# Peak Visualization Second Iteration

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### **Client Information**

Alicia Mckoy - Peak Mind - alicia@joinpeakmind.com

#### **Mentor Feedback**

- Beginning/Mid Iteration:
  - Advised us to connect our Unity and web app for this iteration
- Before Client Meeting
  - Gave us advice on how to get better test coverage
  - Offered strategies on adapting our webapp to fit the client's environment

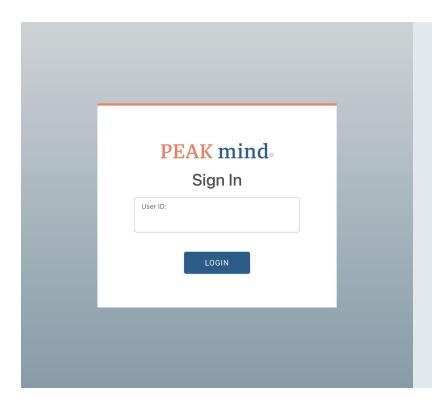
#### **Client Feedback**

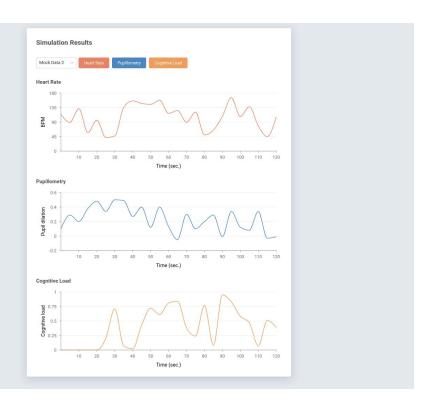
- Beginning of Iteration
  - Client planned to connect us with their data team so we could manipulate data collected from real simulation
  - After meeting with Spencer, decided to work on our own AWS backend
- End of Iteration
  - Offered those that live close to Indianapolis to visit their lab and see the software in action
  - Asked for data exporting and ways to aggregate data of multiple users in web app

## Sending and Retrieving Data from AWS

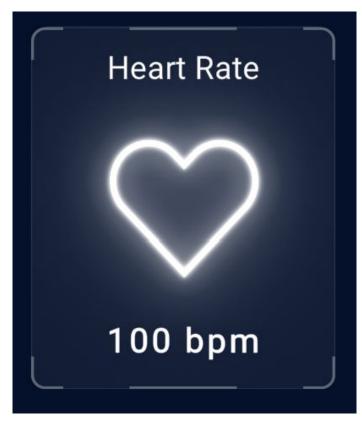
- Created lambda functions to store data from Unity in S3 Buckets then retrieve that data from the web app
- Created an AWS CDK project that programmatically sets up the backend so the client's data team can replicate it
- Lambda functions are called via HTTP request to an AWS ApiGateway.

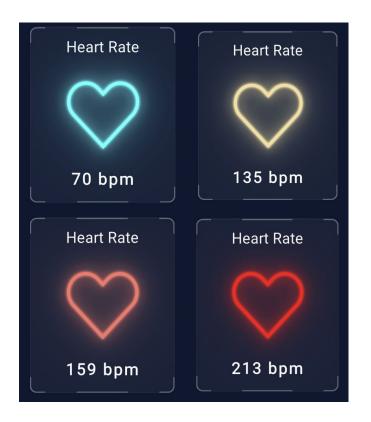
# **Webapp Dashboard**





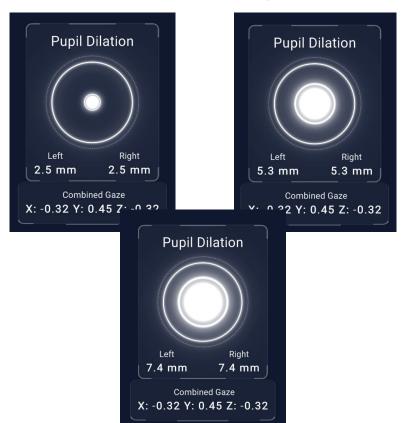
## **Updated Visualization of Heart Rate data**





## **Updated Visualization of Pupillometry**





## **Updated Visualization of Cognitive Load**





#### **Planned Third Iteration Features**

- Adding exporting for both the web data and/or the the data sets. This data export should come from the webapp and be understandable to the layman.
- Integrating our web app with the Peak Mind software.
- Enhancing Unity dashboard UI
  - Make the background more appealing in the Unity dashboard
  - Add menu scene to allow for program flow and full user experience
- Ability to view different people's data in the same graphs for comparison.
- Visualize aggregate data in web app (like average Heart Rates for all simulations on a Tuesday)

# joke

a unity developer walks into a bar and makes a scene

