Peak Visualization Fourth Iteration

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Client Information

Alicia Mckoy - Peak Mind
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Mentor Feedback

- Beginning/Mid Iteration
  - Tips on negotiating features with client rather than just expecting them.
- Before Client Meeting
  - Look into playwright or cypress for frontend testing.
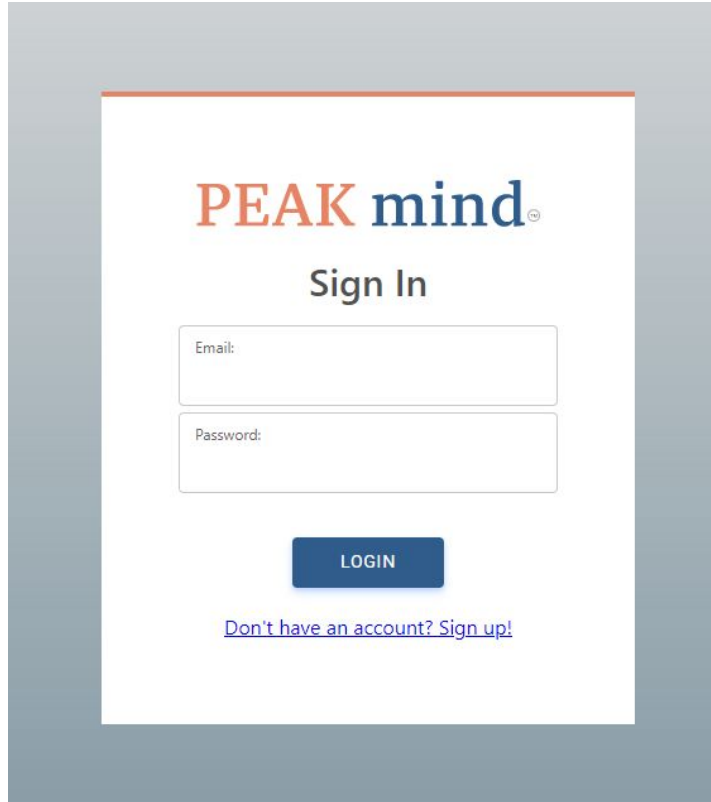 - Change unit tests to run in container for webapp Frontend and Backend.

Client Feedback

- She liked the authentication system, although it might just be replaced by theirs in the future.
- She would like stronger password enforcement.
- She was interested in a way for people working at Peak Mind to view a collection of datasets with the notes.

Client Software Use

- She had a little difficulty on where to view the notes in the webapp.
- She had trouble understanding how the notes were were associated to data point entries at first.
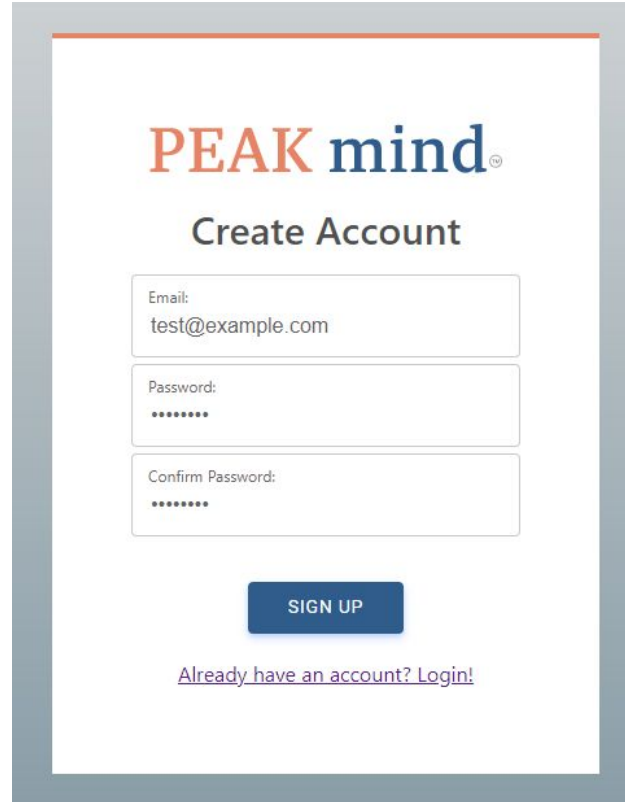
User Authentication & Registration

Notes Taking

Time (sec.)

Add note

```
Timestamp: 31.11s.
Heart rate: 86bpm.
Notes: This was calming
```

Close   Save

Session Notes   Close

- Hi Connor, hope you are well
- Timestamp: 31.11s. Heart rate: 86bpm. Notes: Im aight Tyler lets submit this dam iteration

Notes Taking

User Authentication

Web App – Heart Rate Variability

- A button and graph was added to the webapp for heart rate variability
- HRV is measured by standard deviation of normal-to-normal R-R-intervals (SDNN)
- SDNN is a number (ms) that shows whether or not your variability is within the standard overall range
- Higher numbers usually indicate that your body is coping better with stress

| Heart Rate | HRV | Pupillometry | Cognitive Load |

Heart Rate Variability　　　　　　　　　　　　　**AVG: 0.00**

SDNN (ms)

4

3

2 — 0 ms

1 — 75.99 sec.

0 — Average

Time (sec.)
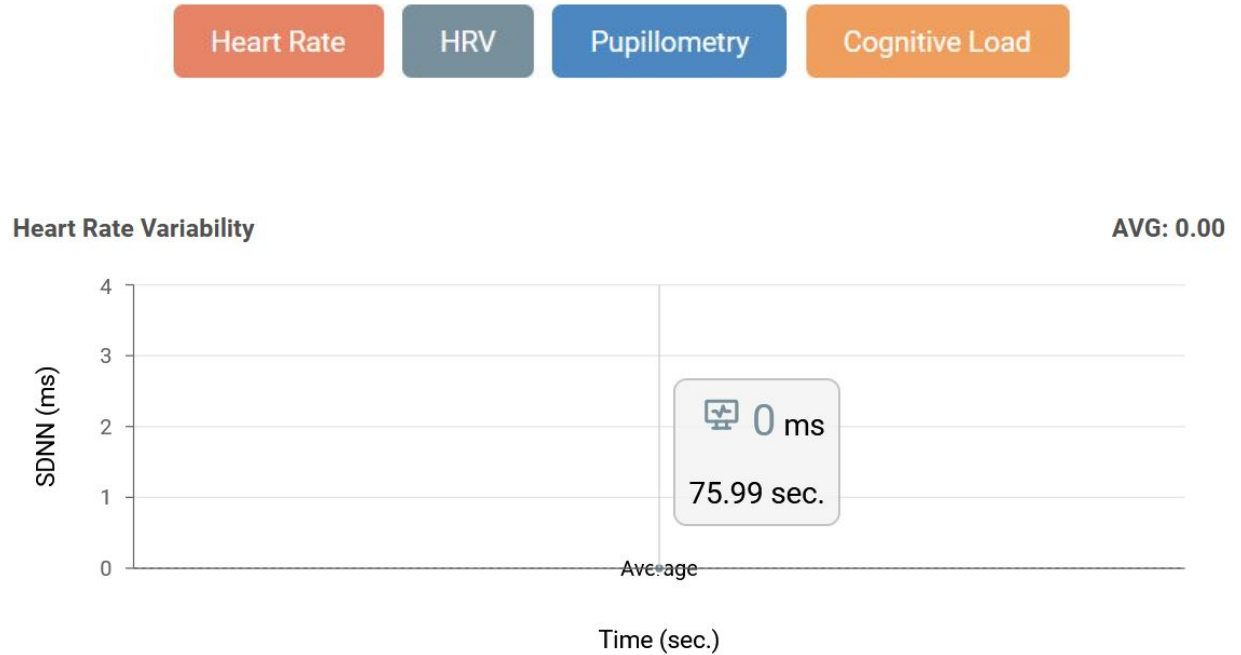
Unity Dashboard – Filepath Copy Button

- After the saving the session data to disk, the user can now click the "Copy filepath" button to copy the filepath to the clipboard
- After the button is clicked it tells the user that it has been "Copied to clipboard"
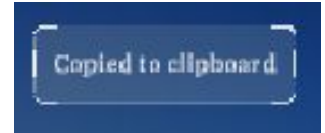
Benefits to Client

- Increased security for user's biometric data.
- Fully connects the Unity dashboard with the web application in a way the is more intuitive and familiar to users.
  - Clients always ask to see the data after the labs with Alicia.
- Makes the Unity Dashboard easier to use while saving data locally.
- Notes provide more context to researchers looking at the datasets at Peak Mind.

Planned Fifth Iteration Features

- Normalize webapp graphs
- View multiple datasets at once on the graphs
- "Forgot password" button
- Add a tier system for how users, managers, and admins logins are created
  - Admins can:
    - Create users and managers
    - Set users' ids
    - Can access all data
  - Managers can:
    - See aggregated data of a group of users
- Put an example of real simulation data into the web app

Tyler discovered Sasquatch on spring break