Team KOASK

February 1st SCRUM

Activities Since Original Meeting

Analysed similar apps for UI inspiration

- Looked for good and bad design? Why is it bad? How can we improve?

Discussed which features are within scope of our app.

- How much information do we want to keep? Which features are out of scope?

Received more detailed information about the survey/questionnaire.

- How can we reorganize these questions to be more user friendly? What order makes sense?

Design Checklist

Target Audience: Seniors

- ❏ Simple UI
- ❏ Only necessary information to be displayed
- ❏ Explicit user feedback
- ❏ Cannot make use of standard implied icons like the hamburger menu 
- ❏ Minimal navigation as seniors will not “explore” yet minimize clutter
- ❏ Reminders / Notifications to motivate habit without need to open app

Obstacles Encountered

Mac computers not available in undergraduate labs

Solution:

- Group member that did not have access to a Mac now does
- Macs in TFDL have Xcode installed
- Undergrad lab Macs are coming

Need for clarification on the risk calculator

- Are we calculating risk for individual knees or is the condition assumed to be the same for each knee?

Obstacles Encountered

- Parts of the risk calculation algorithm are ambiguous.
  - How do we quantify the “pain location” parameter?
  - Is pain/stiffness rated 1-10?
  - There are multiple stiffness questions but only one stiffness parameter. Is the value for the parameter just the sum of the individual stiffness scores?

Going Forward

- Continue learning about Swift, Xcode, and iOS development
- Requirements gathering
- UI design
- Basic prototypes
    - Use Xcode storyboards to prototype screens for asking each of the questions on the survey we have been given by the client
- Learn about frameworks that may help us like careKit and researchKit