* Patterns
	+ 1:
		- Problem:
			* Sensors read different types of information from brain activity to step counts.
		- Context:
			* The sensors are all contained on the same wearable device, they all send their information to the same health server.
		- Solution:
			* All information will be sent as the same type of object, with variable names changed within the object. In a sensor, it will take in data, create a health data object with the appropriate name, such as “stepReading”, and send the message through a TCP network to the health server. All information from the sensor will follow this pattern, with different names for objects.
	+ 2:
		- Problem:
			* Doctors are easily confused by graphs with too much information presented in a confusing manner.
		- Context:
			* All graphs are created by our health server. The health server contains information to create all possible graphs.
		- Solution:
			* Present the physician with an “overall health graph” that brings together all the health information. If the overall health graph displays an issue with the patient’s health, the doctor can investigate more information. The health server has all the information from the sensor readings. It takes this health information and applies weights to each form of information. After each weight is applied, a graph is created based on the overall “health reading” over time, with the health reading being calculated based on the combination of the weighted health readings to form a health score. All health readings are sent through the same pattern of evaluation, weight application, and combination with other readings.
	+ 3:
		- Problem:
			* Doctors and patients have vastly different knowledge bases, but they need to effectively communicate with one another about a patient’s health information.
		- Context:
			* The patient provides information to the health server, and the doctor reads from the health server. The health server and health sensor are always connected to one another.
		- Solution:
			* Generate the same overall health graph for both he patient and doctor to see. Allow for a simplified version of problem areas of the graph to be displayed to the patient. The pattern is based on communication from the health server. The health server sends the calculated overall health graph to both the physician’s computer display and the patient’s wearable display. Once both the physician and patient look at the same information, how they communicate will form a pattern of similarity since they both use the same graph to base their ideas on. A pattern of the overall health graph radiating outwards from the health server forms.
* Visual Representations:
	+ 1:



* + 2:



* + 3:

