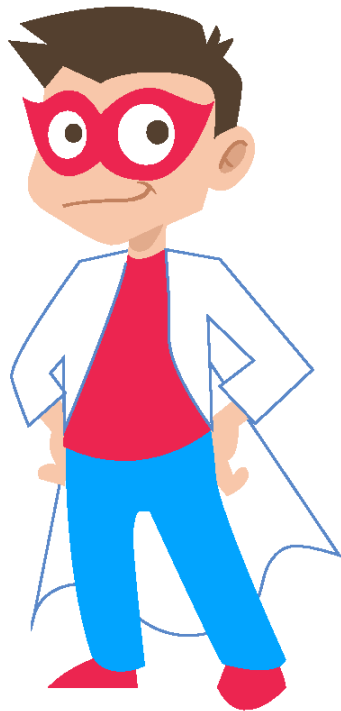


# OUR SOLUTION



DO.  
HERO

make the world a sweetest place

**Team: Mostaf Ramezani, Soma Shekarchi**

# PROBLEM

Children don't like scheduled diet plan:  
"it's not funny and it's a static plan"

"..we want a  
NEW MODEL OF INTERACTION"



# GOAL

Encourage DIABETIC children  
to follow diet plan  
without much care and control.



# STORYBOARD



HOW TO FORCE  
MY CHILD TO  
DOING  
SCHEDULE?



BE FAMILIAR  
WITH DOG.HERO



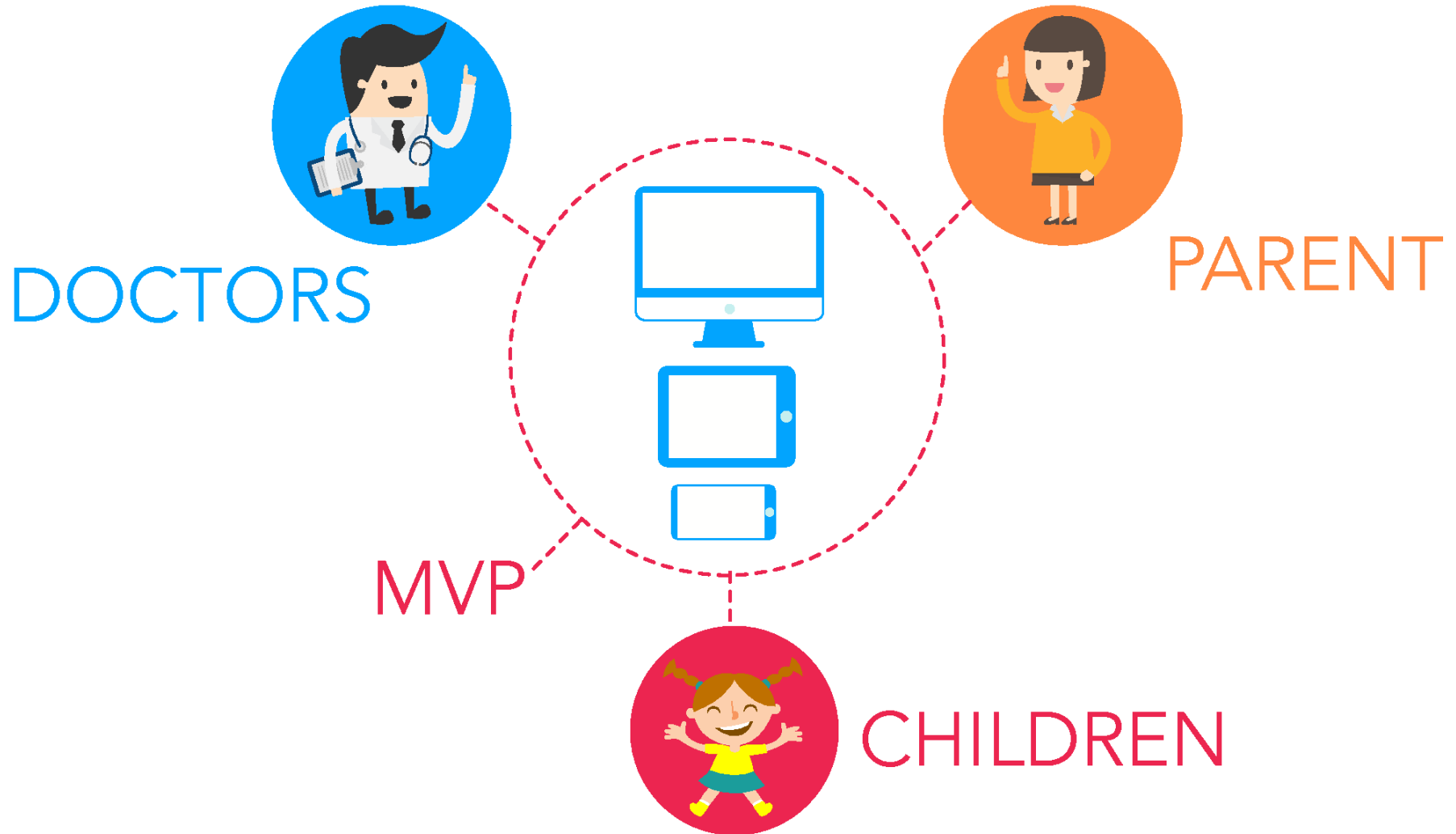
I HAVE TO DO  
THINGS MORE  
INTERESTING  
OF FOLLOW  
DIET..

BUT THIS IS A  
GAME, AND  
IF YOU WIN  
YOU CAN PLAY



COOL..  
I WILL WIN,  
AND I HAVE ACHIEV  
10 CANDIES..  
I LIKE THIS  
NEW APP..

# THE ACTORS



**CONNECT.  
COLLABORATE.  
CREATE.**



..for children

# DOCTORS



“

Doc. Hero give us the opportunity  
to encourage children  
to follow his schedule,  
parents can give me a score  
to become an  
HERO DOCTOR

# PARENT



“

Each day we can try to manage  
the diabetes problems of our child,  
and look after them and  
we don't worry  
about his health.



# CHILDREN

“



Thanks to our platform  
because we can play  
a lot go game  
after complete  
our schedule..

# Diabetes Children Statistics

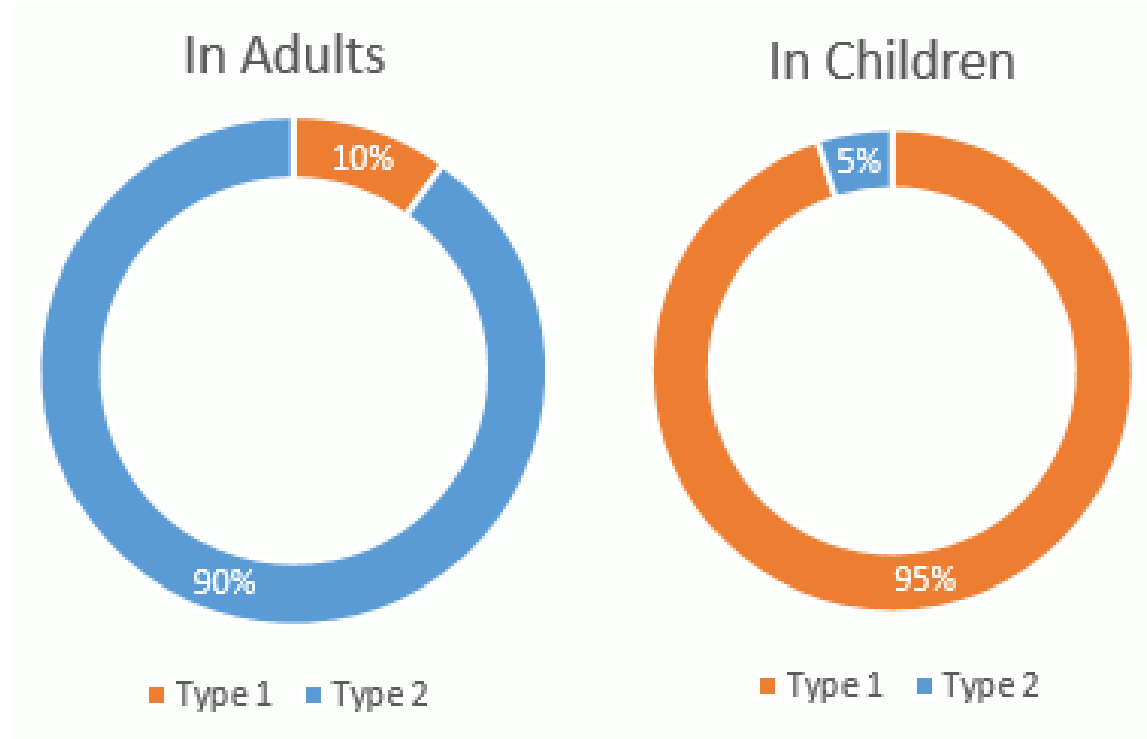


**Table 3.9** Global estimates of type 1 diabetes in children (<15 years) for 2015

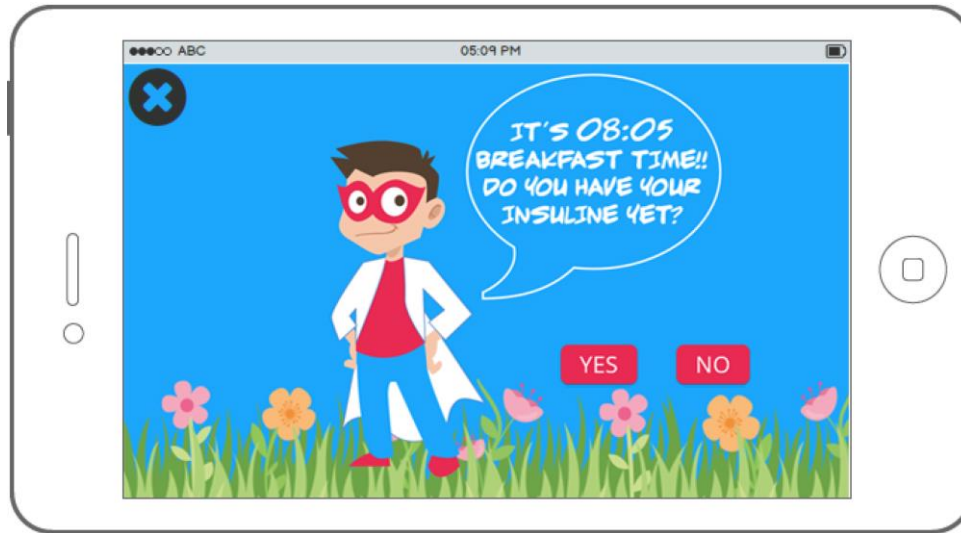
Child population (< 15 years)	1.9 billion
<b>Type 1 diabetes in children (&lt; 15 years)</b>	
Number of children with type 1 diabetes	542,000
Number of new type 1 diabetes cases per year	86,000
Annual increase in incidence	3%*

\* Estimate from the *Diabetes Mondiale study (DIAMOND)*<sup>24</sup>, the *Europe and Diabetes study (EURODIAB)*<sup>25</sup>.

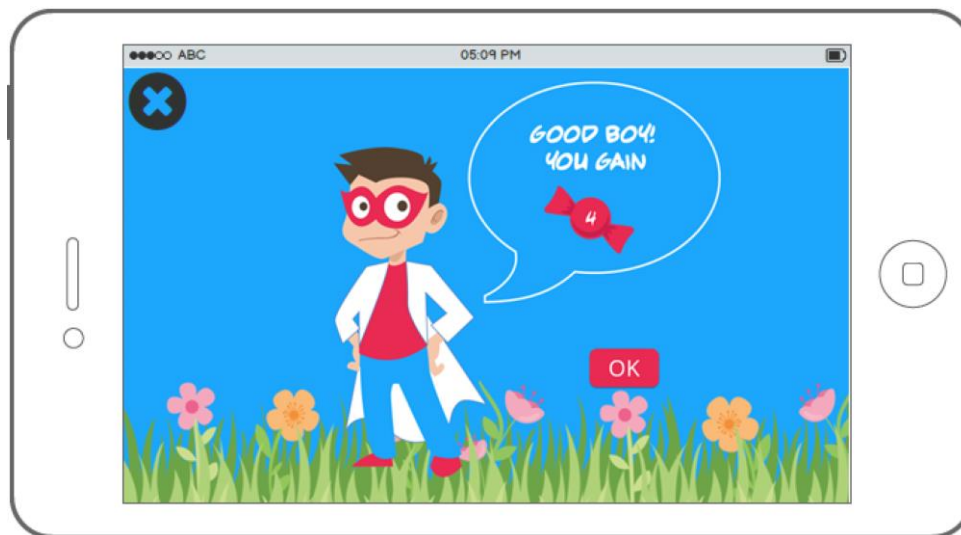
# Diabetes Children Statistics



# Prototype 1

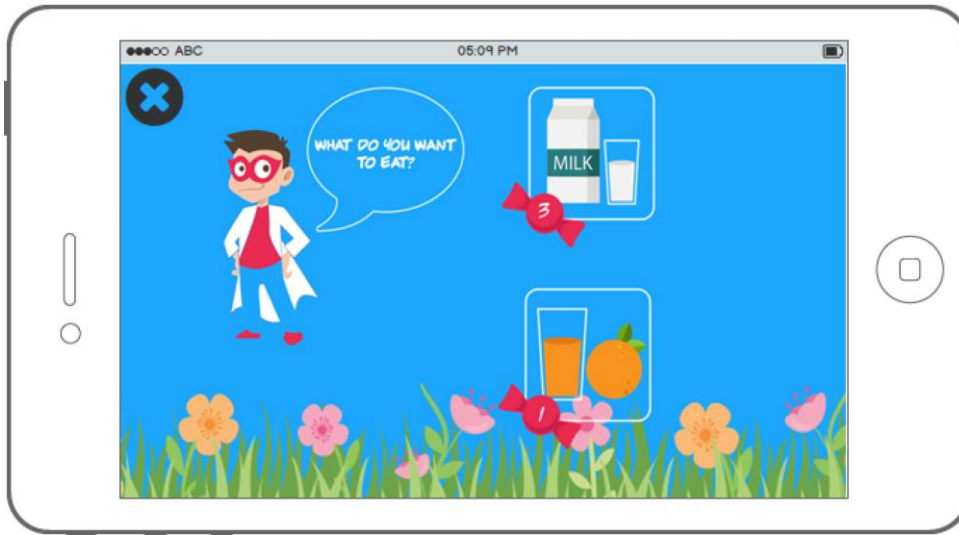


Doc Hero in Welcome page, check that whether child inject insulin or Not.

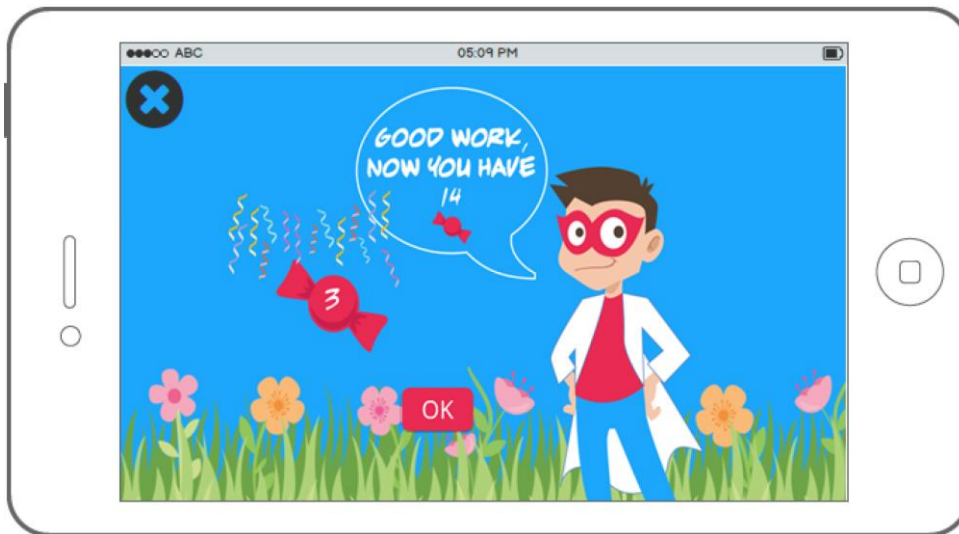


If child inject insulin and push yes of page above, Doc Hero give candy.

# Prototype 1

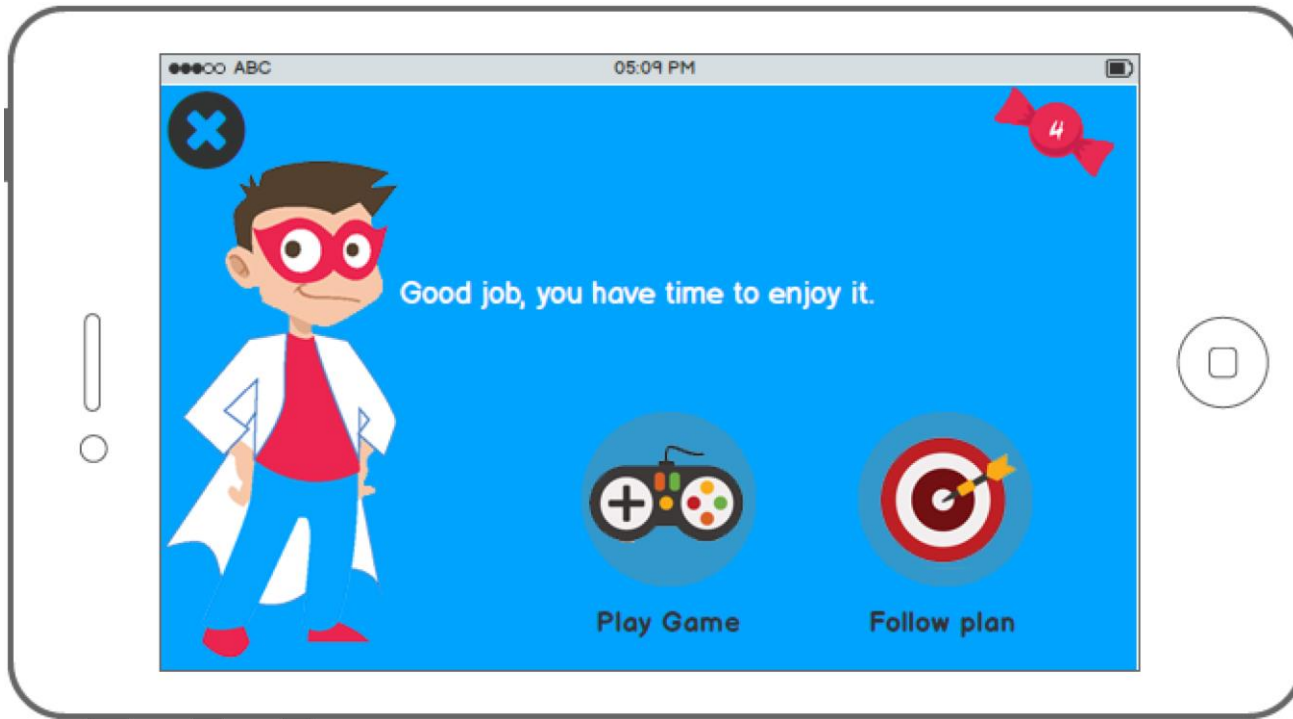


In this page child encourage doing schedule, with select one of them can get candy.



So after doing schedule , doc hero give candy to child.

# Prototype 1



in Dashboard page doc hero give 2 choose for child:

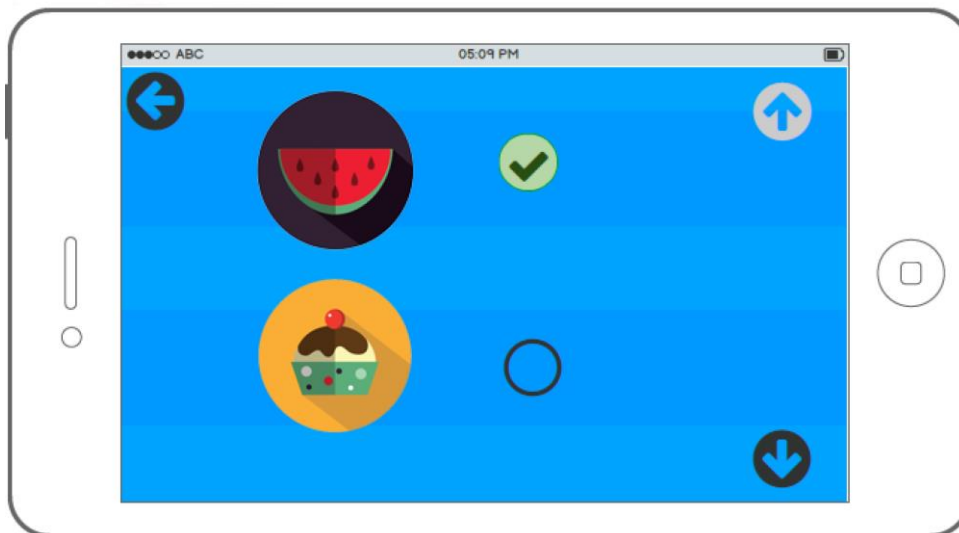
**First-** child can push Follow static plan and doing schedule , after that get more candy for can play game more time.

**Second-** child can push play game, but when candy become empty child can follow plan for get candy.

# Prototype 1



Environment for execute of game.  
Time progress bar show he/she how  
much has time.



In Static Plan Child can doing schedule  
for each day at specific time.

# Prototype 1



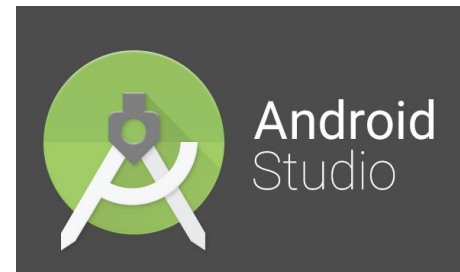
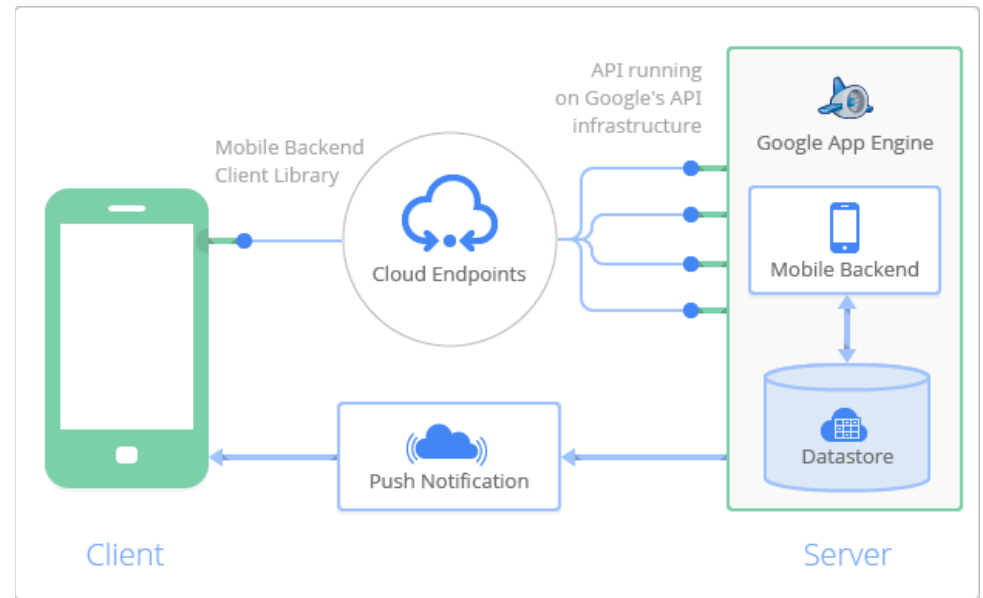
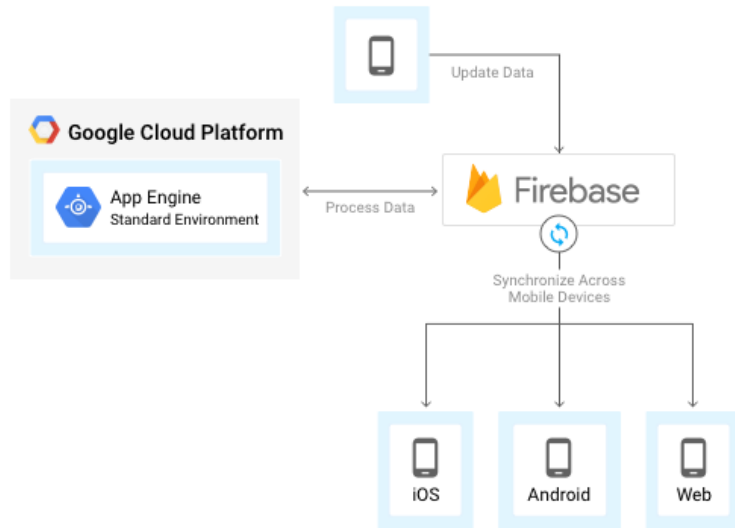
Parent Dashboard makes for parent for get good report of follow child of doing schedule during week or month.

Also parent can manage plan child with edit or add schedule.

Parent can add or edit child account.



# Technology



# Milestones

## First Milestone:

1. Validate Problem and Idea
2. Draw User Interface
3. Develop Parent APP
  - Parent Profile
  - Add Child
  - Search Doctor
  - Connect Doctor
  - Send Request to Doctor

## Second Milestone:

1. Develop Child APP
  - Show Daily Diet Plan
  - Communicate with parent(text, picture)
  - Get candy
  - Show Board game
  - Play Game as limited time

## Final Milestone:

1. Develop Doctor APP
  - Doctor Profile
  - Accept Patient
  - Read Patient Child History
  - Generate Diet Plan
  - Collaboration With Parent