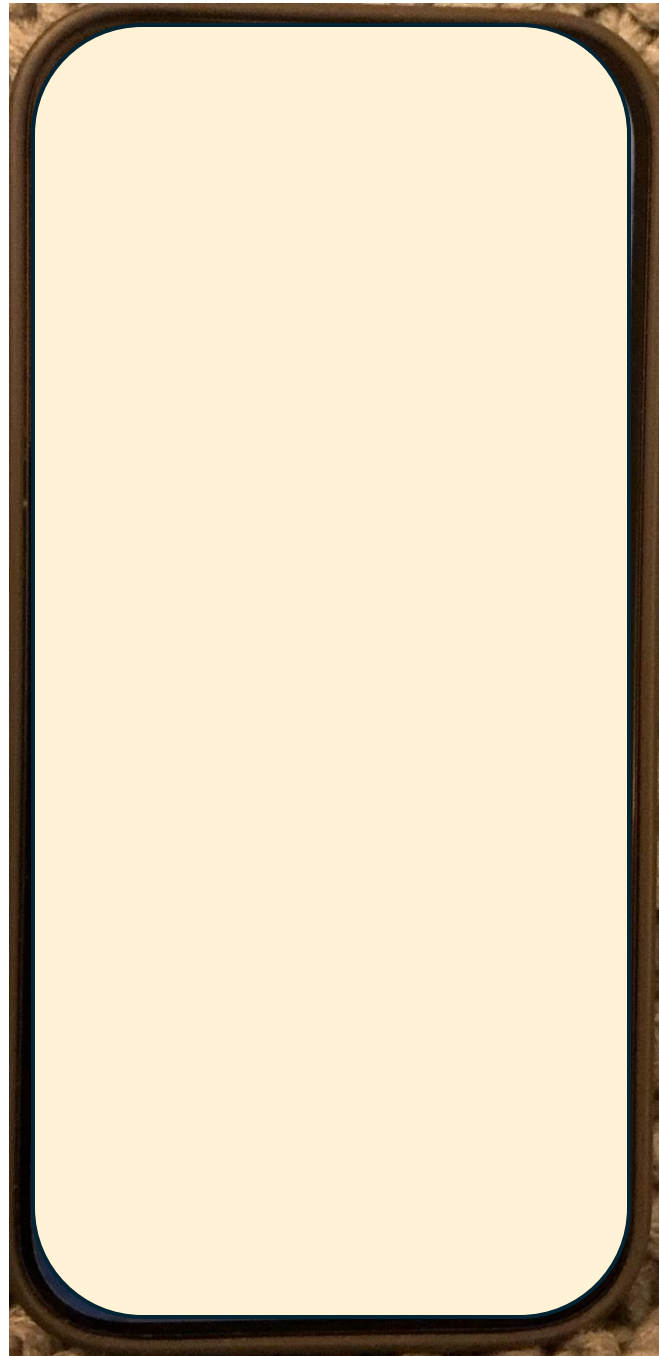


The Pendulum

Load Scene

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



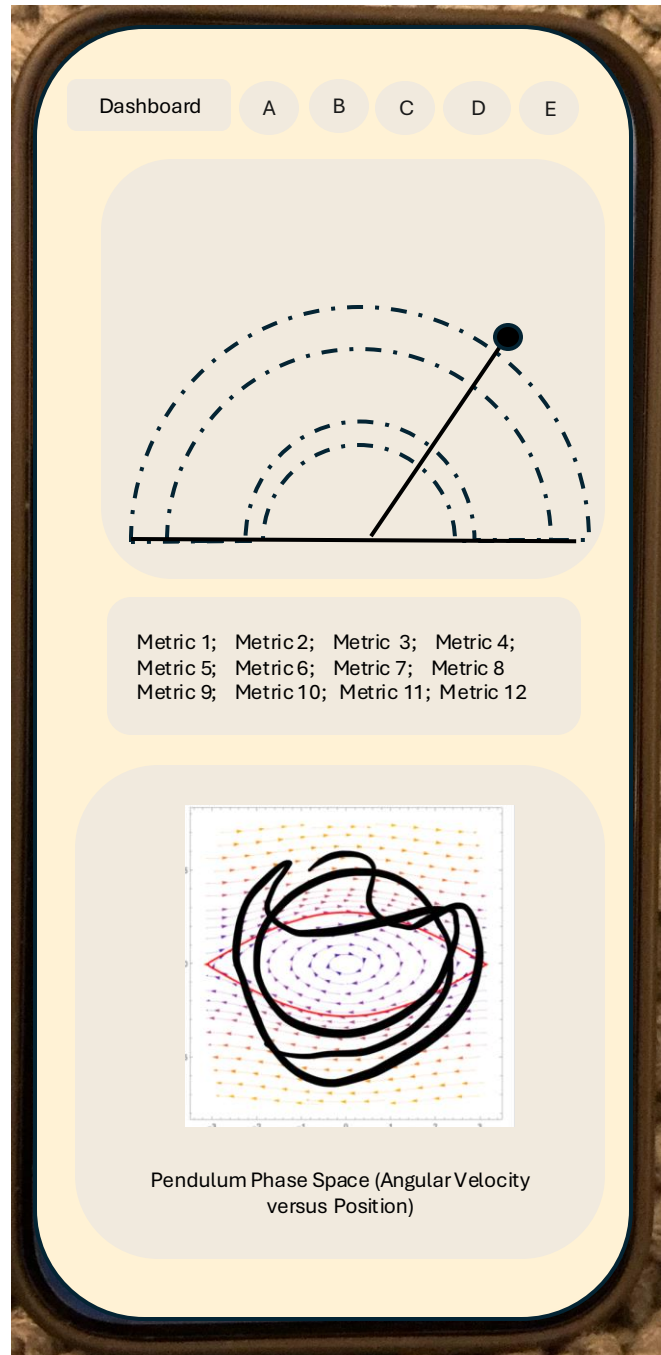
The Pendulum

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

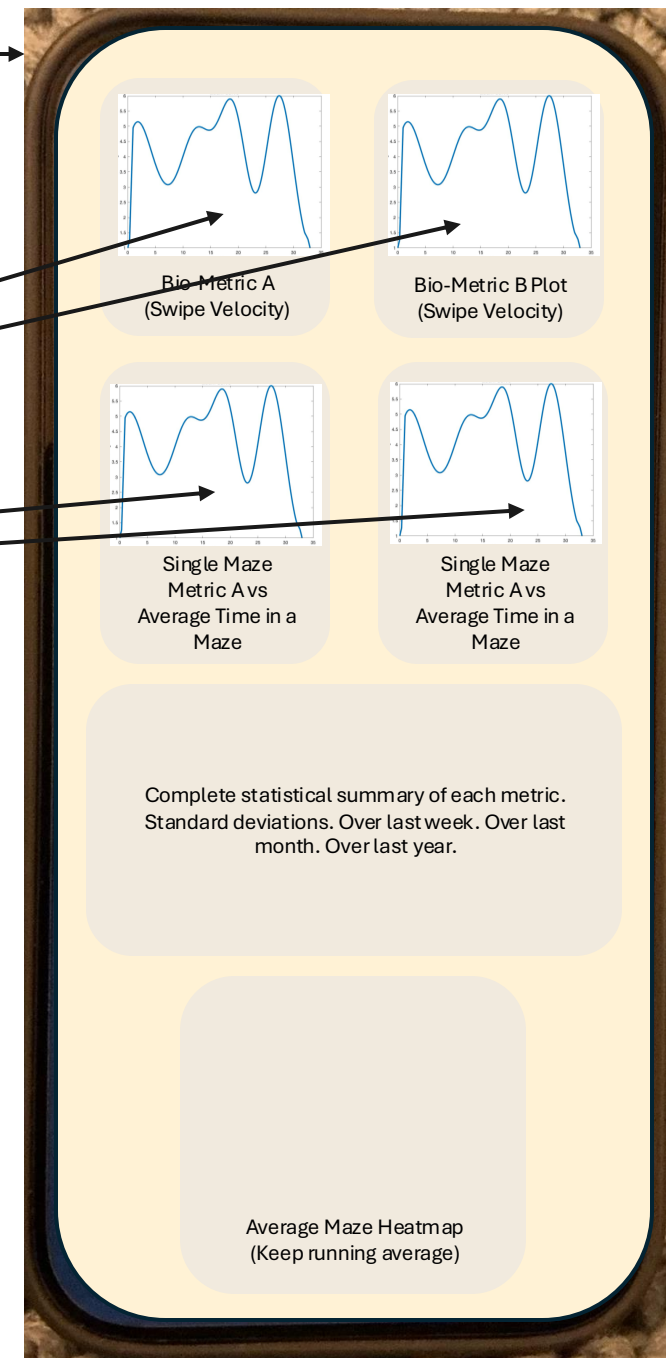
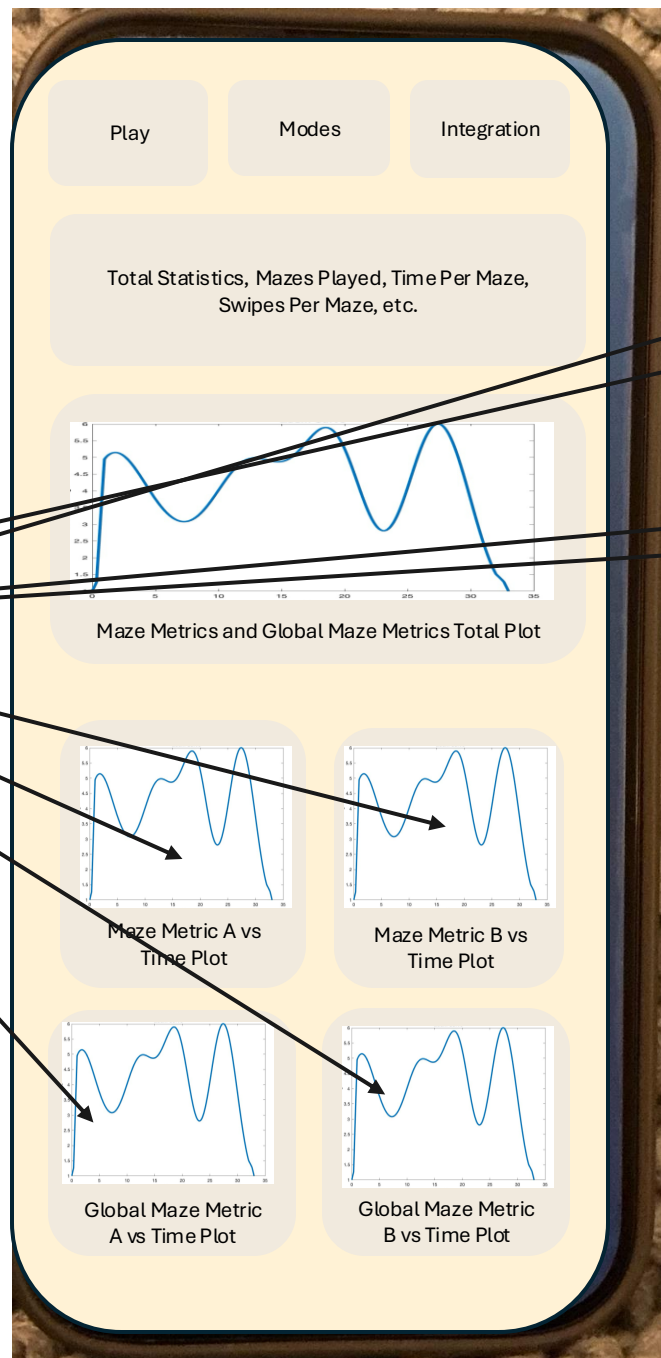
Dashboard View

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

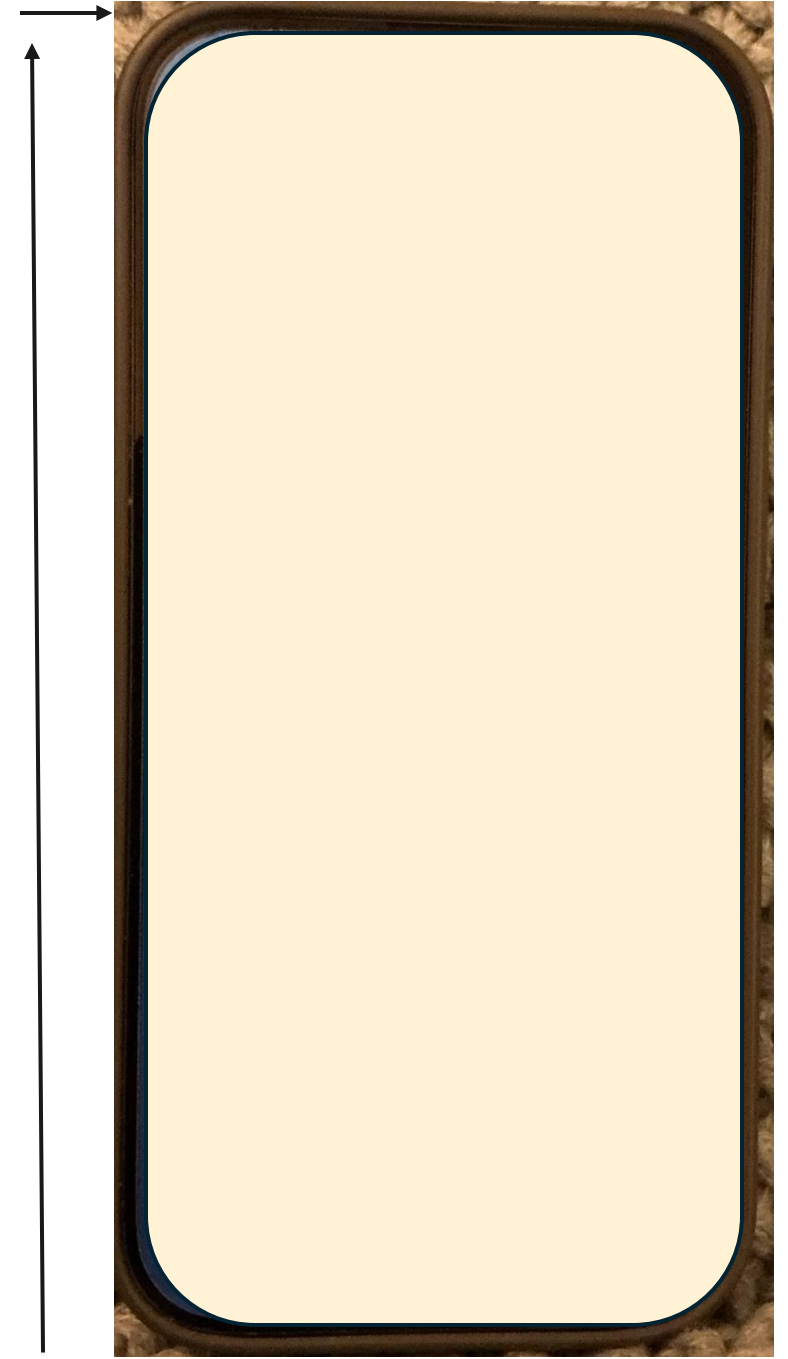
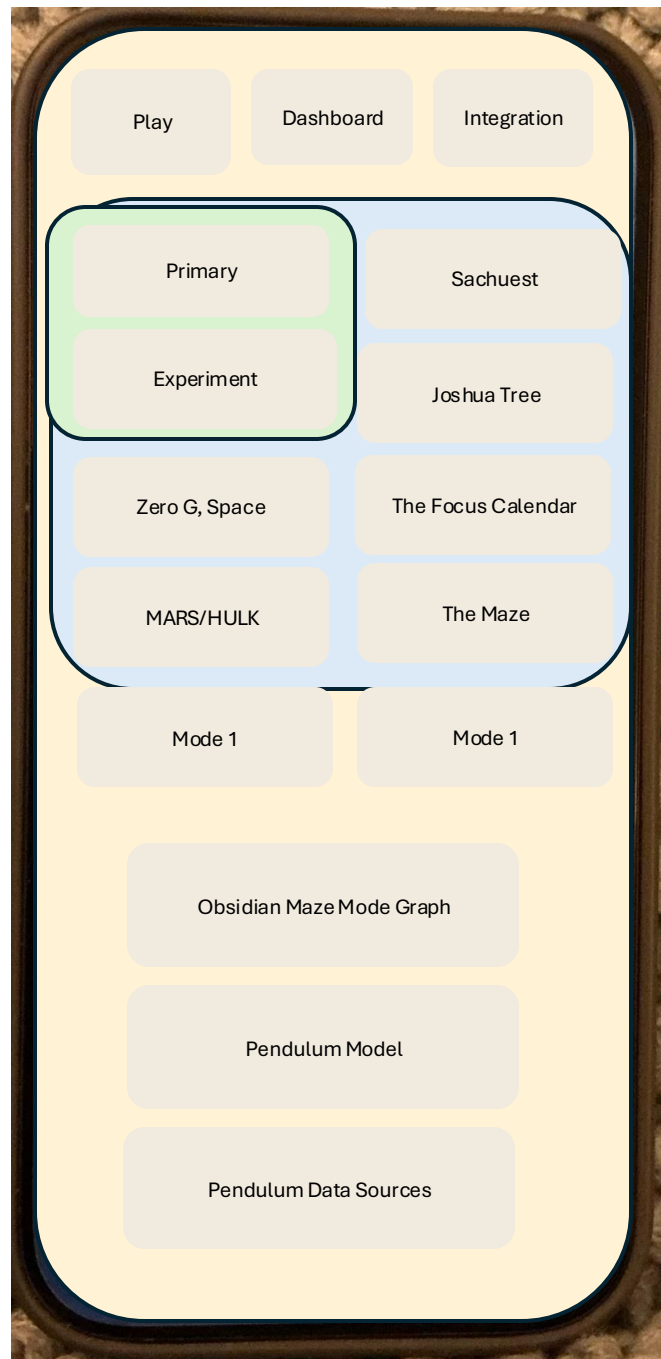
Add plots if you've connected The Focus Calendar that have your Flows on the domain, or a relate a Focus Calendar versus Maze metrics played

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



The Pendulum

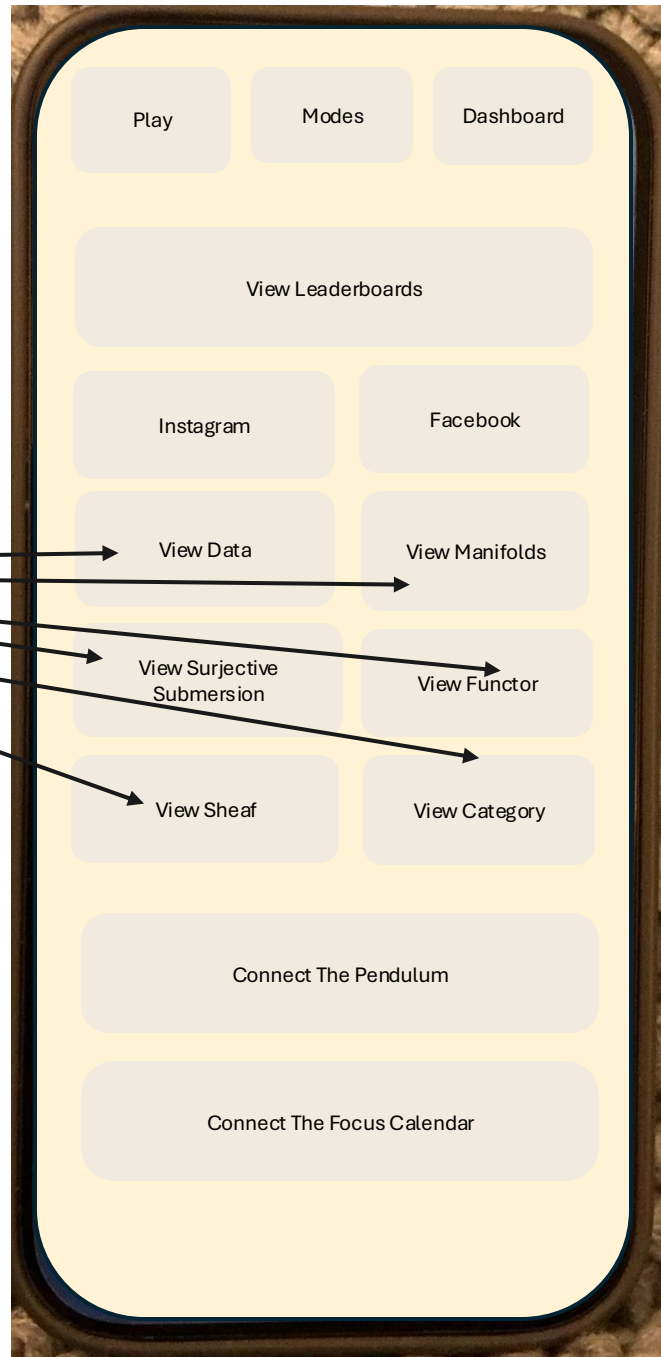
Modes View Controller



The Pendulum

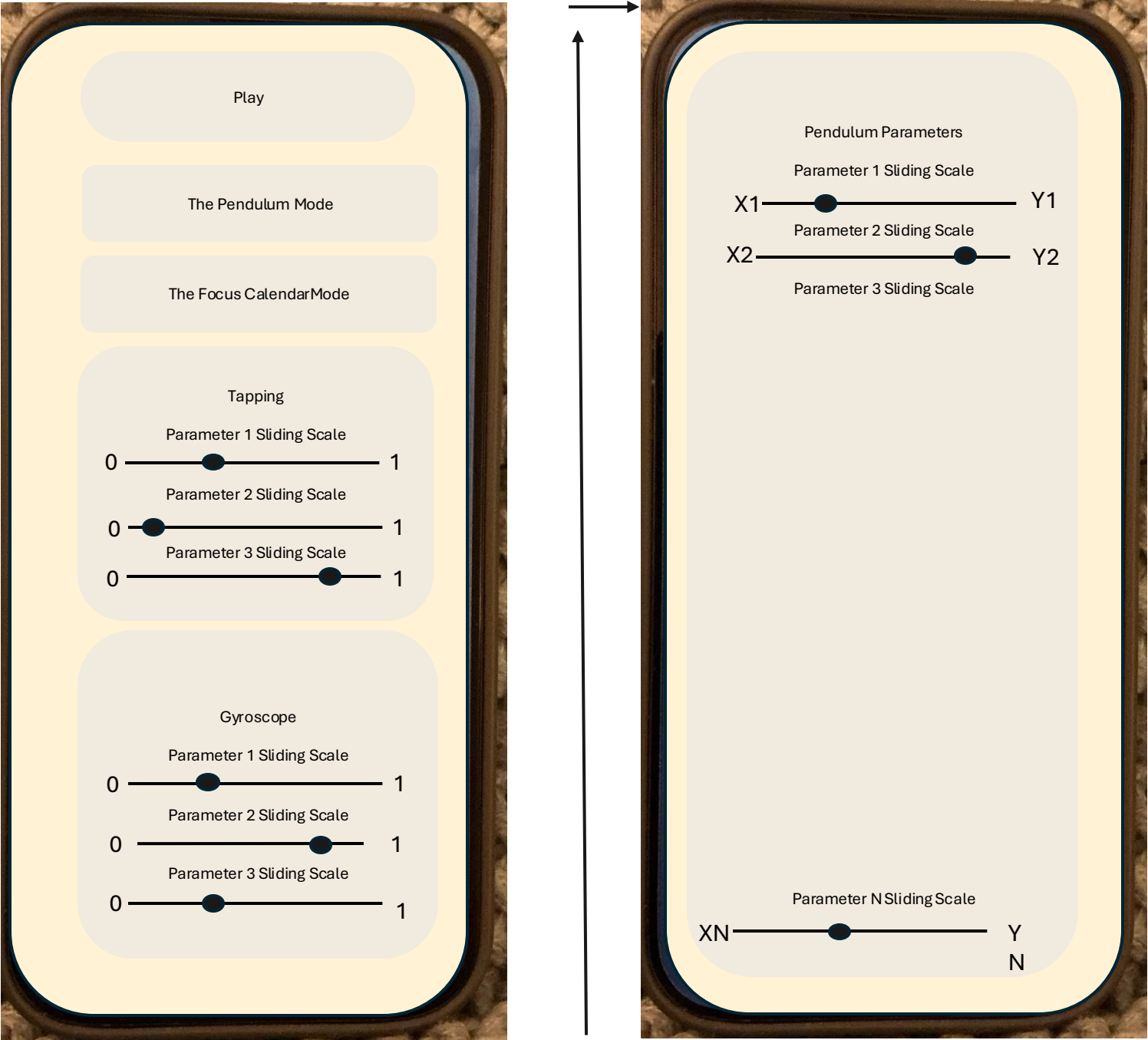
Integration View Controller

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



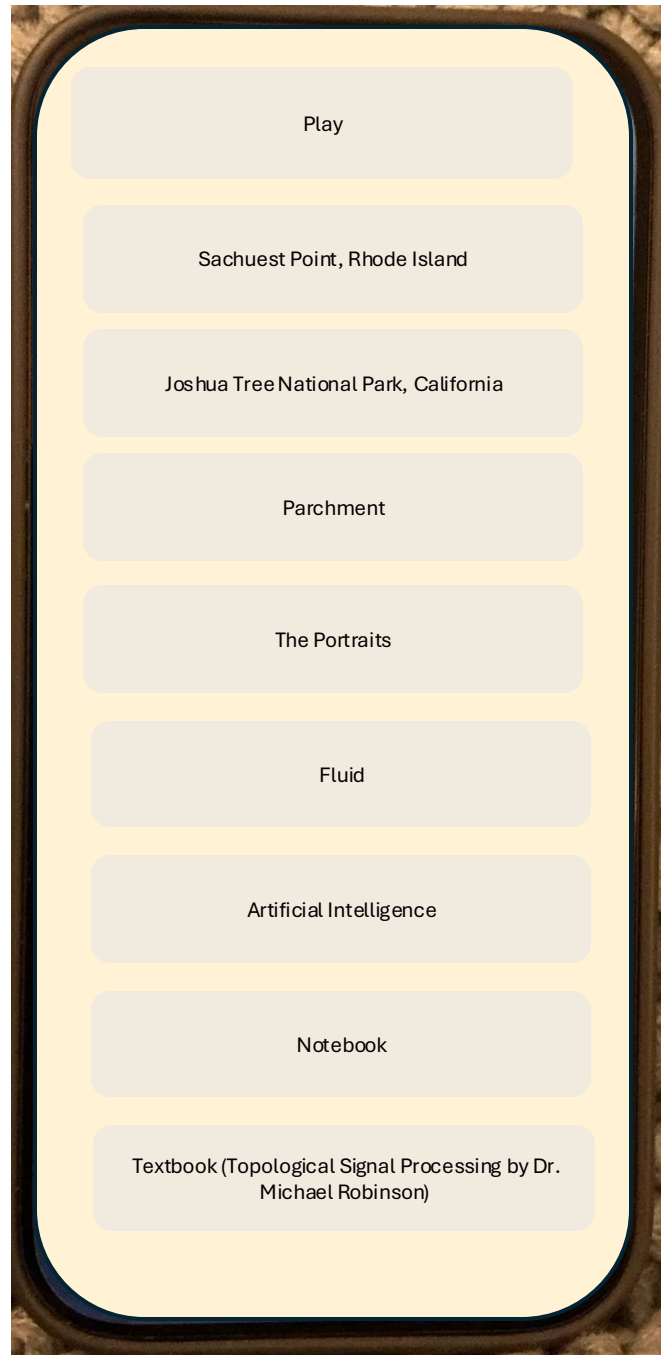
The Pendulum

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.

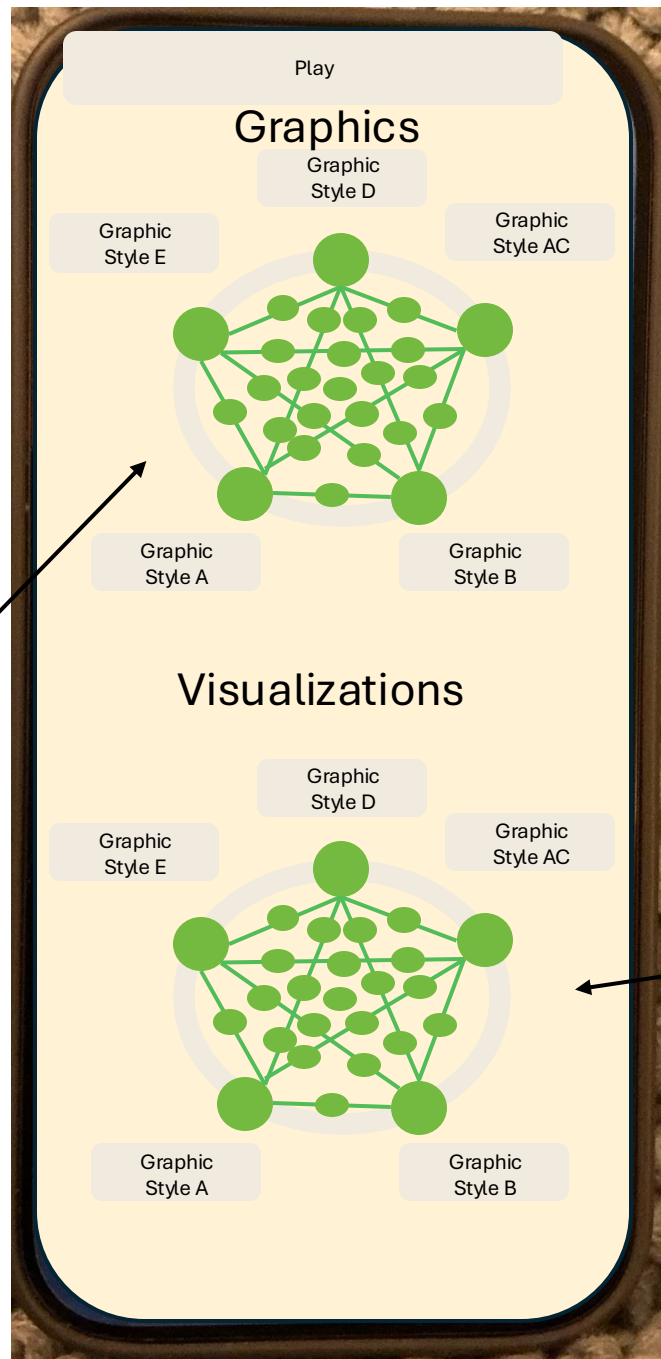
I want to make the backgrounds, although already selectable, each option have skews in their color, by day and night. For this I'll have smooth transitions from color backgrounds for day to black and white for night



The Pendulum

Graphics View Controller

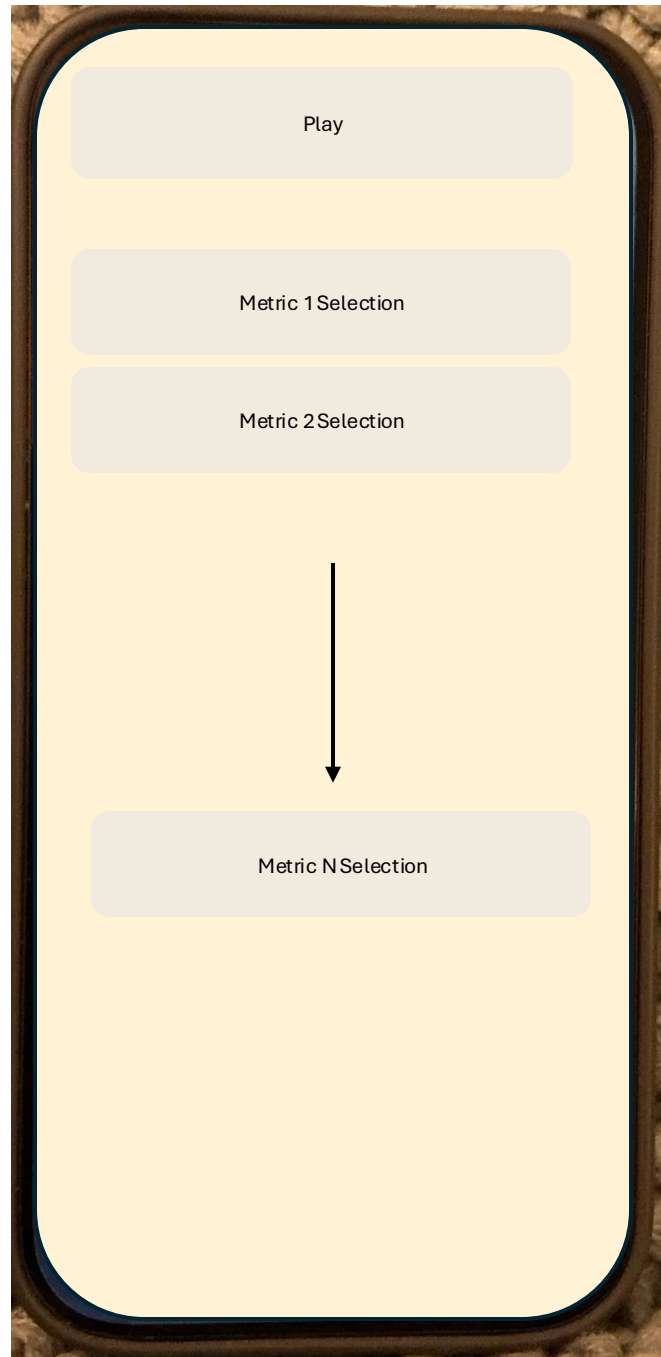
Each one of these green nodes should be selectable, but visibly hidden, so you're just dragging a point around a circle and it snaps to these points. Also, I might have more than 5 graphic styles. Each node represents a different set of blending of graphics. So I'll have 4-5 graphic formats (video, line,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

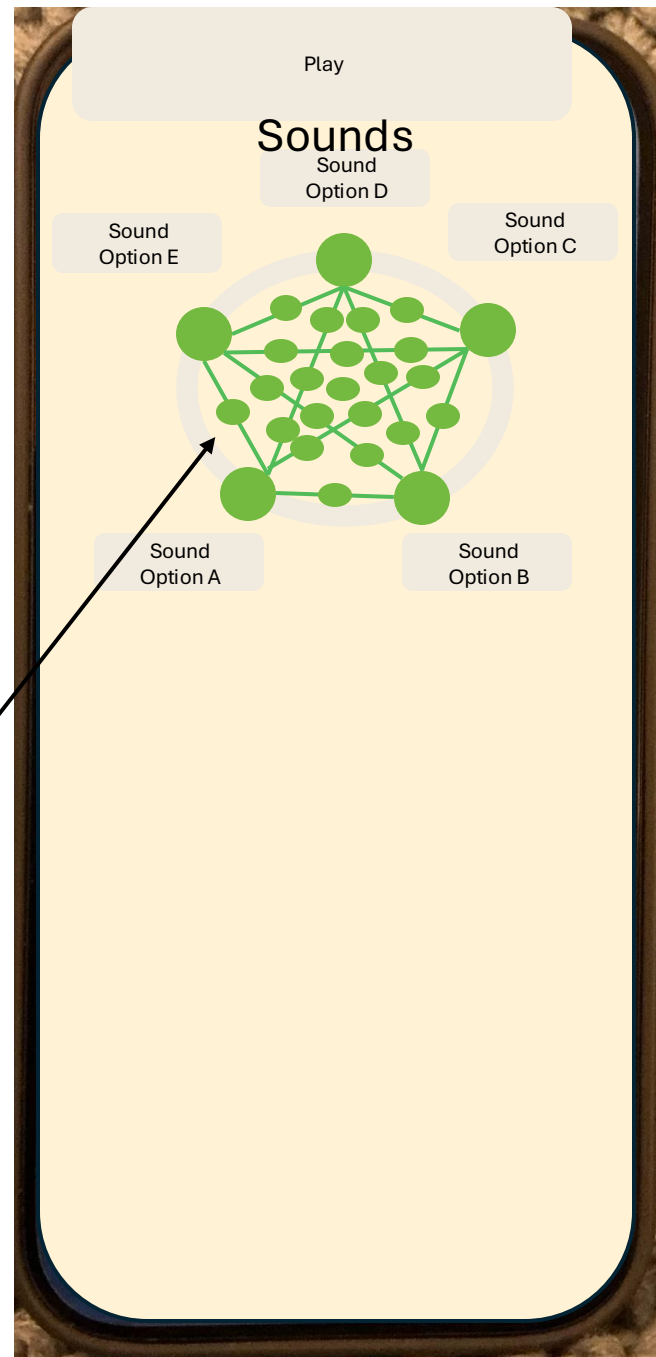
Metrics View Controller



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

