**Blynk Development Brief**

**What is Blynk?**

Blynk is a free software designed to raise awareness, and combat some of the symptoms associated with extended use of computer screens on eyes. This is a simple desktop application that will need to work on both OS X and Windows. We have been advised that C++ with QT is the way to go, but we are relying on your expertise to confirm that this solution will work. It is fundamental that the iOS version be wrapped in an installer package and signed with Blynk’s developer certificate in order to avoid security issues on OS X. We will not make this available in the app store, so no need for those additional steps.

The Blynk software has 3 primary features:

1. The software will turn the user’s cursor or caret into an animated blinking eye for a split second (0.5 second to be exact), prompting the user to blink and helping them to maintain a healthy blink rate: the regularity of this will be predetermined in a Preferences Menu.
2. A larger translucent version of the animation will also appear in the middle of the users screen at less regular intervals: this will be known as the Screen Break feature as it will utilised as a means of suggesting the user takes a break from their screen.  
   Both of these animations will be provided.
3. The software will come with a Blue Light Reduction feature, which will work on a similar principal to [f.lux](http://justgetflux.com/) or the [iPhones Night Shift](http://www.imore.com/night-shift) feature, albeit in a slightly more basic manner. The feature will turn the user’s screen a shade of sepia to reduce the blue light coming off, it will have 3 strength settings (Light, Medium, Strong) which will determine the shade. It will also allow the user to turn the feature on at a certain time.

The software will have an easy access drop down menu that allows the user to disable certain feature for either 1 or 3 hours or until the next day: 6am the following morning.

It will also need to come with a “Turn on at Login” feature, an About page with some copy and two hyperlinks (Facebook to our Facebook page and Vision Aid Overseas to a donation page).

Please [click here](https://www.dropbox.com/sh/k34nqovhjx16i69/AACHaVhw6QWZreY2YgxEUw7ea?dl=0) for front end screenshots.

**Preferences**

The question marks will need to expand when hovered over into a small text box, explaining each feature.

If the “Disable” option is selected the correlating question marks colour will need to change to grey (as demonstrated in Screen Break) to let the user know it’s turned off.

**Blink Cursor**

Regularity: Determines how often the users mouse/caret turns into the eye animation.

Random: Makes the occurrence happen irregularly, there will be a selection box next to “Blinks a minute” wherein the user selects how many times they want this to happen, if Random is selected.

**Screen Break**

Regularity: Determines how often the large eye animation appears in the middle of the user’s screen.

Opacity (Light, Medium, Dark): This will determine how opaque the graphic itself will be.

**Blue Light Reducer**

Strength (Light, Medium, Dark): Determines the shade of sepia that the user’s screen becomes (shade will be referenced in the colours used in flux e.g. 3900K – so having f.lux or a knowledge of it would be helpful).

Turn on at: will have an “Always” option, as well as times when the software will be activated, varying in 5 minute intervals.