

C-Force





Genetic cause



Lung exercises



Frequent exercise



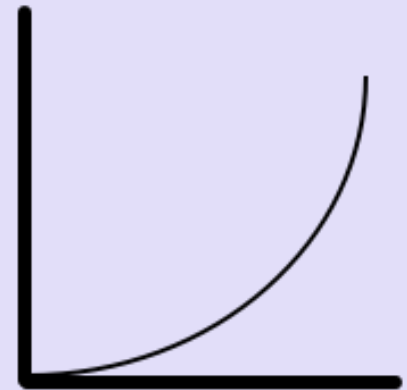
Our Idea



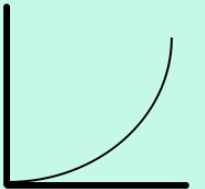
Mobile Game



Collaboration



Performance Tracking



Center

Local

▶

⏸

▶

Collab

Account

Layers

Layout

Hierarchy

Create

QwAll

▼ Menu

Main Camera

Directional Light

▶ Canvas

EventSystem

Scene

Shaded

2D

Gizmos

QwAll

Game

Asset Store

Inspector

Services

Go to Dashboard

▶ C-Force

Start Game

Camera Preview

Project

Console

Create

★ Favorites

All Materials

All Models

All Prefabs

All Scripts

Assets

Data

▶ Rocket Pack

Scenes

Scripts

▶ Skull Images

▶ SkyBox Volume 2

Assets

Scenes

Blow to Char...

boost

Calibration

Game Over S...

main

Menu

Score

User_Type

Game

SERVICES

Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.

SERVICES

Ads

Monetize your games

Analytics

Discover player insights

Cloud Build

Build games faster

Collaborate BETA

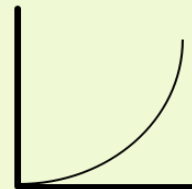
Create together seamlessly

Performance Reporting

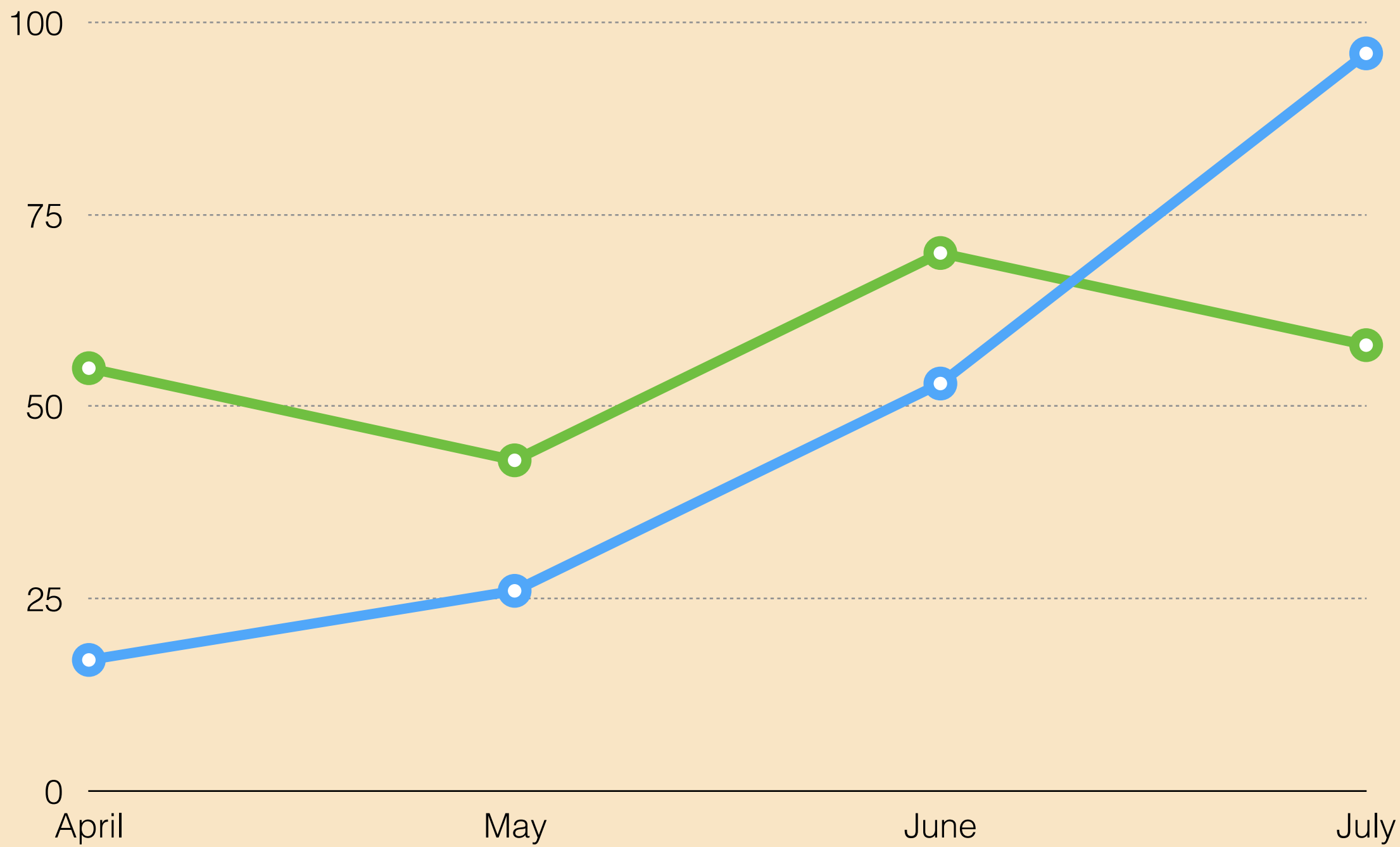
Discover app errors

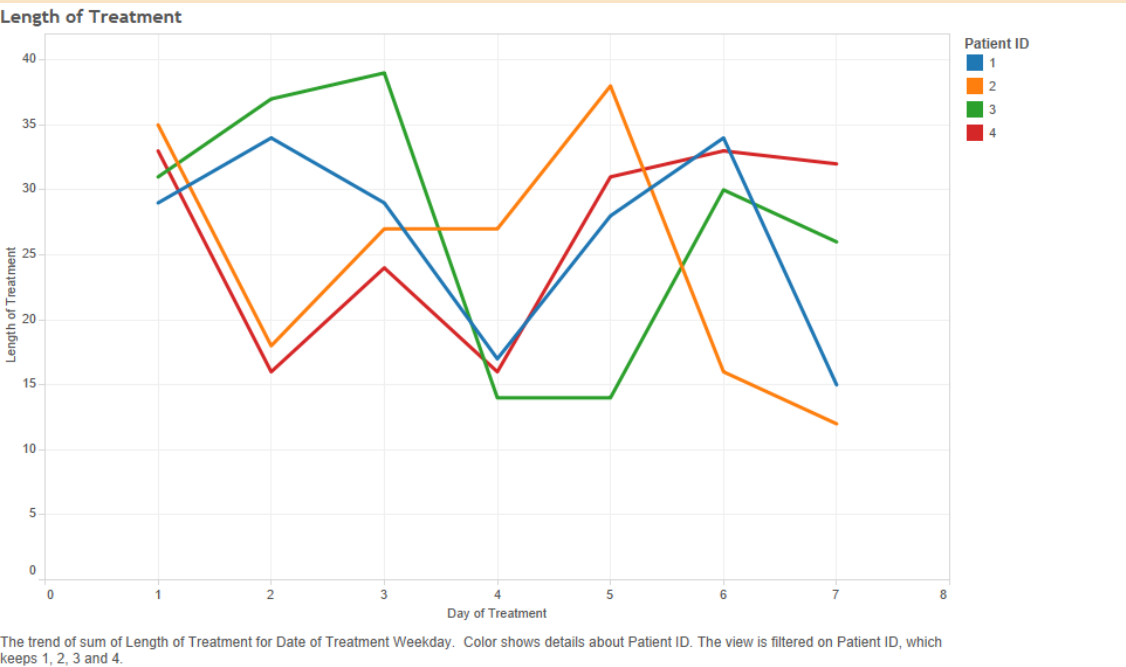
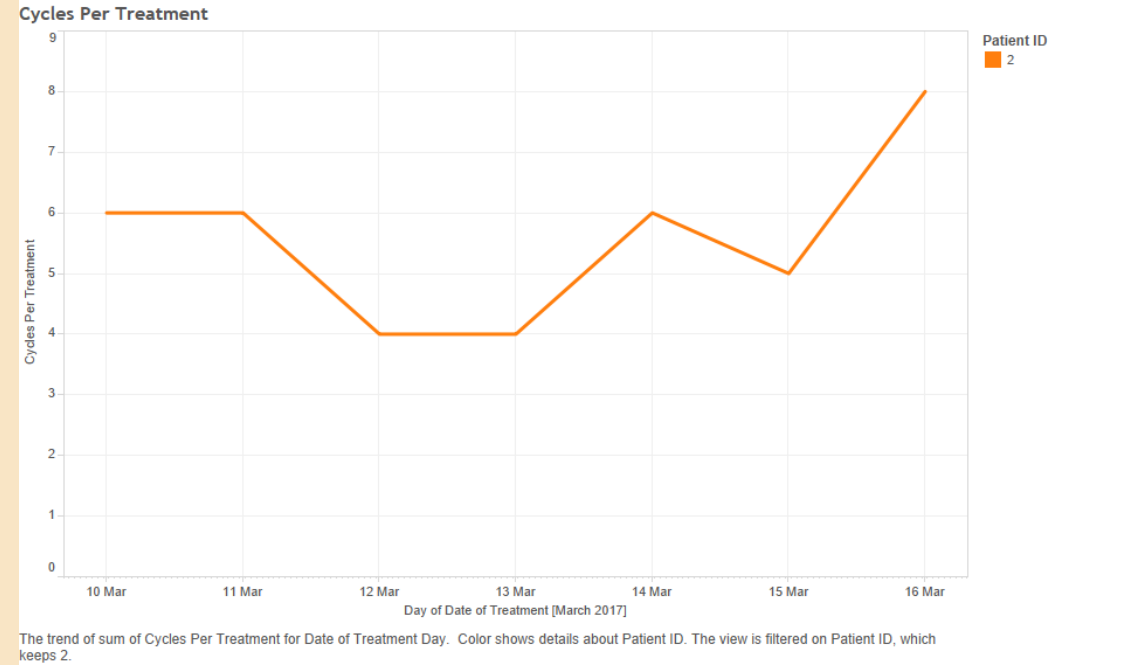
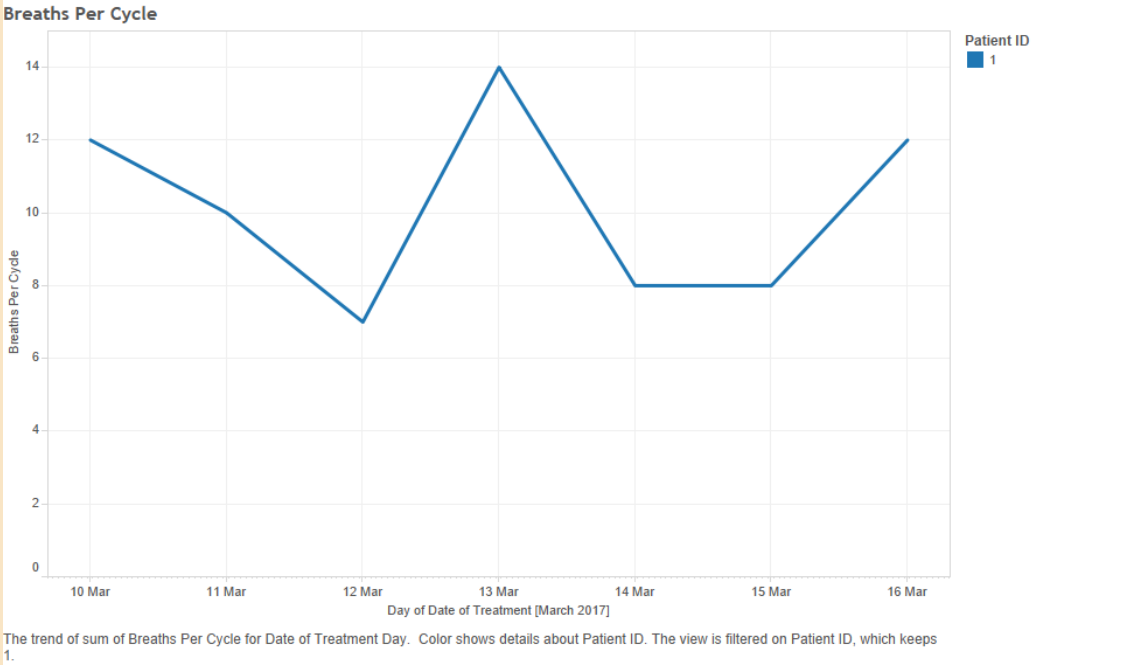
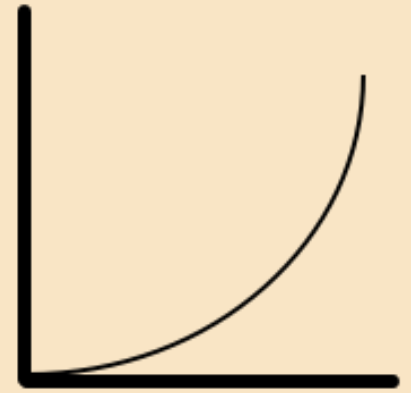
In-App Purchasing

Simplify cross-platform IAP



CF and Non-CF alike





Calendar View for doctor

Patient ID	Date of Treatment							Number of Treatments ..
	Friday	Week 11 Saturday	Sunday	Monday	Week 12 Tuesday	Wednesday	Thursday	
1	●	●	●	●	●	●	●	<div><div></div><div></div><div></div></div> <div>0.0002.000</div>
2	●	●	●	●	●	●	●	
3	●	●	●	●	●	●	●	
4	●	●	●	●	●	●	●	

Sum of Number of Treatments Completed (color) broken down by Date of Treatment Week and Date of Treatment Weekday vs. Patient ID. The view is filtered on Patient ID and sum of Number of Treatments Completed. The Patient ID filter keeps 1, 2, 3 and 4. The sum of Number of Treatments Completed filter keeps all values.

