

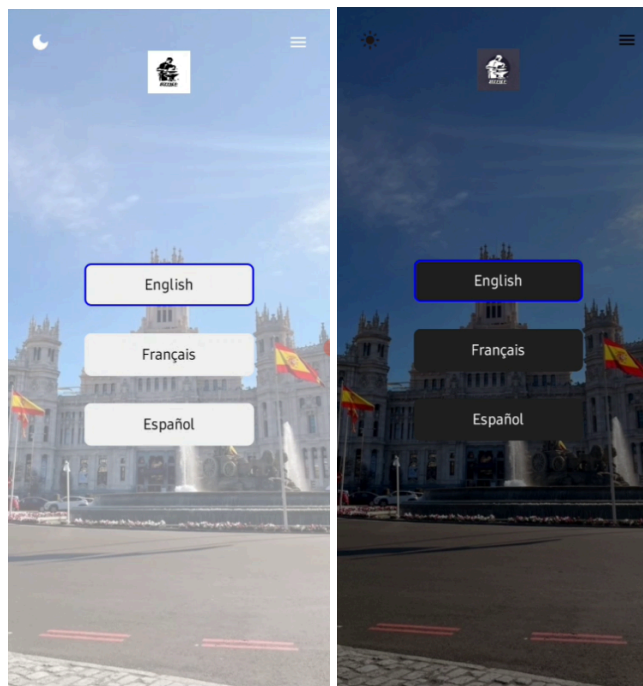
# Assessment A2 - The Human

Javier García Tercero & Agustín Prieto Páez

In this part of the report we will explain some challenges that we have introduced to our application “Jobder”, related to human interaction. Even though some of the challenges could be seen as only one, we are going to explain them part by part to focus more in some details.

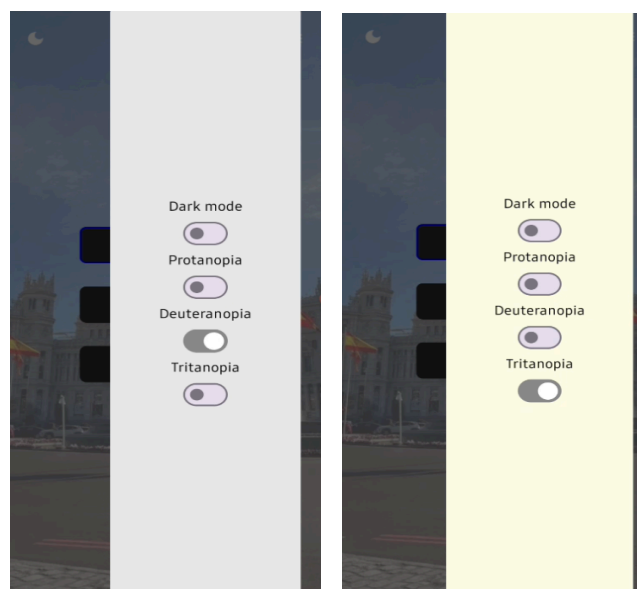
## 1. Dark mode

First feature that can be seen in our app is the dark-light mode. Is an adaptable light screen for different moments, night, day, lighted room... It can be modified in the top-left part of the screen or in an adjustable menu at top-right screen.



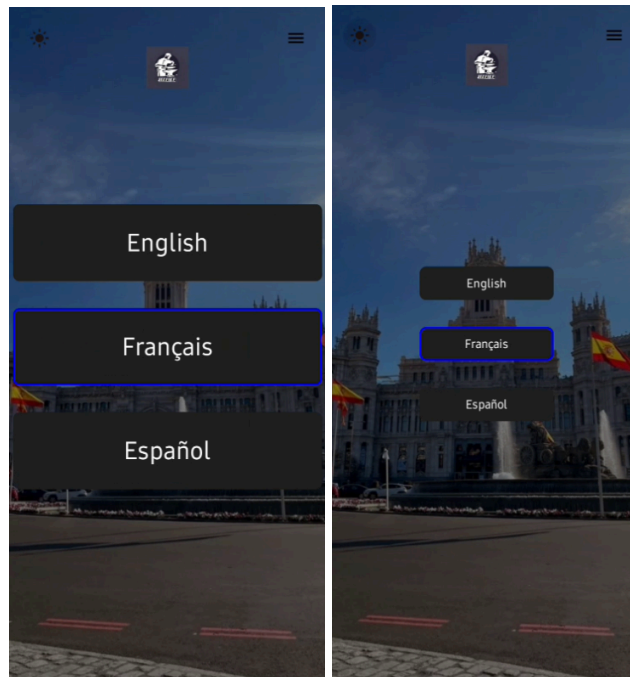
## 2. Color blindness

Our second challenge was to get our app adaptable for color blindness people, in order to let them enjoy at most our application. It can be adapted to different kinds of color blindness, protanopia, deuteranopia and tritanopia



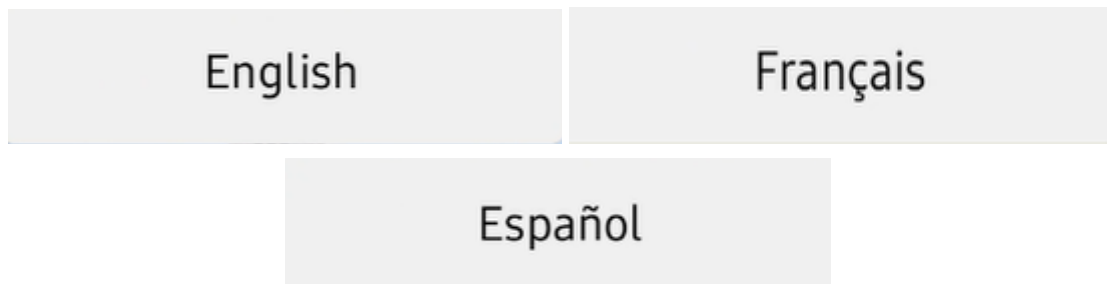
### 3. Adjustable text size

Related to text size, our app has the possibility to zoom-in and zoom-out just by simplifying pinching in and pinching out. This is very useful for elderly people that are not able to see small text sizes, so they can enlarge the HUD.



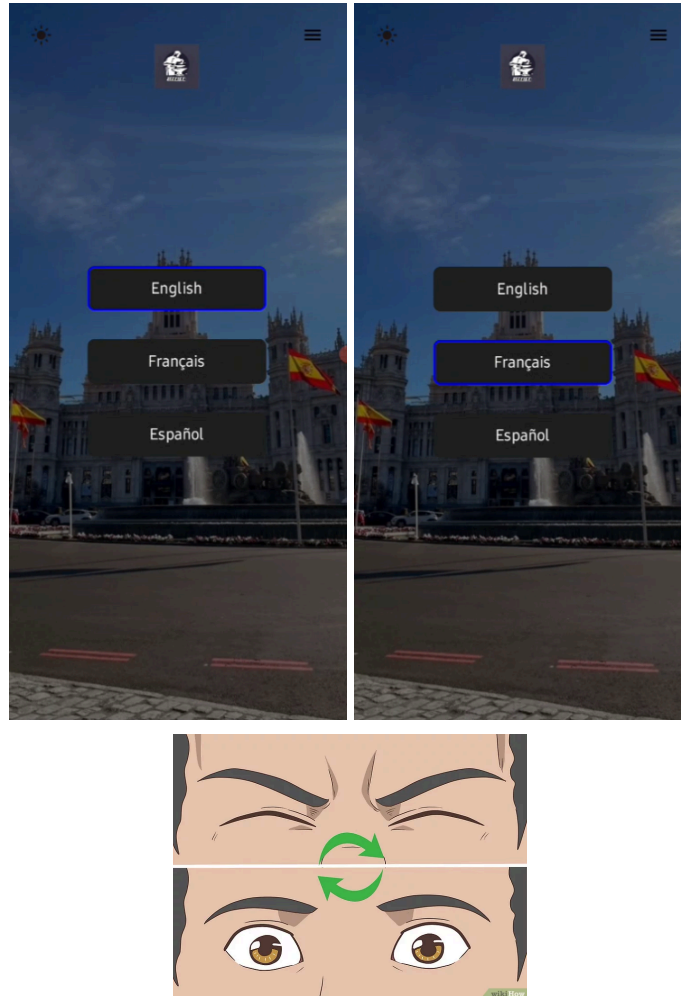
### 4. Language control

As seen in every previous screenshot, our application has been developed in three languages, English, French and Spanish, in order to make it more accessible for people all around the world. When first getting into the app, the user will have the possibility to select in which language he wants it. The user will have the possibility to come back to the main screen to select another language to be treated.



## 5. Face recognition (Blink)

One of the last challenges that we selected was face recognition. In this challenge we adapted the application to have the possibility of changing from one button to another just blinking. User face will be recognized and whenever he blinks, the selector will move to the following button.



## 6.Face recognition (Smile)

Our last challenge for this assignment is the smile recognition. When the user smiles at the screen, it will click onto the button that is selected. For example, when the user fills all the registration requirements, he will need to smile at the phone to get to the next screen.

