



ASWA App Design Documentation (MVP)

1. What is ASWA app

A mental health and wellbeing app made by the nonprofit.

2. What is it gonna be

A gamified mental health wellbeing combine app, allowing users to improve their mental state while growing and customizing their virtual sanctuary inside the app as they progress.

The app will feature such functions as logging and understanding current emotions, meditation, psychological useful trivia, digital customizable sanctuary and potentially much more as the product grows more mature.

3. Where we're currently at

[We have the animatics prototype video ready.](#)

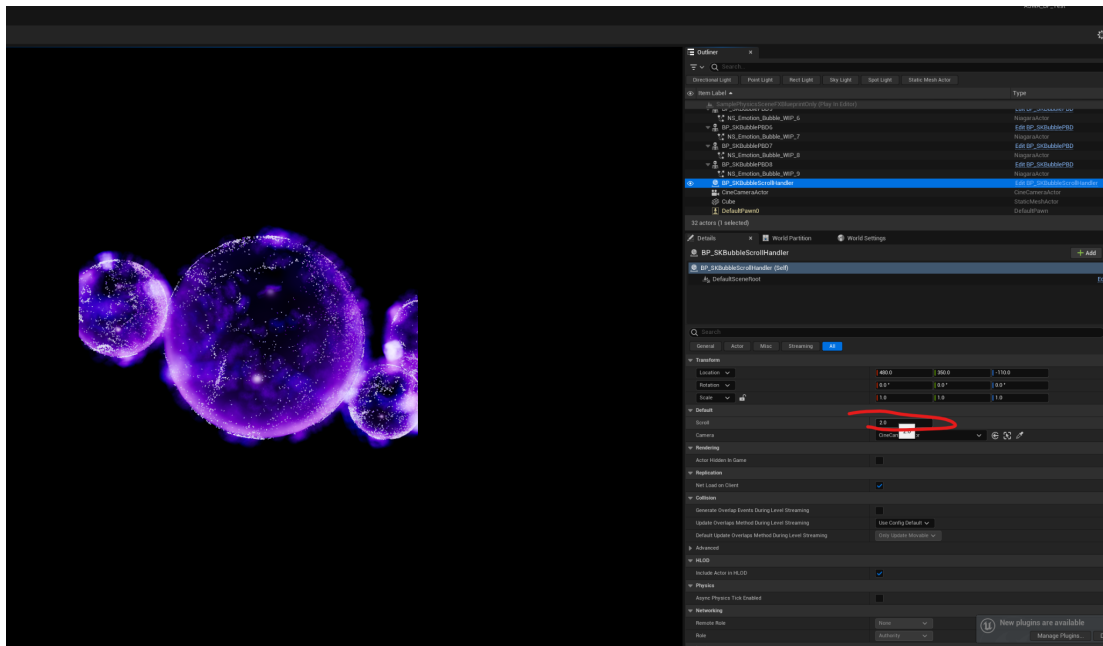
And currently actively working on the scene with all the art in Unreal Engine.

Also, [here is the Figma document with the UX flow.](#)

We also have an Unreal prototype for the visuals:

<https://drive.google.com/file/d/1h47IH9uJlxL79i-jXBIHvTx9Gtzwwkzx/view?usp=sharing>

it also contains a slider that can help you move the bubbles:



And if any edits/different delivery is needed — our 3D team is happy to assist.

4. Scope for the MVP

To design the log emotion functionality (please see the figma link + animatic video) + app foundation upon which we can keep adding the other features + improving the log emotion functionality.

Specifically we need implemented:

- 1) Sign in with apple;
- 2) All the visuals from the animatic video that we're currently recreating in the Unreal engine;
- 3) Function to pick the current emotional category on how the user feels (good, not good, not sure)
- 4) Function to pick the specific emotion within that category (angry, sad, etc.). Please note that "good" category will have 15 emotion, "not good" category will have 20 emotions and neutral will just immediately lead to the "trigger" screen (see the animatics video for context)

4.1) Navigational functionality: the ability to pleasantly scroll through the bubbles (see animatics for an example)

- 5) Ability for user to write up the triggering emotion and its interpretation + us storing this information;

- 6) Option for user to consent to share their emotion log (trigger and interpretation) with the rest of the users (see animatic video)
- 7) Twitter-like feed allowing to read logged emotions of other users and ability to react to them with emojis.
- 8) Sanctuary (we'll 3D model the first basic environment)
- 9) A simple feed that opens via a button in the sanctuary or somewhere within the "emotional log" menu where user can see their past logged emotions (date, category, emotion, trigger and its interpretation)

5. Tech specs

Game engine: Unreal Engine;

Platform: iOS, mobile (for now);

Login method: sign in with apple only (for now);

Flexibility: it's important for us to be able to build upon our current features and introduce "smart tech" as we move forward from the MVP later.

For example, later we'd like to add more logic and past patterns recognition for each user's touch.

One of the examples, if user picked the "neutral" category during their emotion log phase, maybe

- 1) we will ask the user why do they think they feel neutral (reflect step 1);
- 2) ask how that makes them feel of feeling neutral (reflect step 2 and possible triggering of the underlying/undersurface true emotions?);

We can then feed the transcript of what they wrote to ChatGPT via their API for it to identify the true underlying emotion (if any) and if we define that it's not actually neutral we can resurface the bubbles that reflect the true emotion suggestions they were actually feeling and let them pick that bubble and from there they can continue our typical flow.

To evaluate the developer, we're proposing this small mini-task:

Mini-Task: Emotion Selection UI with Scrolling Bubbles

Goal: Test their ability to implement smooth and interactive UI elements.

Task Description:

Recreate a UI system where the user can scroll through emotion bubbles and pick one that reflects their current stance (see our animatic video shared in this doc earlier, timeline 0:10-0:15)

- Each bubble should represent an emotion (e.g., happy, sad, angry) with labels and colors.
- Smooth scrolling and snapping to the nearest bubble when released.
- On selecting a bubble, display the selected emotion and its description the bubble tap.

Key Evaluation Criteria:

- **UI/UX Implementation:** Smooth navigation and responsiveness.
- **Blueprints or C++ Skills:** Logical structure for event handling and animations.
- **Mobile Optimization:** Test whether it works well on mobile emulation.