



Wholesome Haven

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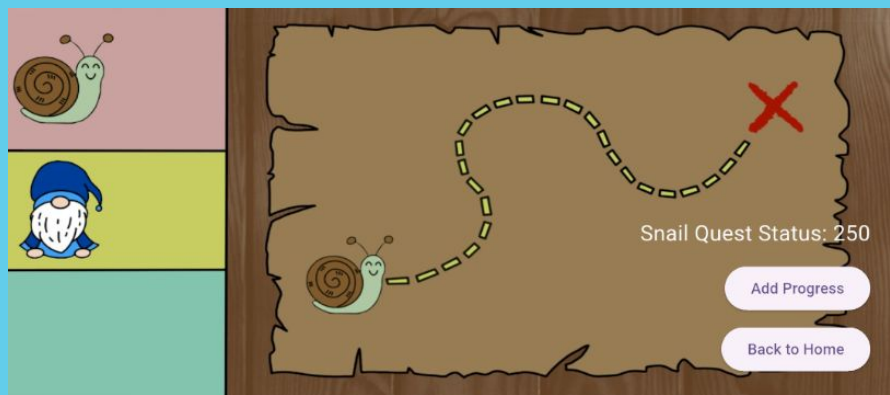
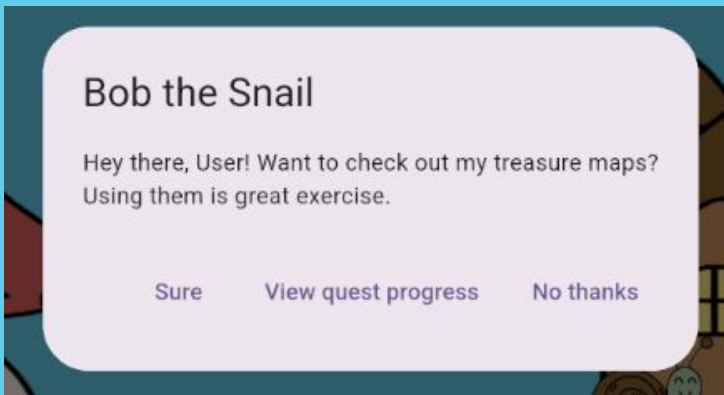
Advisor: Keith VanderLinden

Project Overview

Overview | Demo | Accomplishments | Design Norms | Future | Q&A

Project Demo

Overview | **Demo** | Accomplishments | Design Norms | Future | Q&A



What's Been Accomplished

- **Research-Based Quests**
 - Health Aspect Separation
 - User Interaction Paths
 - Quest Reward Design
- **Screen Navigation & Dialogue**
 - Design Images → In-App Widgets
 - Dialogue Tree JSON → NPC Interactions
- **User Progress Tracking & Management**

```
"choices": [  
  {  
    "text": "Sure",  
    "next": "map_info"  
  },  
  {  
    "text": "View quest progress",  
    "action": "openQuest",  
    "next": ""  
  },  
  {  
    "text": "No thanks",  
    "next": "farewell_no_walk"  
  }  
]
```



Design Norms

**Cultural
Appropriateness**

Transparency

Social

Stewardship

Aesthetics

Caring

Justice

Trust

Future Work

- **User Testing Rounds**
 - Quest Design Changes
 - App User Friendliness
- **Visual Milestone Progress**
 - NPC Specific Growth Indicators
 - Decoration Inventory
- **Non-Physical Section & NPCs**
 - Exercise Quest Alternatives
 - Other Supported Areas / Activities



Q&A