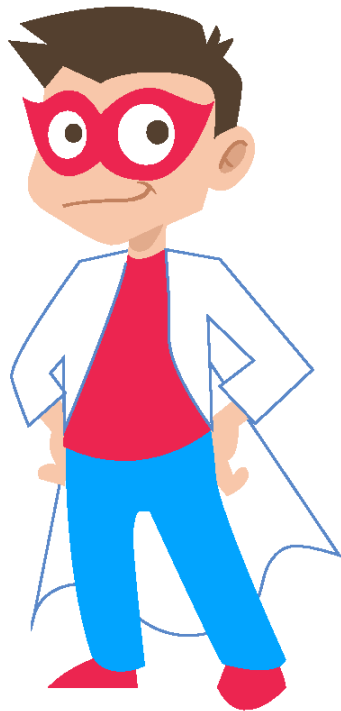


# OUR SOLUTION



DO.  
HERO

make the world a sweetest place

Team: Mostafa Ramezani, Soma Shekarchi

# STORYBOARD



HOW TO FORCE  
MY CHILD TO  
DOING  
SCHEDULE?



BE FAMILIAR  
WITH DOc.HERO



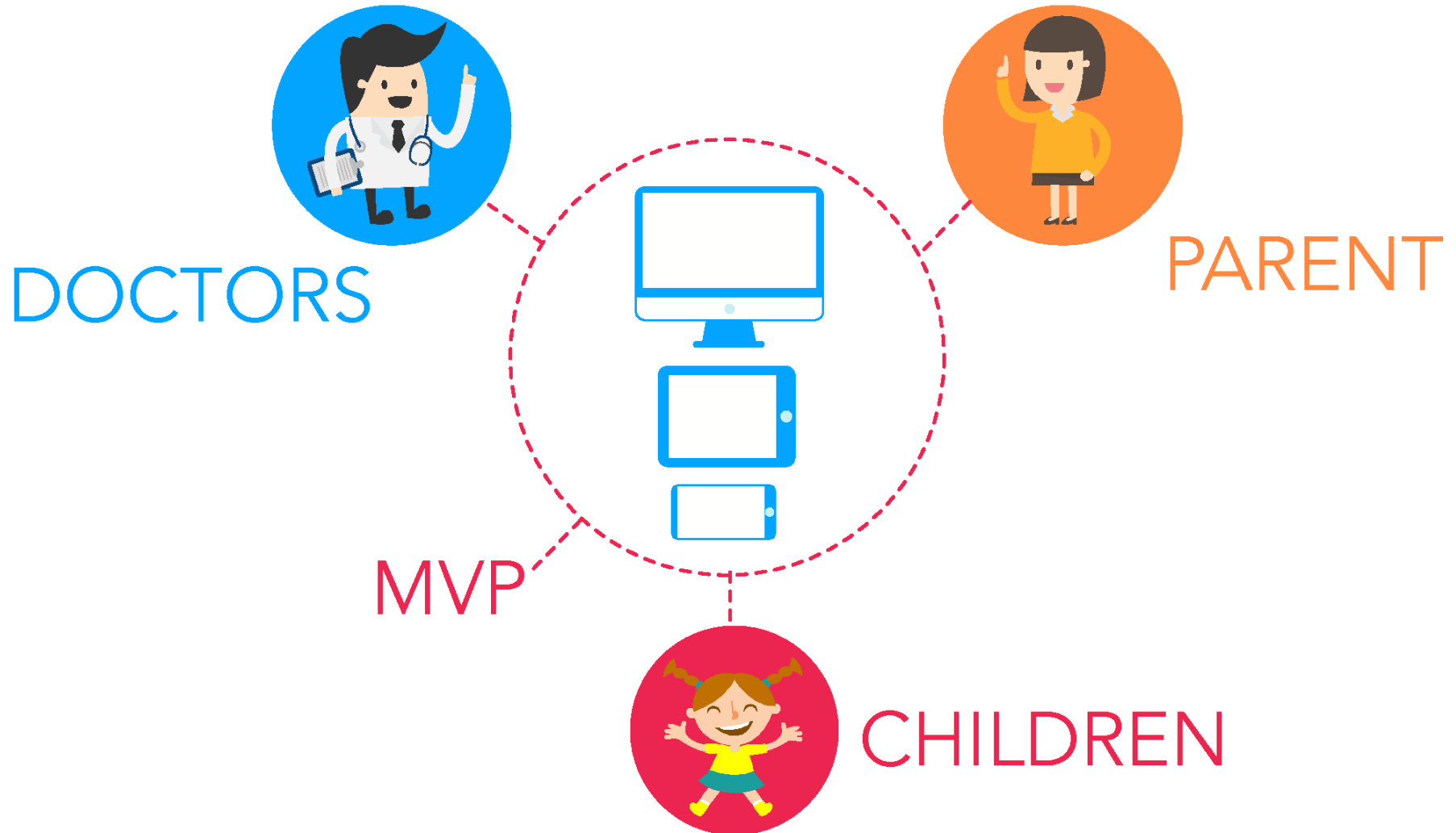
I HAVE TO DO  
THINGS MORE  
INTERESTING  
OF FOLLOW  
DIET..

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..

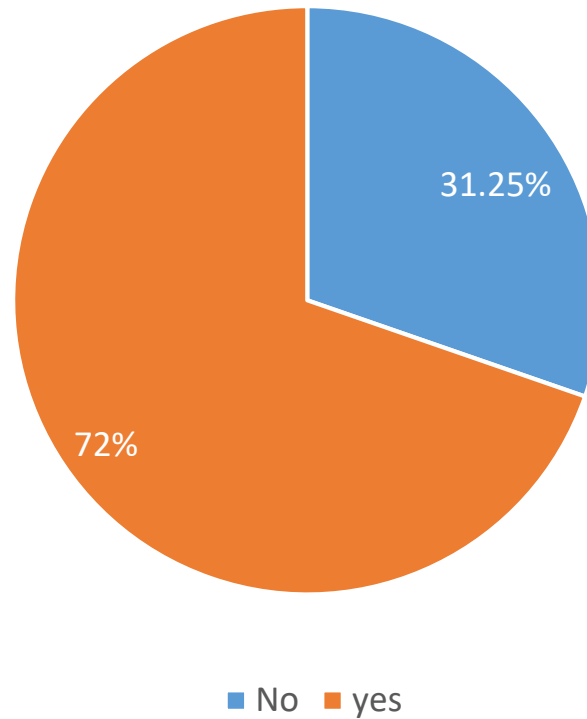
# THE ACTORS



# Problem Validation



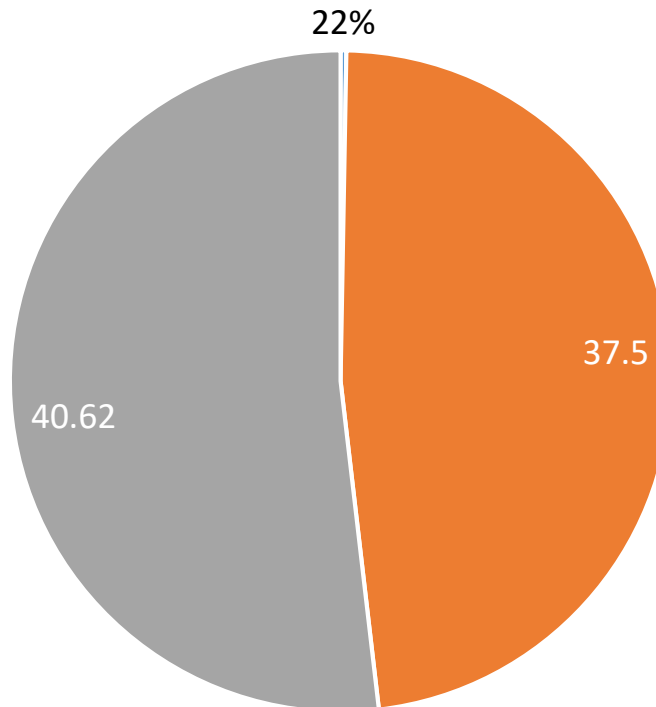
Do parent have problem in their children to follow diabetic diet schedule?



# Problem Validation



Use of drugs and insulin yourself or with your parents?

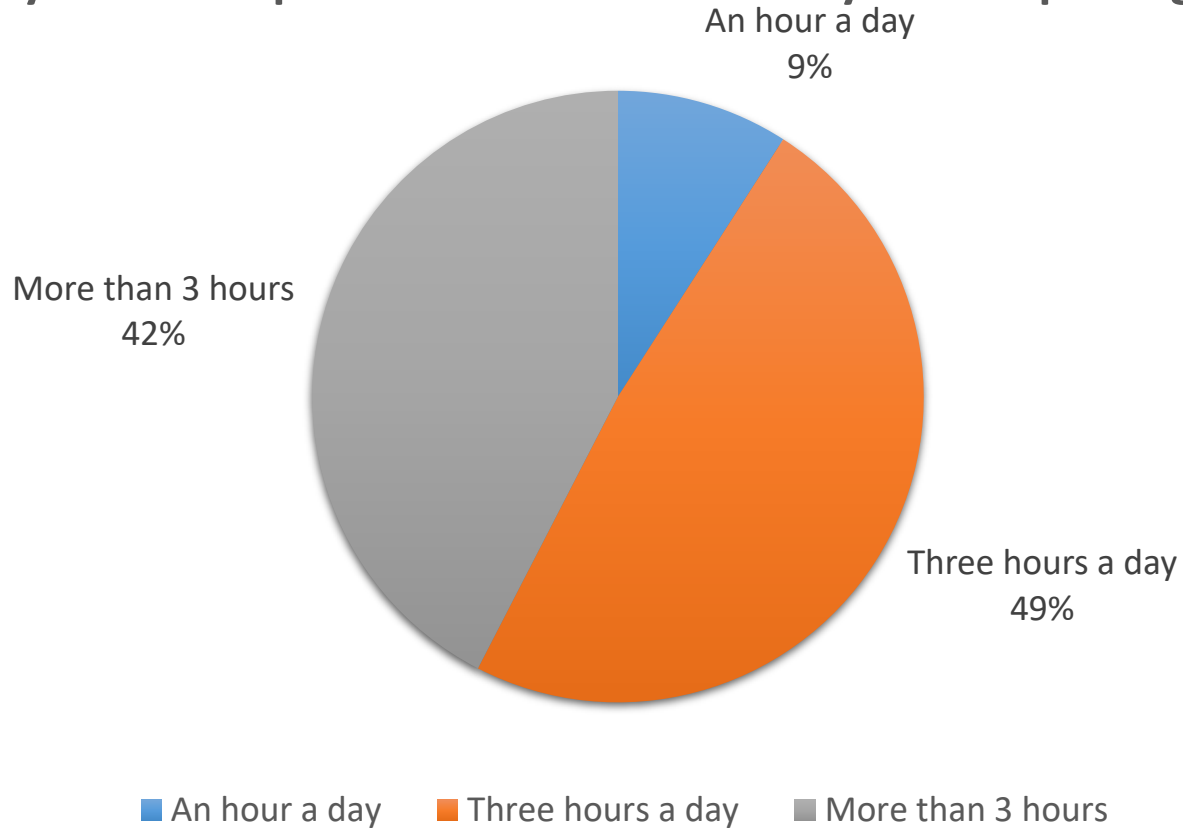


- parents
- self-monitoring by parent
- themselves

# Solution Validation



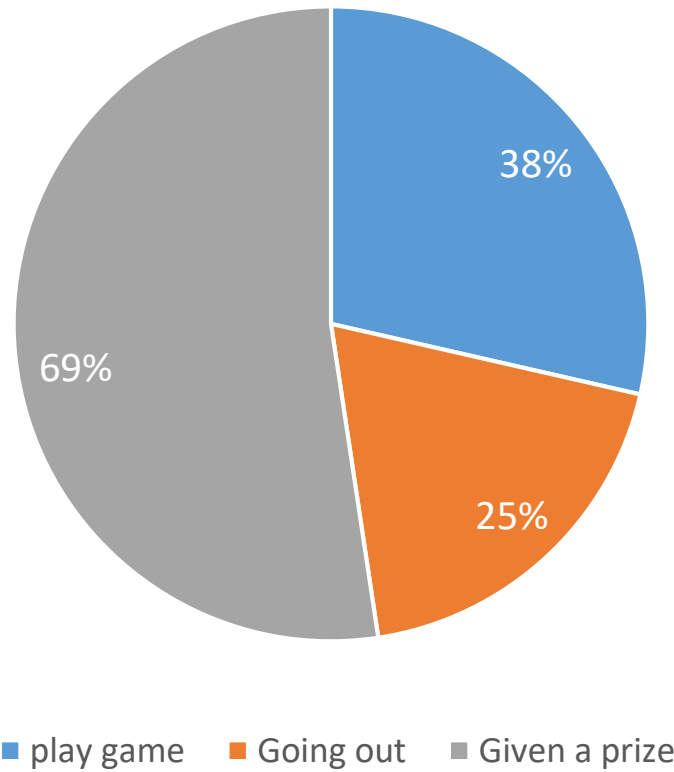
Does your child spend a few hours each day on computer games?



# Solution Validation



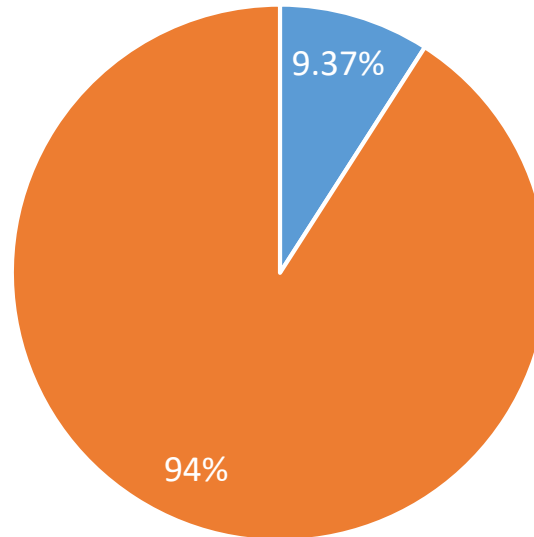
## Motivating and encouraging your nutrition and medication plan



# Solution Validation



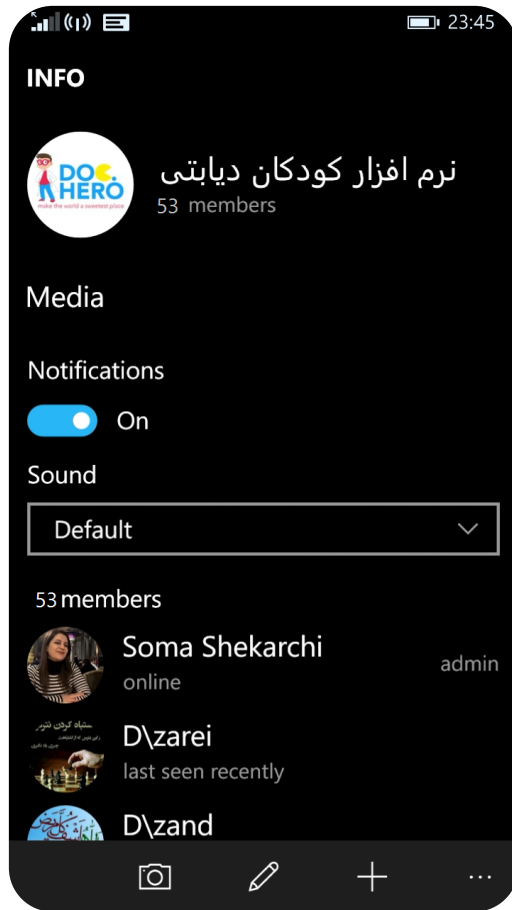
Can diabetic children be encouraged to do diabetic programs through the game?



■ No ■ yes

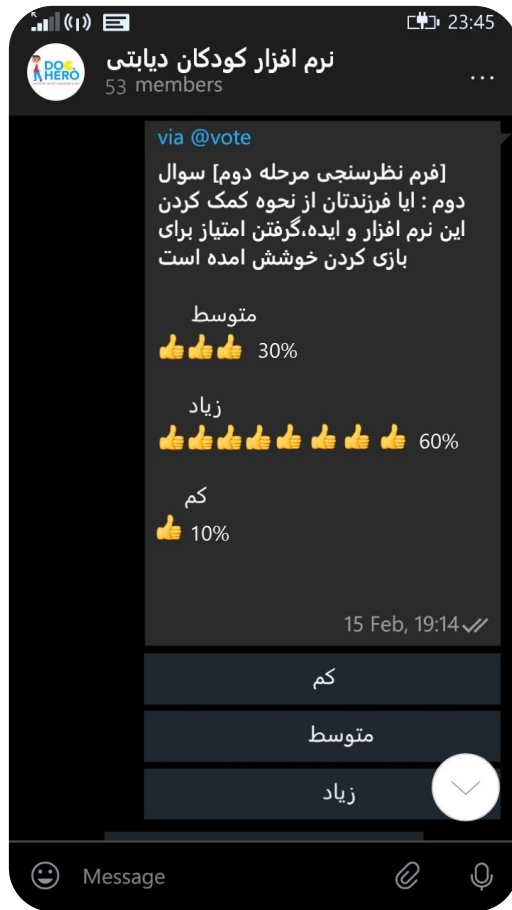


# Feedback of Children



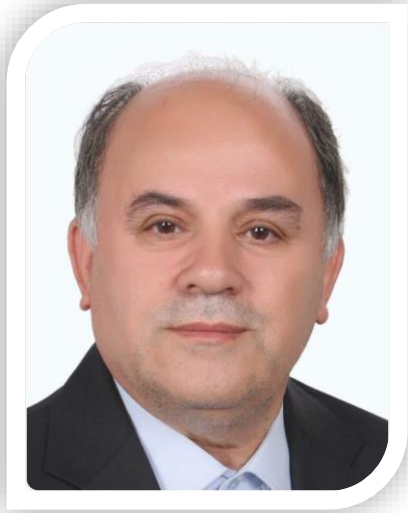
We create group in telegram for get survey of children and parents.

# Feedback of Children



In group of telegram, make survey questionnaire and get feedback of mockup file by children and parents.

# Problem Validation with Doctor



Dr. Asad Allah Fath Allahpour  
Super Pediatrician  
Faholapour@yahoo.com

## problem

Children with diabetes mellitus (sweet) and their families suffer from various types of psychiatric disorders such as :

- stress, anxiety and depression.

After a while, they suffer from fatigue from everyday problems :

- insulin injections, blood glucose check and diet.

So can cause problems for the patient.

# Solution Validation with Doctor



## Solution Doc.Hero

The use of software as a game for diabetic children:

- to **train** and **treat** them.
- **communicate** with their virtual physician and their parents.
- **Follow diet plane** step by step into computer games.

## Special characteristic of Doc.Hero

- A very **interesting**.
- new and **wonderful** idea.
- Will be **successful** among children and teenager with diabetes.
- Children loves computer games.
- Finally this idea is **pleasure** and **attractive**.



# Progress Milestone 2



## First Week:

- Add Firebase to Android Project
- Create Authenticate with Firebase using Password-Based Accounts and Google Account
- Follow survey
- Research for Time management of play game

## Second Week:

- We Had Session with mentor
- Create group in telegram for get survey of mockup file
- Create form for diabetes plan that contain (Insert-Update-Delete)
- Question and reply more with children about idea in the group created in telegram

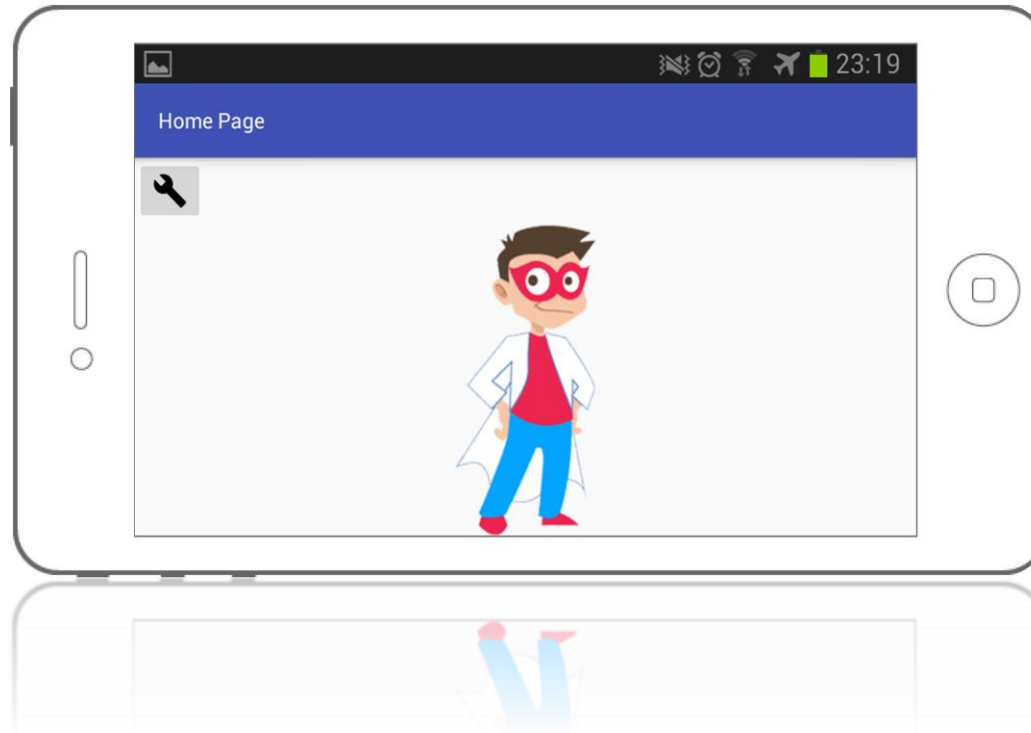
## Third Week:

- Create form for children that contain (Insert-Update-Delete)
- Show list of the children
- Show list of the diabetes plan

## Last Week:

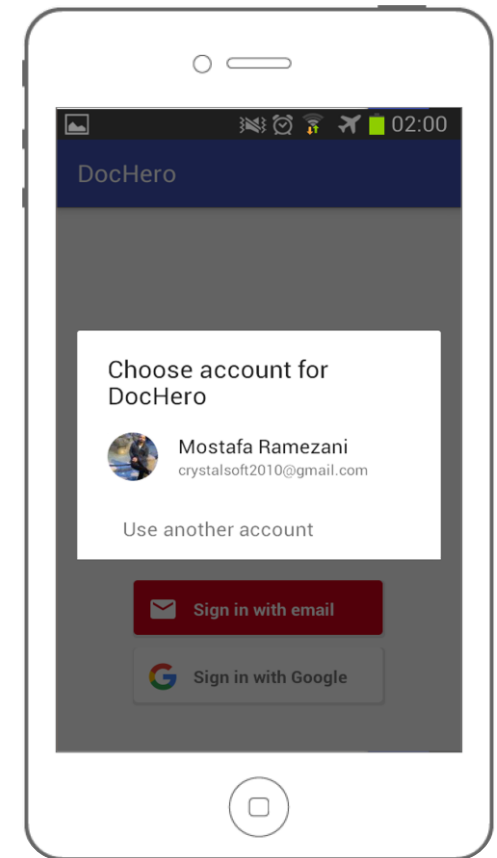
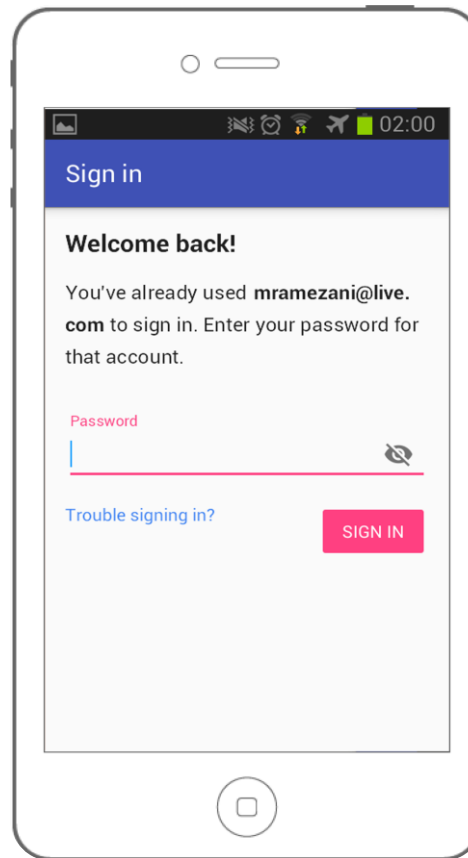
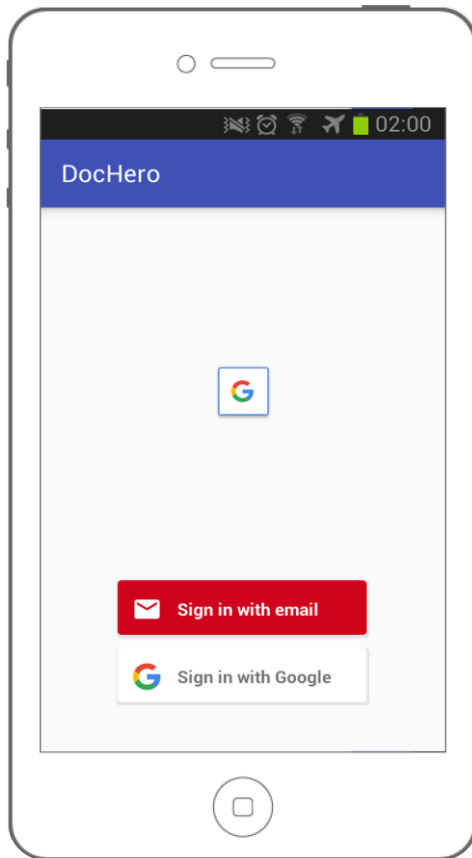
- Make charts of new feedback of users
- Create setting
- Create Time schedule
- Create navigation drawer

# Demo App



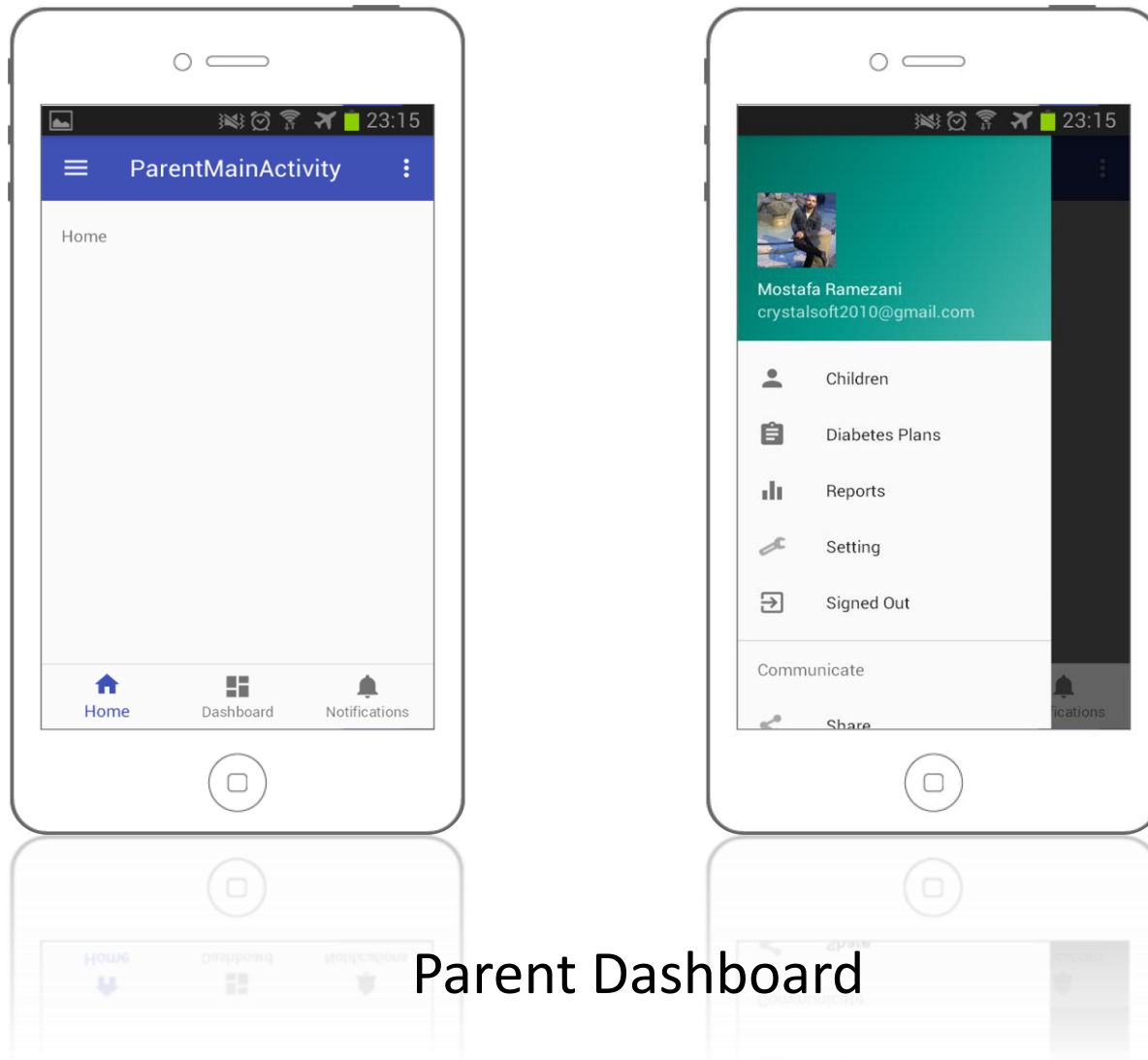
Home Page

# Demo App



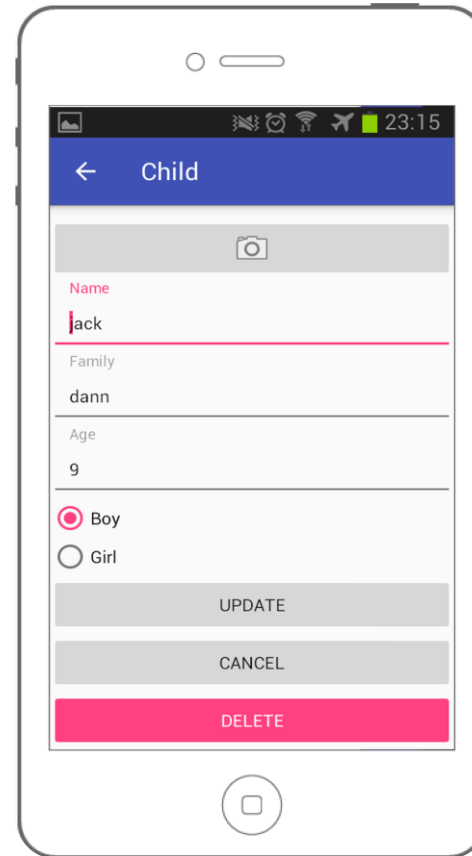
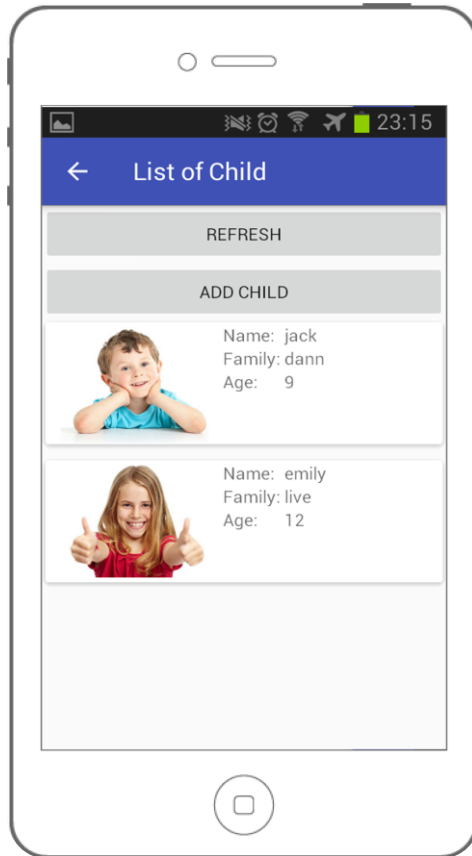
Authentication

# Demo App





# Demo App



Children

# Demo App



23:15

← List of Plan

REFRESH

ADD PLAN

Week: FirstWeek  
Day: Monday  
Type: Food  
Category: Starch  
Name: bread

Week: FirstWeek  
Day: Monday  
Type: Food  
Category: Dairy  
Name: cheese

Week: FirstWeek  
Day: Monday  
Type: Drink  
Category: Starch  
Name: milk

Week: FirstWeek

01:13

← Plan

Drink

Starch

Breakfast

Name of Meal

Count

1

☐ Main

☐ Optional

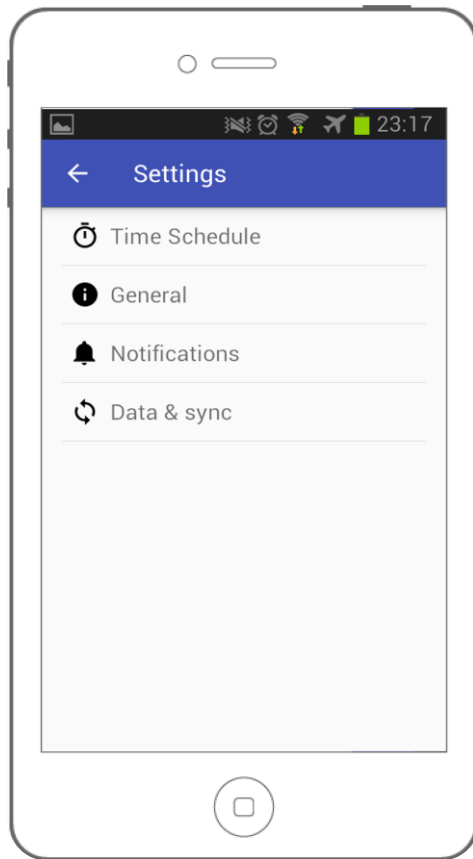
FirstWeek

Monday

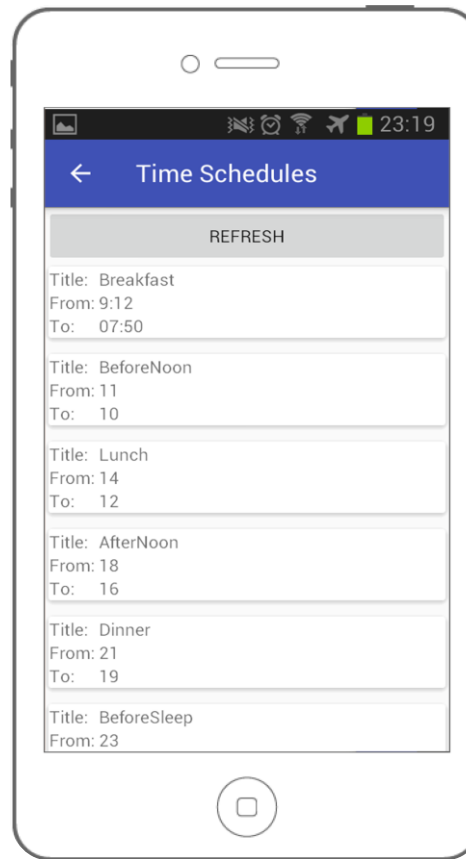
INSERT

Diabetes Plan

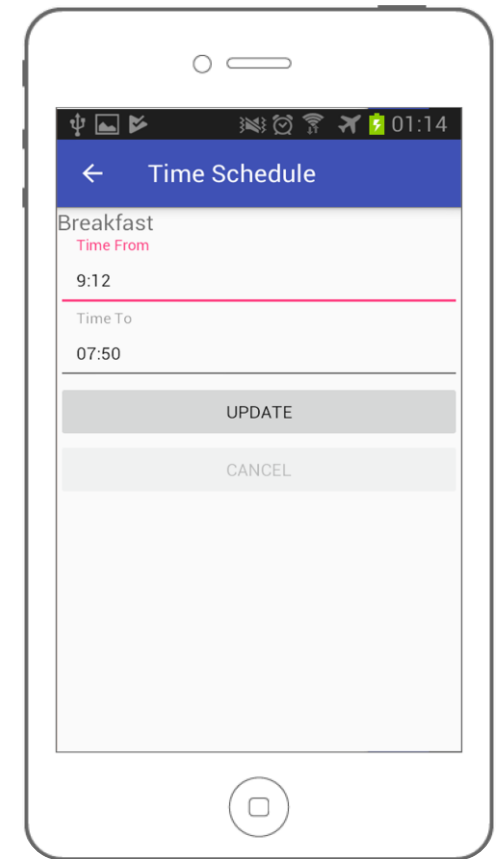
# Demo App



Settings



Time Schedule

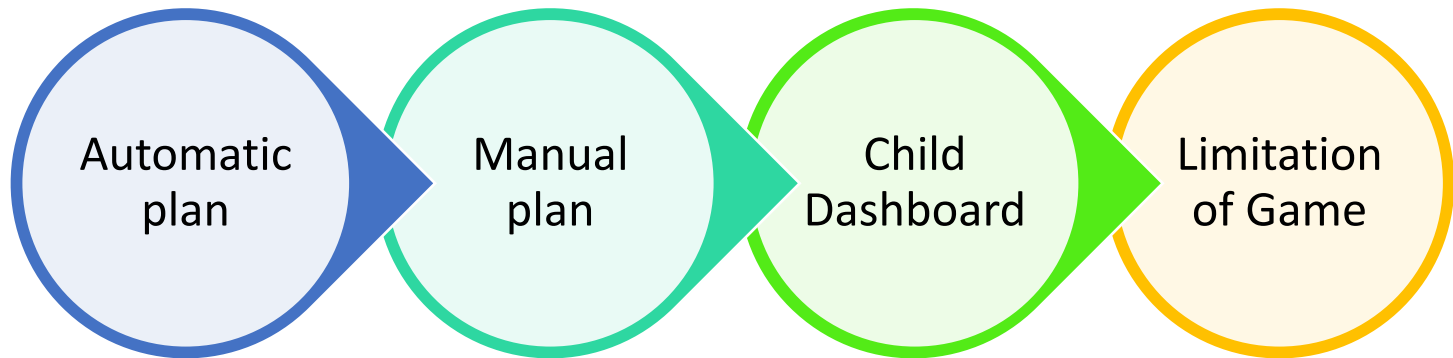


# Progress since last milestone



Team member	Mostafa	Soma
Main side	Server-Client side	Server-Client side
Task #1	Add Firebase to Android Project	Follow survey
Task #2	Create Authenticate with Firebase using Password-Based Accounts and Google Account	Research for Time management of play game
Task #3	Research for Time management of play game	Create group in telegram for get survey of mockup file
Task #4	Create form for diabetes plan that contain (Insert-Update-Delete)	Question and reply more with children about idea in the group created in telegram
Task #5	Show list of the diabetes plan	Create form for children that contain (Insert-Update-Delete)
Task #6	Create setting	Show list of the children
Task #7	Create navigation drawer	Make charts of new feedback of users

## Third Milestone



# Feature List



## Authentication

Description: You can let your users authenticate with Firebase using their Google Accounts by integrating

Requires: Add Firebase to your Android project and Add the dependencies for Firebase Authentication and Google Sign-In to your app.

Due: Milestone 2

Time Estimation: 4 days



## Parent Profile

Description: A brief description of the characteristics of parent

Requires: Design UI and use DataBase with Google App Engine

Due: Milestone 2

Time Estimation: 3 days



## Setting

Description: Parent Can Modify child's account and change application setting

Requires: Design UI and use DataBase with Google App Engine

Due: Milestone 2

Time Estimation: 8 days



## Parent Dashboard

Description: Parent Can See Short Health report and Manage Diabetes plan(Add,Edit,Remove)

Requires: Design UI and use DataBase with Google App Engine

Due: Milestone 2

Time Estimation: 14 days

# Feature List



## Automatic Plan



Description: Automatically "dochero" make suggestion of plan

Requires: Design UI and use DataBase with Google App Engine.

Due: Milestone 3

Time Estimation: 14 days

## Manual plan



Description: Children can do and follow their plan manually

Requires: Design UI and use DataBase with Google App Engine

Due: Milestone 3

Time Estimation: 7 days

## Child Dashboard



Description: Parent Can Modify child's account and change application setting

Requires: Design UI and use DataBase with Google App Engine

Due: Milestone 3

Time Estimation: 5 days

## Limitation of Game



Description: Manage time of play game

Requires: Create System Application

Due: Milestone 3

Time Estimation: 20 days

# Difficulties



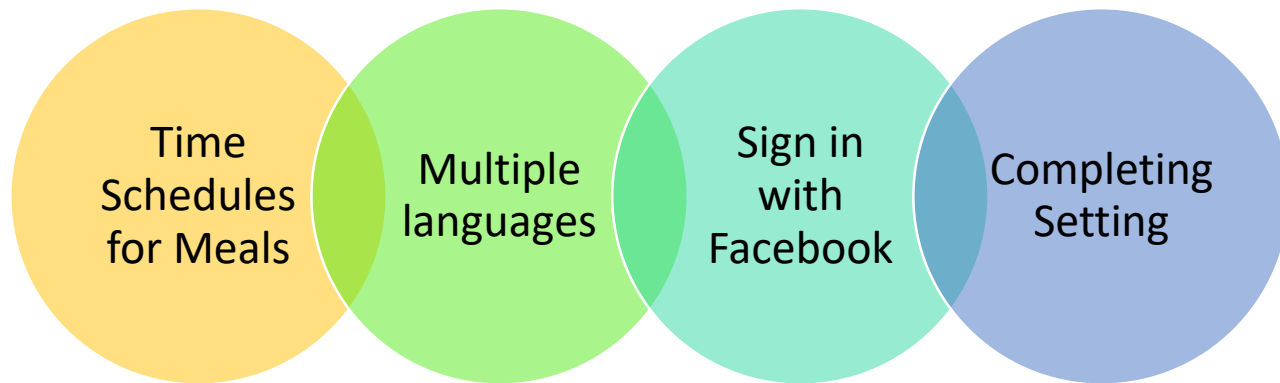
Create  
System  
App For  
Control  
Time of  
play game

Get  
feedback  
from  
children

Use  
Firebase



# New Feature



# Version Control



Mostafa Ramezani / AppDocHero / Source

### Source

master [Download] AppDocHero / [New file]

File	Size	Commit Date	Commit Message
README.md	565 B	2 days ago	README.md created online with Bitbucket
build.gradle	627 B	2018-02-09	Initail 2018/2/9
gradle.properties	730 B	2018-02-09	Initail 2018/2/9
gradlew	5.0 KB	2018-02-09	Initail 2018/2/9
gradlew.bat	2.3 KB	2018-02-09	Initail 2018/2/9
local.properties	455 B	2018-02-10	Initial commit app doc hero
settings.gradle	15 B	2018-02-09	Initail 2018/2/9

### README

Use Bitbucket for Version Control System (Git)

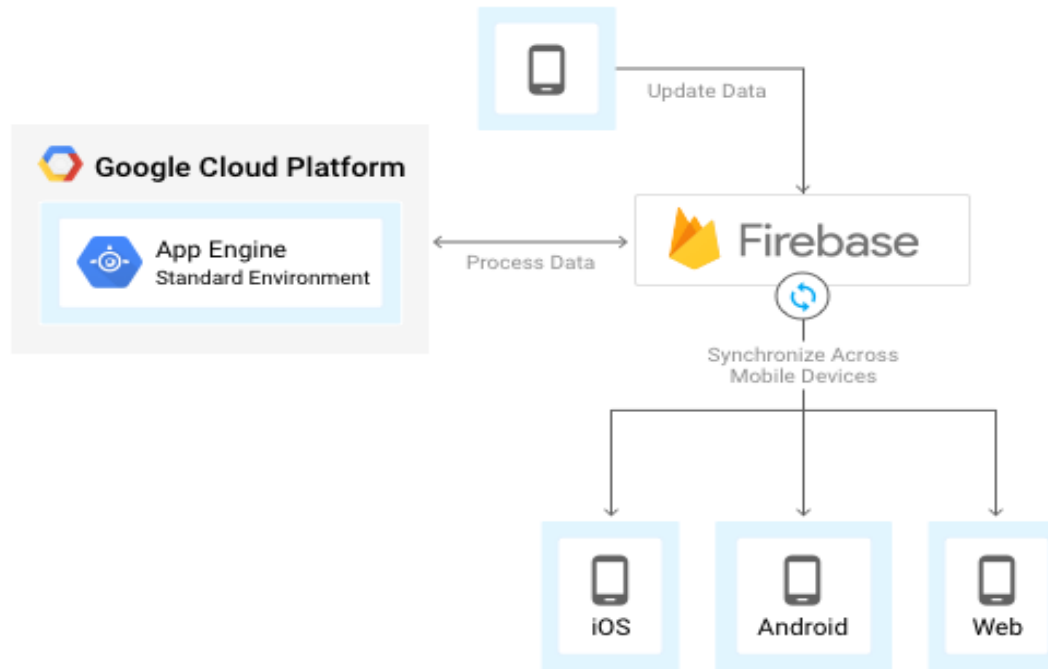
# Back-End



The screenshot displays the Firebase console interface. On the left is a dark sidebar with the 'Firebase' logo and a 'Project Overview' section. Below this, under the 'DEVELOP' heading, are links for Authentication, Database, Storage, Hosting, and Functions. Under the 'STABILITY' heading are links for Crashlytics, Crash Reporting, Performance, and Test Lab. At the bottom of the sidebar is the 'Spark' section, indicating 'Free \$0/month' and an 'UPGRADE' button. The main content area is titled 'Doc Hero Overview' and features a 'Discover Firebase' section with six service cards: Analytics, Authentication, Database, Storage, Hosting, and Cloud Functions. Each card includes a brief description and 'Learn more' and 'GET STARTED' links. At the bottom of the image, the text 'Use Firebase as the Back-End' is overlaid, accompanied by the Firebase logo.

Use Firebase as the Back-End

# Technology



<https://goo.gl/ZYufd1>



<https://github.com/fanoos/DocHero>

**Thank you  
for  
your attention !**