# Final presentation

*Group 2*

ISEP INSTITUTO SUPERIOR DE ENGENHARIA DO PORTO

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# *Agenda*


01 Problem Statement

02 Team Introduction

03 Requirements

04 Solution

05 Prototype

06 Packaging

07 Conclusion

# The Team

# Problem Statement

Parents often struggle with their kids refusing to take medicine in pill form

# Requirements

- Fun experience
- Ease of use
- Sustainable
- Safe intake
- Attractive design
- Checking system
- Box for gifts

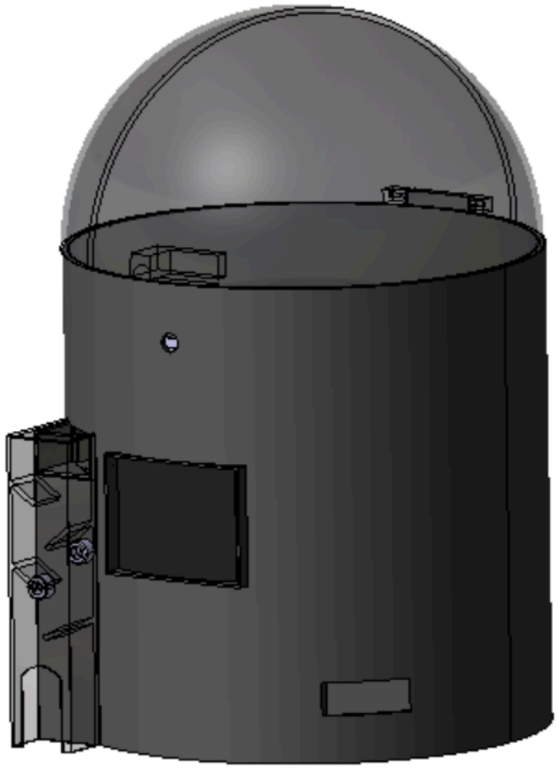
Device

# Solution

Reward system

Slide

21 doses



Screen

Materials

App

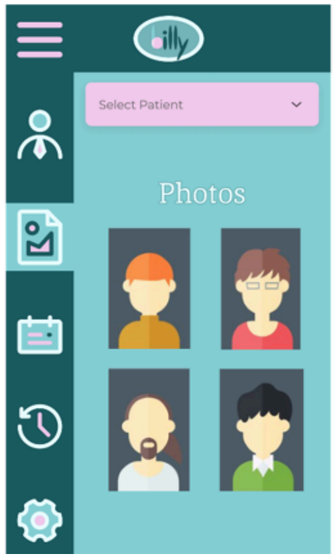
# Solution

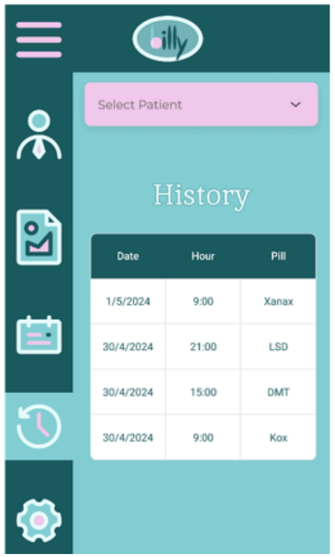
Schedule

Photo Gallery

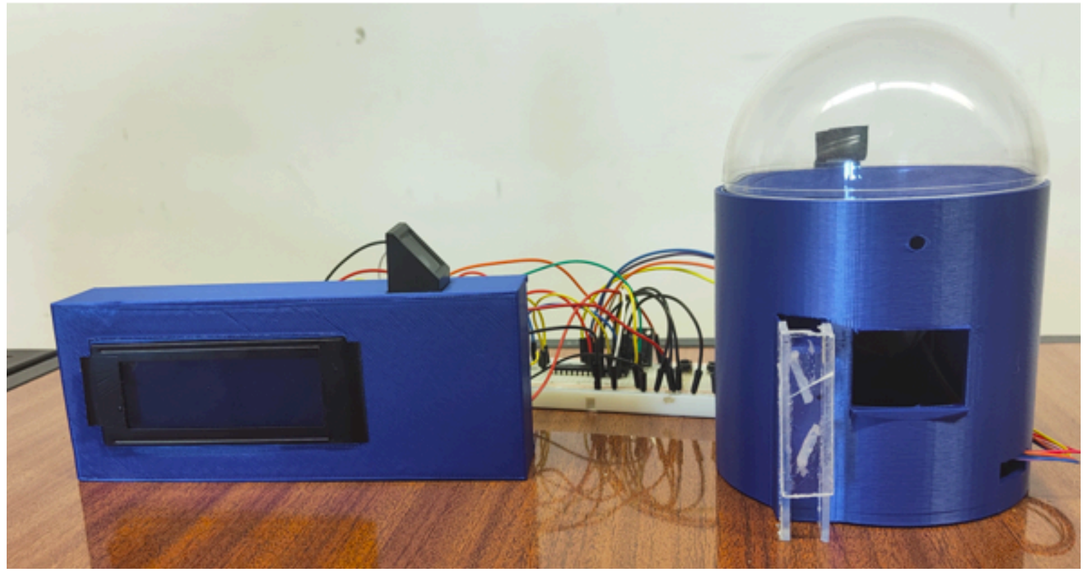
History

Profiles





# Prototype



Components

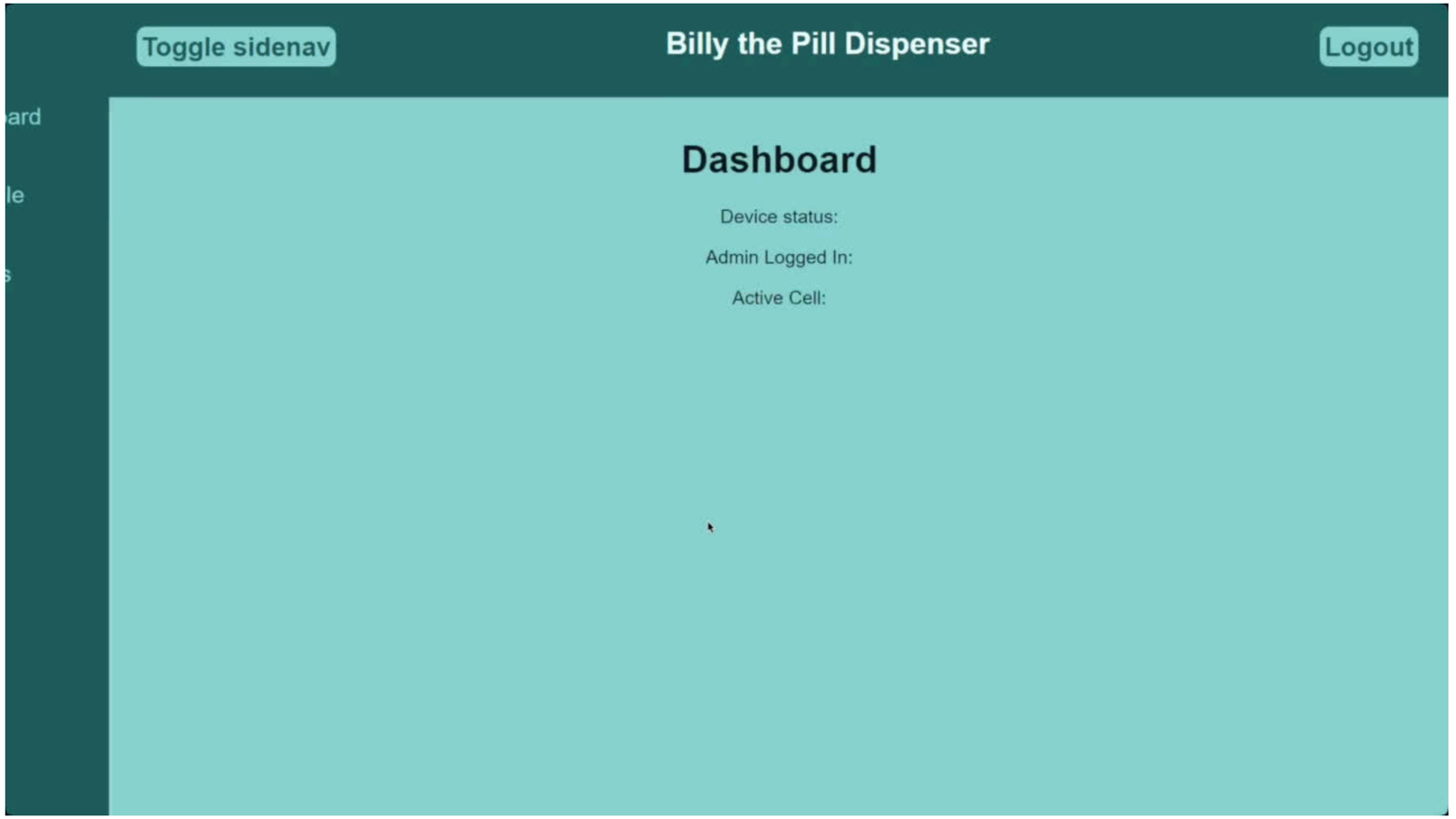
Dimensions

Functionalities

Materials

App

# Prototype



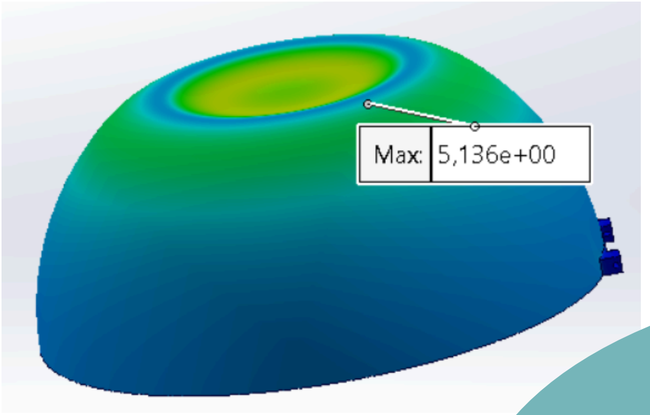
# Prototype

## Hardware components

- Dispense mechanism
- Alarm
- Screen
- Picture
- Locks
- Fingerprint

**Application**: client - server communicates quickly and reliably

**Stress analysis of the dome**
Exceeds the requirement by 15 times

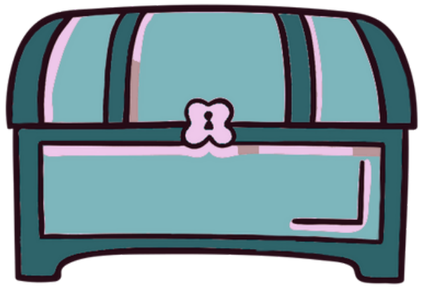


# Packaging

Give packaging a second life!

## Introduction given in User Manual

Get creative!



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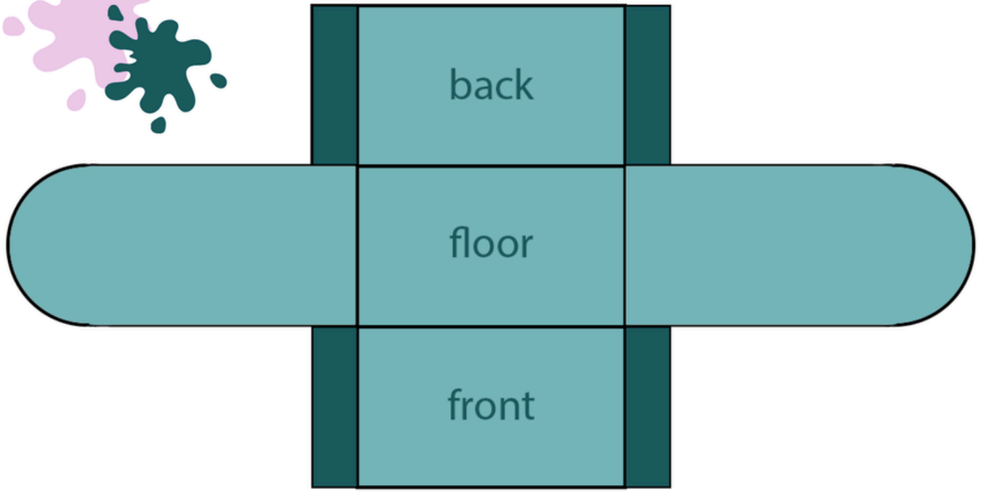
## Folding Instructions

Give the Packaging a new life
by creating your own treasure chest



1. cut out the given guiding lines
2. align the sides
3. glue the ends together

And now it´s time fror the fun part
Get creative and design your own masterpiece

# Conclusion

**Achievements**

**Limitations**

**Future development**

billy