MyPAM Meeting 1 Minutes

14/06/19

Present: Justin, Adam, Helcius, Will

General:

* Plans for increasing the amount of dataflow into and out of the game
* We want the patient to do **at least** 20 minutes a day for 5 days a week
* General plan for next week is to build on these 2 games to make them demoable with multiple levels, scoring, some metric outputs such as number of attempts, time played per day, etc.

Bridge Game:

* Add a scoring metric, such as for staying along a straight line from island a to island b.
* Have bridges of varying length and width
* Have a level select for the therapist to choose the difficulty
* Could do a ghost mode where you chase your previous run of the game
* Previous versions have had 2 player mode where each button opens a bridge for the other player

Flying Game:

* The game doesn’t need to play itself, but that programming could be used to create an AI opponent

Actions:

Will and Helcius:

* Continue working on the 2 games
* Consider how they would fit into a larger system
* Allow design for having 1 button
* Consider motivation for playing
* Come up with ideas for new games (1 button)
* Consider future proofing such as retrieving and sending a z value