LTEAM 6: Team bossman

Project name:

App:free app

Ads: health related

Long term data for government purposes as evidence

Community involvement

Incentives:

* discounts
* rewards

Issues:

* Health,
* obesity
* mental health
* Negative image when it comes to esport

Side note: Use health related ads in program for getting revenue?

Creative tech:

Have a QR code at the start of tracks or at community facilities where extra points are earned for the duration spent there, having checkpoints on tracks that the user crosses through to complete the track for bonus points.

—Day 1 Planning—

Day 2 Research/prototype

* Meeting after Breakfast - 9am
* Find lecture times and locations
* Allocate responsibilities across team
* Plan out the day, set deadlines for work
* Take photos and film all day at key points

Day 3 Finish Up

* Finalise prototype and work
* Create PowerPoint slide?
* Edit video and photos together, get some audio of everyone talking about the project

Key points for video:

Intro

Intro to the app and its general purpose

Filler w/ voiceover of app purpose - Warihi

location tracking and reward system ( present in pitch)

Filler of app prototype - Izaya

Launch page overview

Filler showing the page itself (show preview on pitch) Chris

Data collection from GDC and healthNZ

Filler of that process - Mikaera

Showing off power BI to visualise data

Some random data - Jesse

Gen purpose

Giving data to

**References:**

Icon page -

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