**CtrlHealth – Stand-Up Summary**

Team Members:  
Runchi Yang, Jialiang He, Zhun Li, Sizhe Li, Liyang Yu  
Project: *Healthy Food Game*  
Sprint: Week 8 – 10  
Goal: Advance the prototype from low-fi to high-fi, integrate classroom feedback, and finalise core functionality before the exhibition.

**Since the Previous Stand-Up**

* Concept Refinement: pivoted from an individual web app to a collaborative, camera-tracked classroom game.
* Research & Testing: surveyed kindergarten teachers on engagement, pacing, and classroom manageability.
* Low-Fi Prototype: implemented movement detection and point scoring using Python (Pygame).
* Ethics Integration: established design constraints for privacy (no video storage), inclusivity, and wellbeing.

**Current Focus (Week 8–10 Sprint)**

* Implement multi-player detection and ratio-based scoring for fair participation.
* Expand nutrition content with additional icons and post-round “Healthy Tips.”
* Upgrade UI/UX for readability, contrast, and classroom projection.
* Add sound effects and background audio to enhance engagement.
* Conduct second user-testing round with teachers observing and evaluating classroom performance.
* Finalise documentation and align ethical reflection with *Ethics for Interaction Design* principles.

**Challenges & Adjustments**

* Camera accuracy: fine-tuning motion sensitivity to reduce false positives in group settings.
* Coordination: synchronising multi-player actions required redesigning countdown cues.
* Workload balance: parallel tasks in backend, UI, and documentation demanded tighter milestone planning.

**Next Steps**

* Finalise high-fidelity prototype and stabilise multi-player gameplay.
* Integrate refined nutrition assets and audio layers.
* Complete documentation, ethical page, and promotional materials (poster, brochure).
* Prepare demonstration build for the Week 12 exhibition.

**Team Coordination & Milestones**

| Member | Key Focus (Week 8–10) | Deliverables Before Next Stand-Up |
| --- | --- | --- |
| Runchi Yang | Backend logic, camera calibration, and coordination of user-testing sessions | Stable multi-player backend + teacher testing report |
| Jialiang He | Low-fi → hi-fi prototype transition, backend integration, and audio design | Functional hi-fi prototype with responsive sound |
| Zhun Li | Research synthesis and user-testing documentation | User-feedback summary + testing insights table |
| Sizhe Li | UI/UX visual refinement, webpage integration, and final audio polish | Completed menu/leaderboard UI + website showcase page |
| Liyang Yu | Quality assurance, documentation, and visual communication (poster & presentation) | Updated wiki pages, poster draft, and QA test notes |

**Summary Reflection**

This sprint marks the shift from concept validation to a fully operational classroom prototype.  
The team’s coordinated effort across backend, design, research, and documentation ensured that *Healthy Food Game* is engaging, ethical, and classroom-ready, setting up the project for final exhibition and evaluation.