This is the game’s opening menu, providing 3 options. One to play, one to see settings, and one to quit. An additional button will be added upon incorporating sensor data for the user to see statistics about their usage of the game. This will include the sensor data and usage statistics discussed later in this presentation. Settings will open a menu to adjust how the user experiences the game including volume adjustments and enabling of optional features like in game text. Adding texture quality reduction to enable more devices to be able to play the game would be another desirable feature however this is a lower priority as development is primarily for the oculus quest 2 (the current most popular headset)

The sensor data stored in the database will be gathered from instruments the user is wearing. This will start with heart rate as it is easy to monitor but could be expanded to include eeg headset measurements, blood pressure, and body temperature if the time and resources permit it. Tools to provide this data could include an Arduino with a contactless temperature sensor and a blood pressure monitor. These data points can then be used to guide the user in game and to show the user the progress that meditation is providing them. Additionally, the team that takes over will be able to use these data points to create more effective meditation sessions later in the life cycle of the product