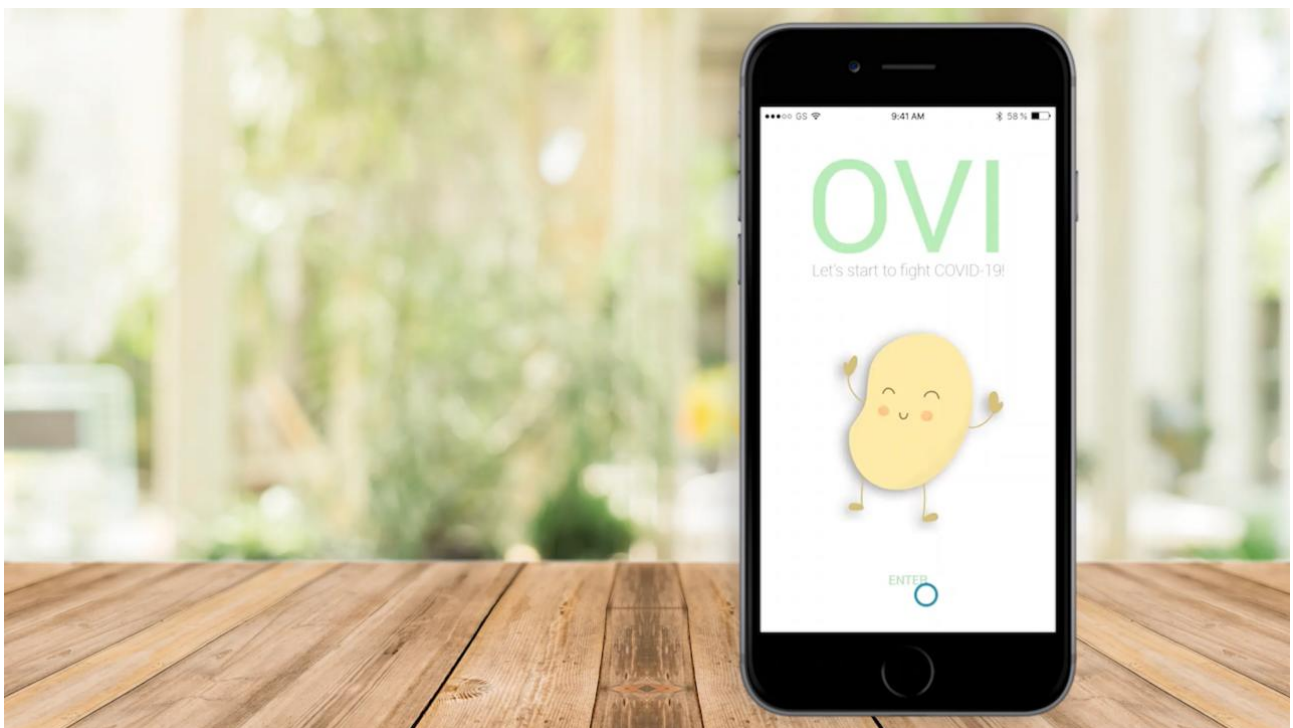




OVI: **O**vercome **V**irus LauzHack Against COVID-19

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1 Introduction

We are all being affected by this completely new situation. Therefore, we really wanted to participate to this hackaton, in order to maybe contribute in getting through this period.

2 POV

Quarantined people need a way to keep alive the attention to prophylaxis measures even when the virus is not perceived as an immediate threat because even the smaller oversight may lead to illness. To tackle this problem, we propose a virtual game in the form of a friendly buddy named OVI (Overcome VIrus), that must be kept alive by enhancing good habits.

3 Inspiration

People, while quarantine, get bored. Day after day, nothing is happening. Many cities were spared from the virus, and people lost focus on prophylaxis measures, but the viral wave may still come. They felt safe, they let their guard down, and now they are exposed. During the first days of the pandemic, we all adopted strict measures, scared by the news and the forced quarantine. Over time, the fear has faded, and we unconsciously forgot how even a small oversight could endanger the people who surround us and us.

How can we prevent this? Many precaution measures are not that invasive and are easily integrated into our day-to-day life. However, it is challenging to transform it into a new habit if we do not see the immediate gain of it. Therefore, our goal is to make good habits to stick in your mind, let them become part of your subconscious. What is better than a game to make it happens?

4 What it does

We aim to create a game to enforce good practices to stay healthy with coronavirus (e.g., wash your hands, workout, eat healthily). Therefore, we propose a cute character that will mirror ourselves as a fighter of the virus. The idea is to make it survive day after day until the end of the quarantine by making it apply the recommendations. On the other hand, if you do not take care of your character, it will get infected. This way, we hope the good behaviors will become part of the user's routine. We plan to implement features for the character to interact with others, to repeat the kind of stuff that you are forbidden to do in quarantine (e.g., interact with your neighbors). Then, we can create some minigames to increase the social aspect and break your routine.

4.1 Features

- The avatar will mirror some aspects of your life (e.g., eating, sport). Good/healthy activities will increase its resistance to the virus.
- The appearance of the avatar will change depending on his healthy condition (e.g., if it is healthy, it will look happy and cute; if it gets sick, it will resemble coronavirus with off colors, and it will be sad).
- An infected avatar can spread the virus to other ones (e.g., with GPS, we could easily know if the character is close to another one).
- Propose a social interaction (e.g., quiz games about coronavirus). This way, users can fulfill their social needs.

5 Novelty and CA map

In this section, we present three software tools that are under development and provide different solutions to fight COVID-19:

- YouClap: an application to challenge your friends
- StopCovid19: an application for contact tracing
- The Curve: an application that organize concert online with artists from all around the world to collect money for helping economy

We can, therefore, derive which aspects of the problematic of helping people during this quarantine are not being addressed. First, we can make a distinction between the situation where the user wants to fight on a global scale (collective fight), or if he wants to fight at its scale, i.e., tries to improve its personal wellbeing. This last is the one where we want to concentrate on our application. This constitutes the horizontal axis. On the vertical axis, we have analyzed how we wish that the user will achieve his goal. We have an opposition between focusing on the long term with a persistent result versus getting them quickly but with a short term outcome. OVI wants to be an application where the user acts to develop long term persistent behavioral results.

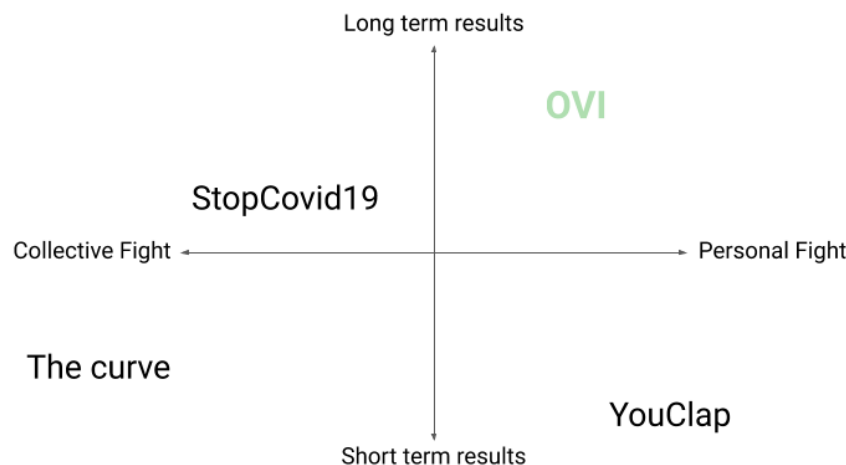


Figure 1: CA map

We believe that our application has a strong novelty since, first, we did not find any related applications. We have noticed that other applications concentrated more on remembering to users the stuff to do (e.g., wash the hands) without taking into consideration the personal motivation of the user. Secondly, we rely on user self visualization. We really think that by seeing a good healthy self-OVI, the user will transpose the good habits on itself.

6 Submission link

Here is the submission on [DEVPOST](https://devpost.com/software/ovi-your-virtual-buddy-to-fight-covid19-staying-at-home)¹. Please refer to the new [YouTube video](https://youtu.be/JepiAuHJfxM)² since after the deadline we have made some (almost unnoticeable) changes.

7 Technical Details

Our project was realized with FluidUI, and all the characters were hand-designed with Affinity Designer. We have added our [HTML prototype](#) on GitHub.

7.1 Technical impressiveness

We retain that our application is not fully complete, in fact we just tackle some screen flows due to time constraints (e.g., up to now you can just sign-in and not sign-up). A future step of our application would be to implement it (e.g., AngularJS or Stencil.js). The most challenging part was not strictly technical; we retain that the designing of an application projected as a game to teach good quarantine behavior was the most complicated part. Indeed, we wanted to tackle people that are in the range of teenagers to adults. Realize the prototype within 72 hours was challenging because we had to handle all the design brief in a short time (e.g., ask feedback, ask the need to users, brainstorm).

8 Figures (Sketches & Illustrations)

¹DEVPOST link: <https://devpost.com/software/ovi-your-virtual-buddy-to-fight-covid19-staying-at-home>

²YouTube video: <https://youtu.be/JepiAuHJfxM>

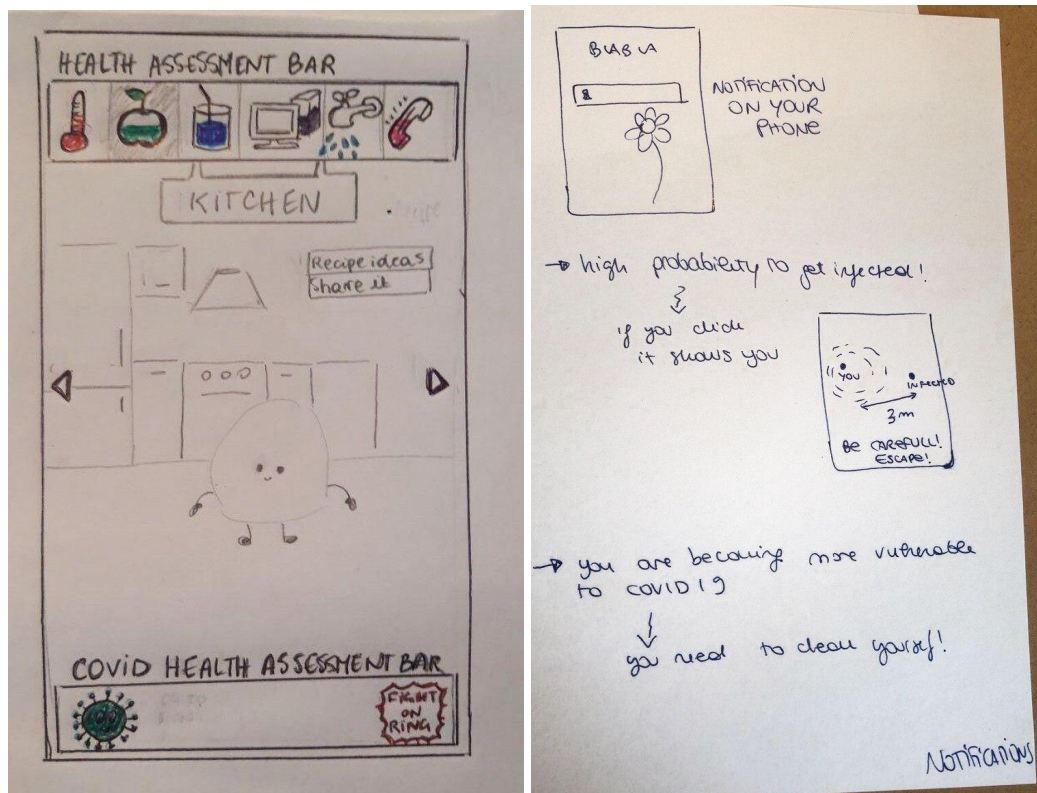


Figure 2: On the left: one of the first sketches realized for the application. The idea was to realize something similar to *Pou* game or *Tamagotchi* game. On the right: an example of notifications with the representation of the social distance.

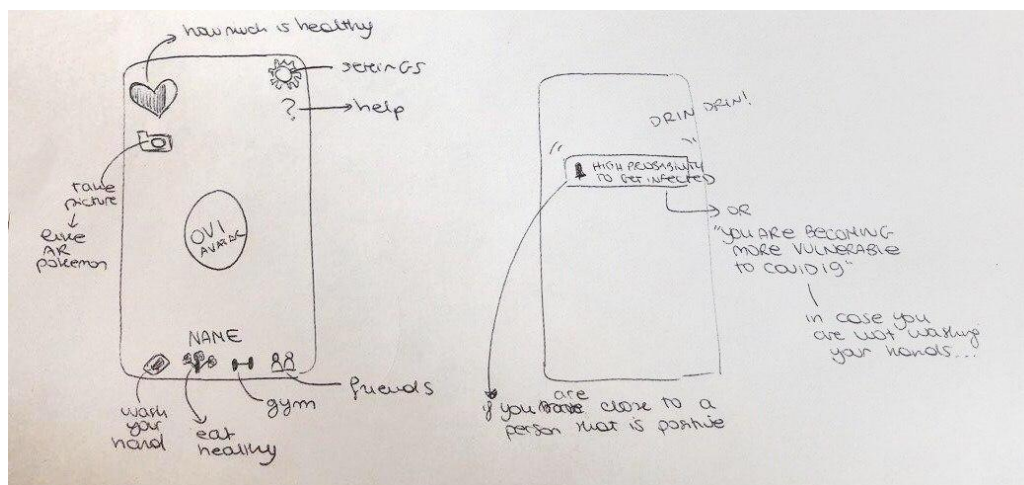


Figure 3: A later sketch of the application closer to the current UI chosen.

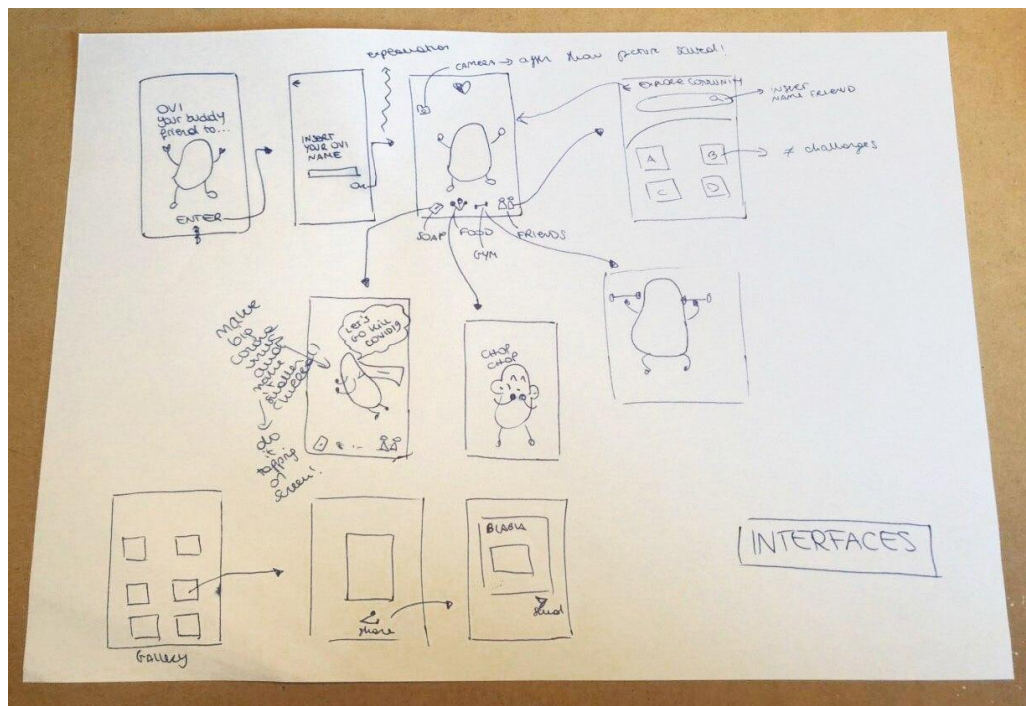


Figure 4: Sketch of the interactions that we have used to realize FluidUI prototype.

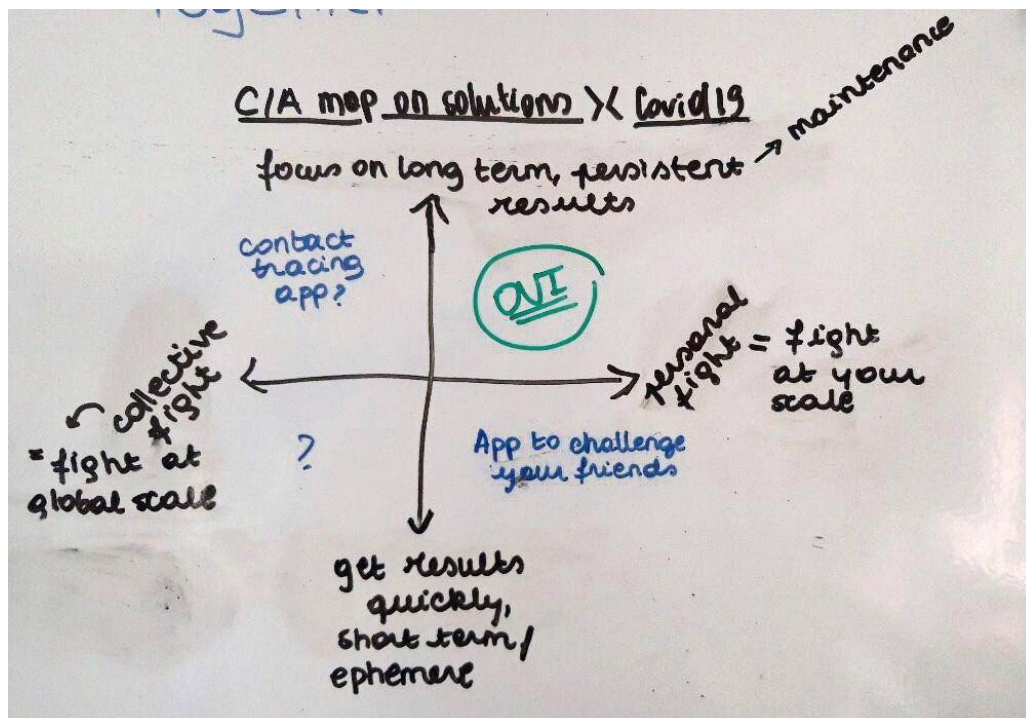


Figure 5: Developing of the Competitive analysis map.

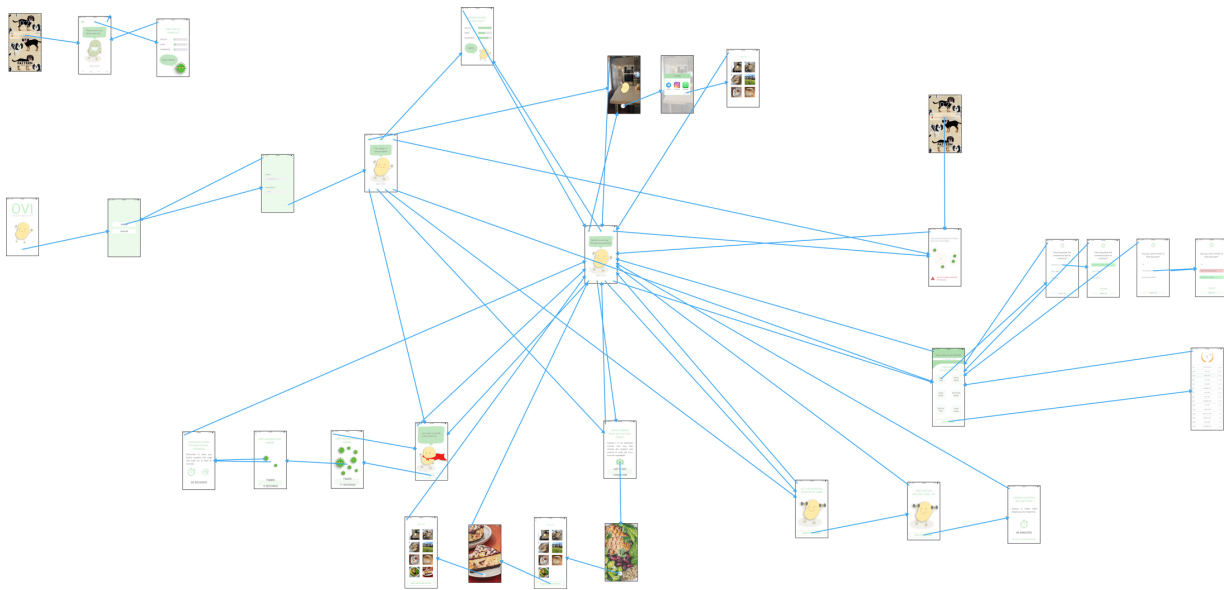


Figure 6: ScreenFlow of the application. Note about disconnected flows (top-left): these screens are referring to the notifications part (see end of the video for an example).



Figure 7: Realization of illustrations.

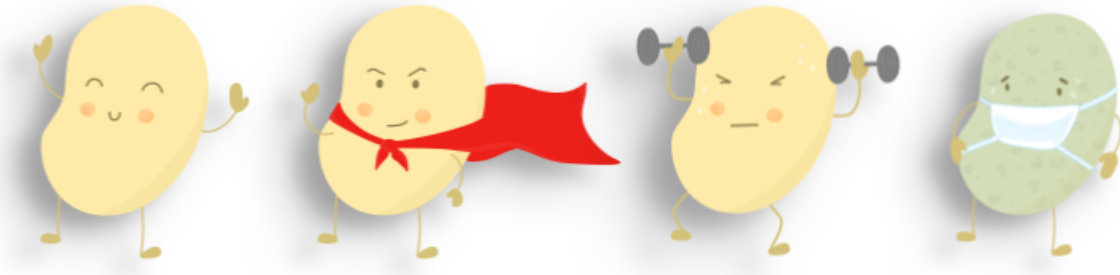


Figure 8: OVI characters hand-designed with Affinity Designer.

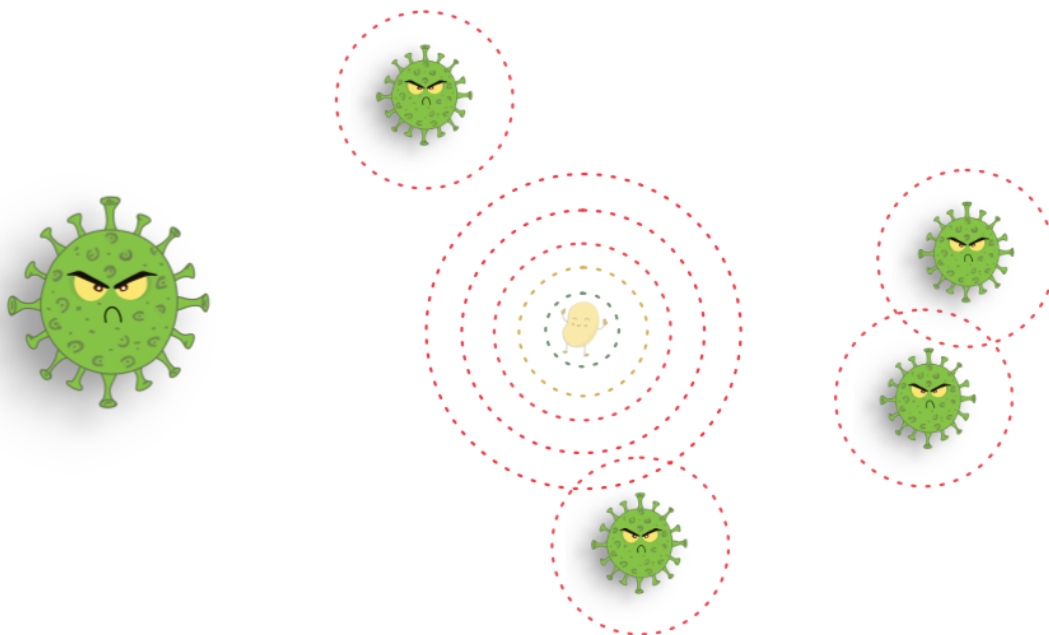


Figure 9: On the left: Corona virus character hand-designed with Affinity Designer. On the right: representation of social distance. You should stay at least 3 meters away from others (penalty: your OVI will become sick)