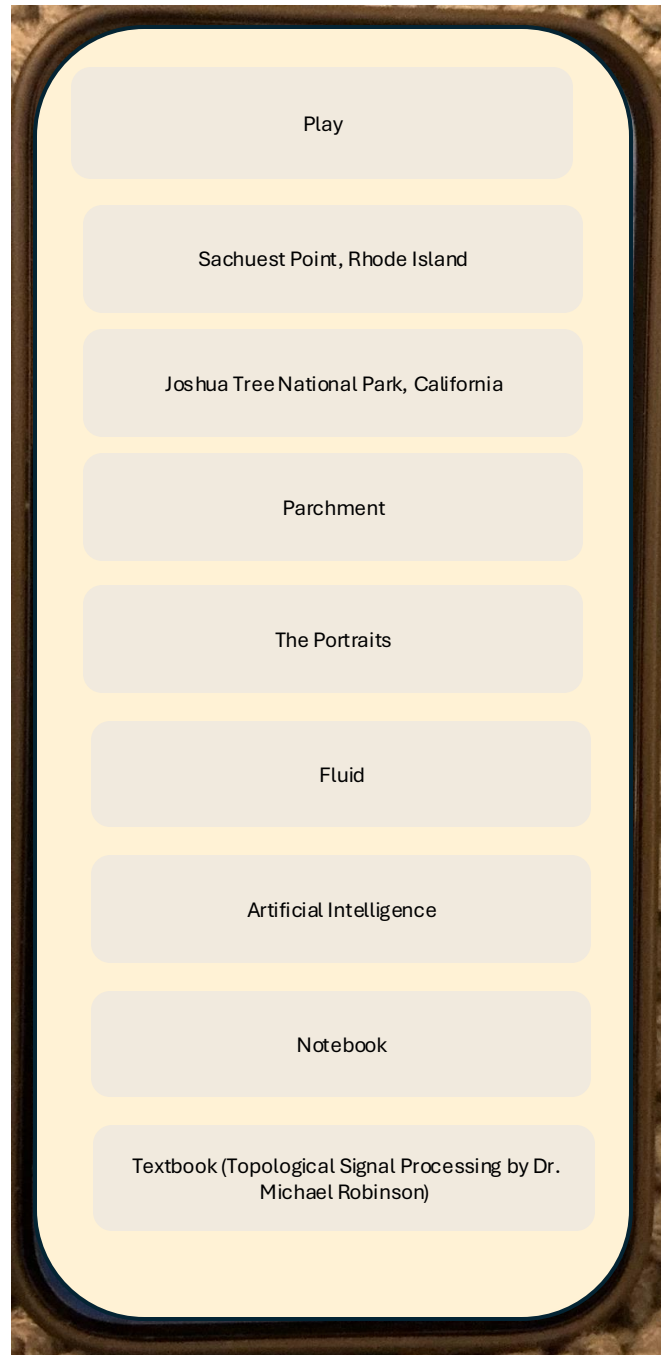
# The Pendulum

## Background View

## Controller

I want to make the backgrounds, although already selectable, each option have skews in their color, by season. So really 4 sets of pictures per background type: Red/orange for Fall, Blue/Purple for Winter, Green/Pink for Spring, and Warm/Yellow/Vibrant for Summer.

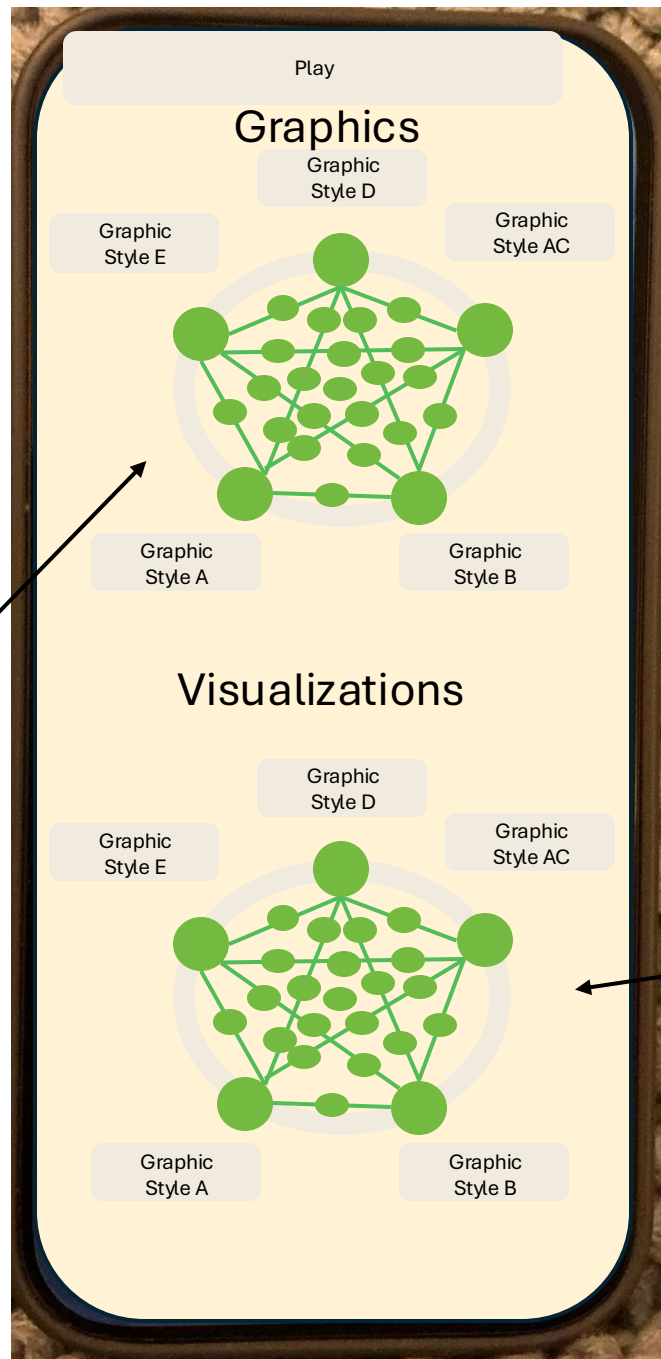
I want to make the backgrounds, although already selectable, each option have skews in their color, by day and night. For this I'll have smooth transitions from color backgrounds for day to black and white for night



# The Pendulum

## Graphics View Controller

Each one of these green nodes should be selectable, but visibly hidden, so you're just dragging a point around a circle and it snaps to these points. Also, I might have more than 5 graphic styles. Each node represents a different set of blending of graphics. So I'll have 4-5 graphic formats (video, line, etc.) and I'll have blending methods for each of them. They'll be precomputed in Matlab as SVG and videos

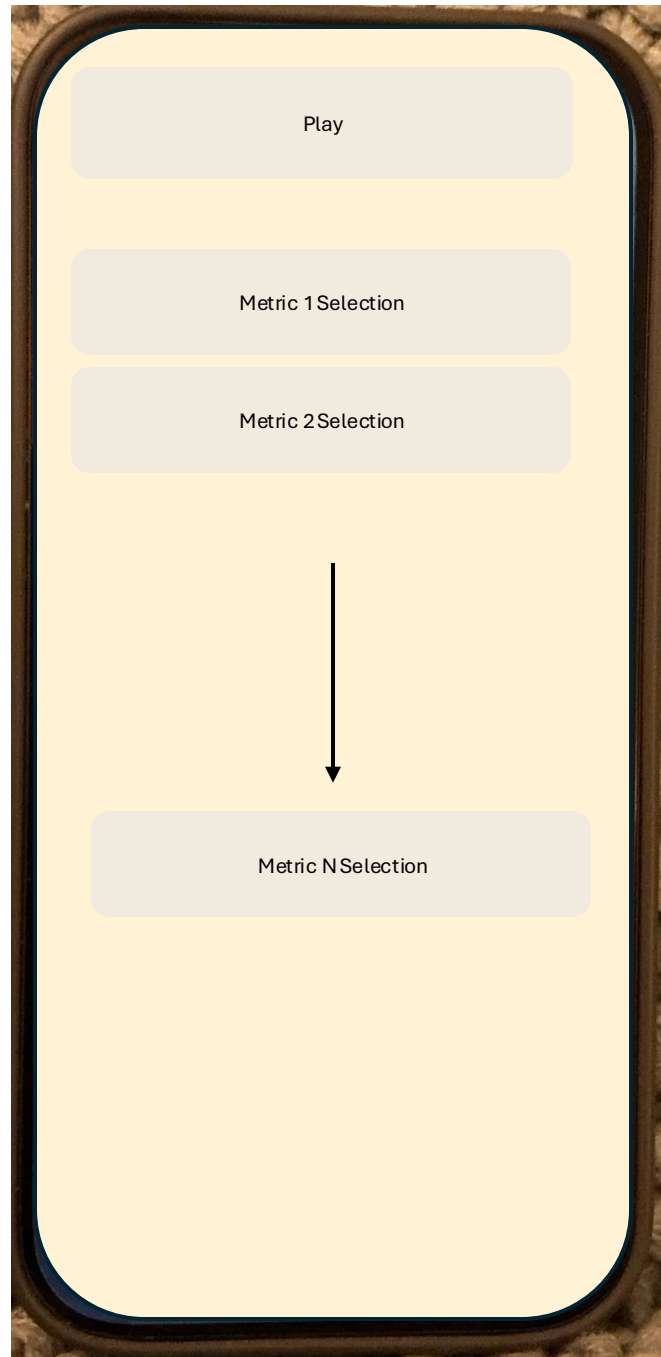


Each one of these green nodes should be selectable, but visibly hidden, so you're just dragging a point around a circle and it snaps to these points. Also, I might have more than 5 animation options. Each node represents sub selecting that animation option, or the collection of them closest to that node. Placing the point at the center would be all animation.



# The Pendulum

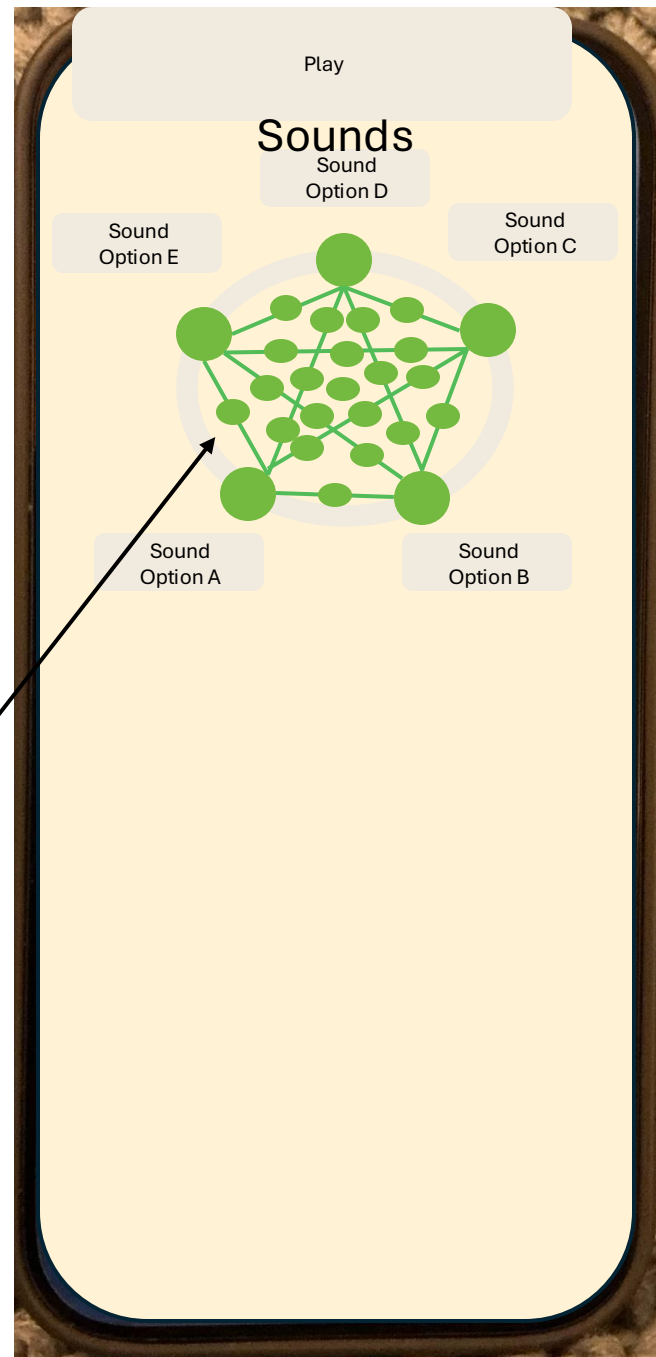
## Metrics View Controller



# The Pendulum

## Sounds View Controller

Each one of these green nodes should be selectable, but visibly hidden, so you're just dragging a point around a circle and it snaps to these points. Also, I might have more than 5 sound options. Each node represents sub selecting that sound option, or the collection of them closest to that node. Placing the point at the center would be all sounds.



# The Pendulum

## X View Controller

