

## CogniViTra\_Testing - Bug #58

Feature # 53 (New): MVP2

Bug # 54 (New): Games

### At the right moment - change of symbol is not very perceptible

22 May 2020 18:00 - André Gradil

<b>Status:</b>	Resolved	<b>Start date:</b>	22 May 2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Hugo Santos	<b>% Done:</b>	90%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b> In the case of several consecutive right symbols the change between them is not very perceptible and its common to miss the timing of the answer			

#### History

##### #1 - 01 June 2020 16:55 - Hugo Santos

- Status changed from New to In Progress
- Assignee set to Hugo Santos

##### #2 - 01 June 2020 17:08 - Hugo Santos

- Status changed from In Progress to Feedback

I propose a pause between each move, with a start button similar to the game commands. But I will consult with the rest of my team to see if they agree or if there is another solution for this game.

##### #3 - 01 June 2020 18:17 - Hugo Santos

After talking to Dr. Joana, introducing the start button between each try distorts the objective of the game which is to force a continuous attention in this one. I will try to add an extra period after input, this period when the remaining inputs given by the vitra system are ignored.

##### #4 - 02 June 2020 12:34 - Hugo Santos

- % Done changed from 0 to 90

In order to notice the transition between responses, a one second delay was added, where colors are partially opaque before the new move begins. This was approved by the rest of the Neuroinova team.

##### #5 - 02 June 2020 12:34 - Hugo Santos

- Status changed from Feedback to Resolved