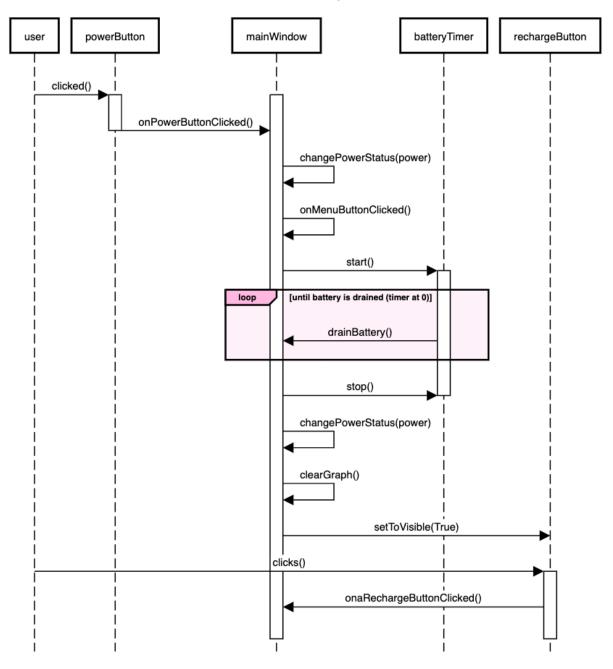
Power on, drains, power off

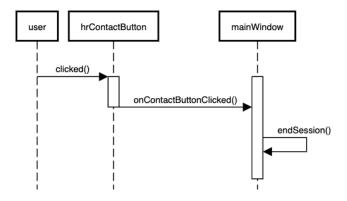


Once the user turns on the device, the battery begins to drain. Device is left idle, and runs out of battery. Device powers off, recharge button appears.

Run Session okButton breathPacerSlider user mainWindow hrContactButton testData settings scores onOkButtonClicked() updateMenu("CREATE NEW SESSION") clicked() onContactButtonClicked() startSession() getGraph() getScores() startTimer(coherenceTimer, sessionTimer,..) [session timer //interval: every second] setValue(interval) updateGraph() [coherence timer //interval: every 5 secs] updateDisplay(timer,..) getAchievement() updateLights() getColor() getLevel

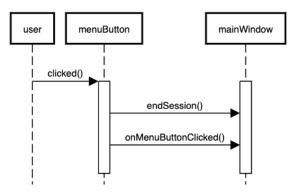
User selects CREATE NEW SESSION in menu options. Device switches to the session tab. Session begins once the device receives contact with the patient, simulated through the HR button clicked event. Test data is randomised from 3 data sets representing each coherence level. Coherence is updated every 5 seconds. Breath PacerGraph is updated every second.

End Session due to Loss of Contact



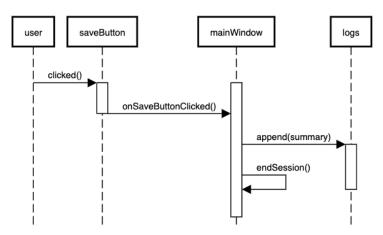
User is running a session. When the HR Button is clicked a second time it ends the session. Simulating the device losing contact with the patient. Note how it does not save the session since it ended abruptly.

End Session due to Menu Click



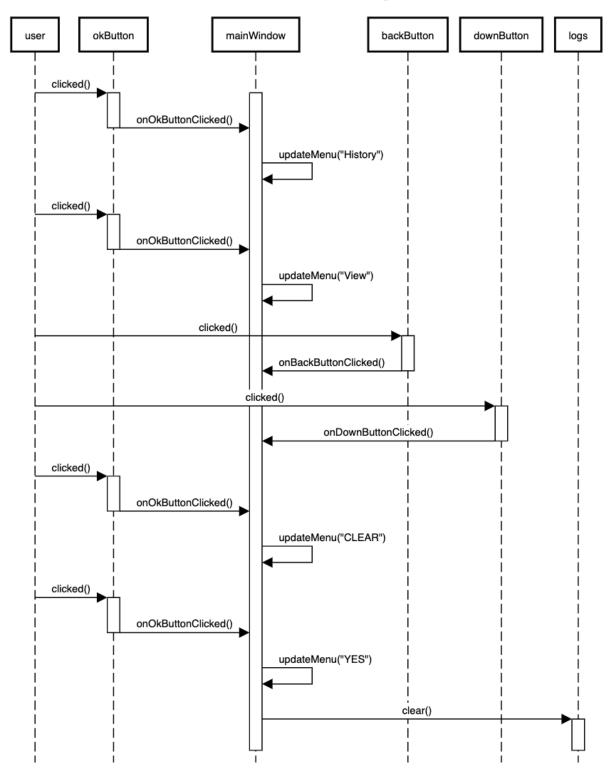
User is running a session. User clicks the menu button ending the session. Note how it does not save the session since it ended abruptly.

Save/End Session due to saveButton Click



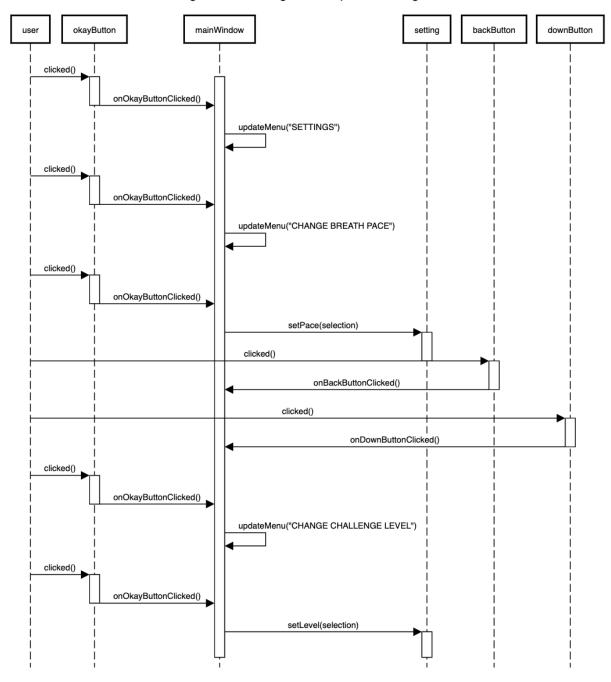
User is running a session. Session runs all the way through or the user can click the save button to produce this. It will add the session to the current log

To View/Clear Saved Logs



User selects HISTORY menu items and then VIEW to look at recorded logs. User then clicks the back button then CLEAR to remove logs.

Change default settings: breath pace/challenge level



User selects the SETTINGS menu item. First, changes the breath pace. Then goes back to settings to change the challenge level.