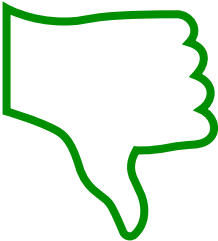


1. Adherence will be given a score
2. Patients may enjoy being adherent
3. Higher levels of engagement

1. Successful game mechanics are extremely difficult to implement
2. Difficult to design for various age levels

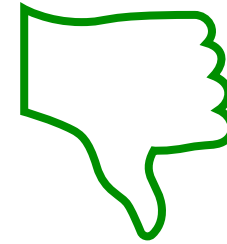








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Excitement Level

